



IP BIBLE

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By: Kevin Vekony

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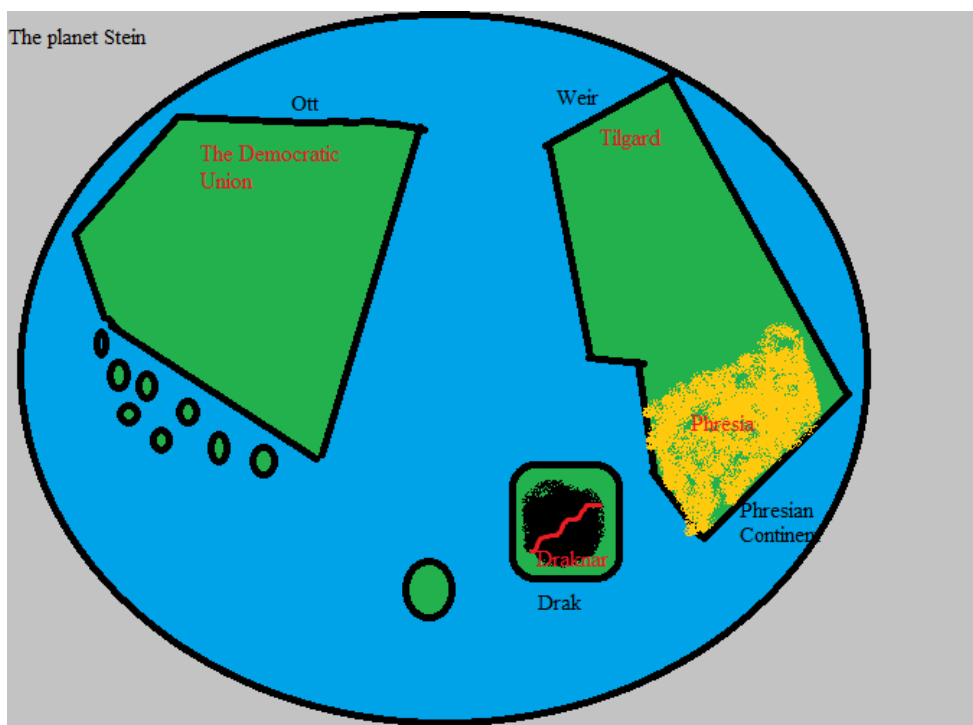
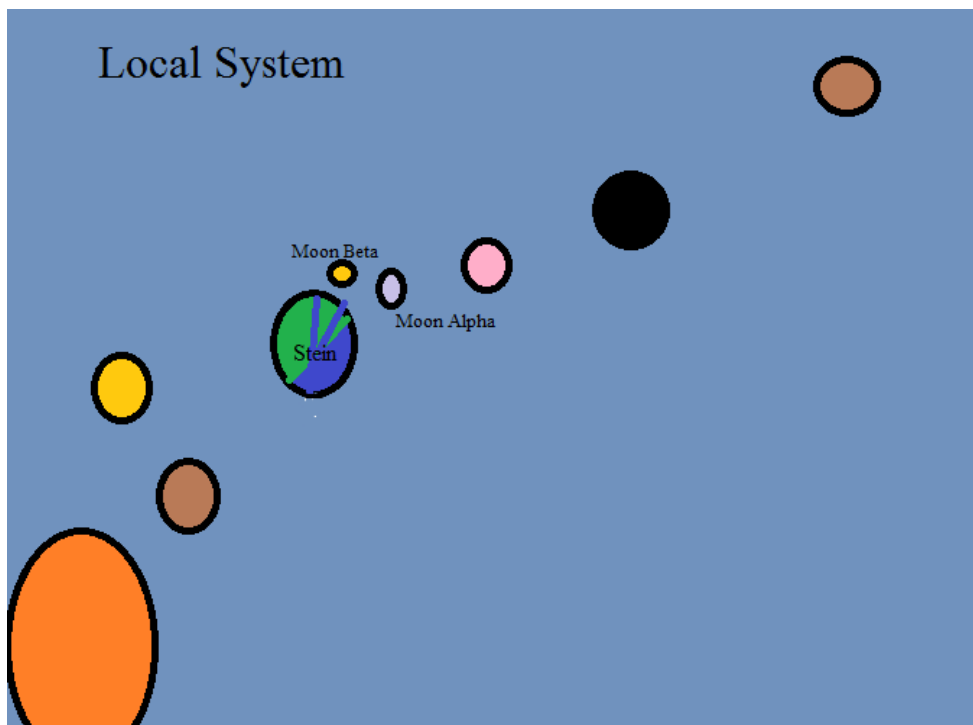
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Story Synopsis:

- *Premise:* Gyre is an epic science fiction / fantasy saga which portrays the struggle of four competing nations (prideful and advanced Democracy, vain and greedy Tilgard, aggressive and dark Draknar, and lastly religious and ambitious Phresia) on the fictional planet Stein; multiple perspectives are used in a twisting tale that escalates when an ancient invading force, the Void Immortals, threatens the Multiverse. If they cannot stop the Void Immortals now they will destroy not just this reality, but all of them ever.
- *Theme:* Hunger creates destruction
- *Tagline:* “An ex-mercenary must find belief again as he teams up with his nation’s enemies to save the Multiverse from being consumed by the Void. “

Backstory/Context:

- **Stein** is a several millennia old planet in the Andromeda Galaxy. At its present state, five thousand years after the Great Reclamation, there are two major continents (Ott and Weir) and one minor continent (Drak) as well as various island chains. Four factions control their swathes of Stein at the saga’s beginning. Stein is about the size Jupiter in the solar system if it were terrestrial yet with gravity equal to Earth’s; it has 2 moons Alpha (which has a Democracy base) and Beta (seemingly uninhabited) and is one of several planets in the system but the only one with civilization aside from extremely minor research outposts and mining colonies.
- **Humans** The prime sentient race on Stein is humanity, identical to us in present day. All manners of ethnicities are present on Stein and amongst the nations; however on the Phresian Sub-continent of Weir there is a higher amount of darker skinned people. Conversely, the ashy conditions from volcanoes on Drak make their people much paler than elsewhere. The humans arrived here from far off colonies of Earth’s Human Infinitum Empire (who control the whole of the Milky Way Galaxy) after the Great Reclamation, though once long ago there were other races, including ancient humans before the planetary reset.
- **The Great Reclamation** marks the beginning point of which there are no fossil, geologic, or written records of any kind existing prior. This is because the world had been rendered a wasteland by the use of magic-infused nuclear powered weapons to stop the occupying demonic overlords of the era. Many sagas and stories took place on old Stein, but within the barren wastes a final safety plan was found to restore the oceans and remove the radiation. It was as if a whole new planet was born.

Maps:

Factions:

- The Democratic Union:

- Overall inspired by classic portrayals of main factions in science fiction such as the governments seen in the *Aliens*, *Starship Troopers*, and the Republic/Empire in *Star Wars* with a dash of the Jingoistic drive of the United States of America. Their cities resemble a near future version of urban and sub-urban America.
- A conglomerate of many former nations on its location of northern Ott
- Runs on a governmental system where its citizens enjoy many freedoms but there is also a tight security network
- Led by a president
- Strong military in both numbers and advanced technology
 - Soldiers are equipped with high tech armor suits inspired by ones such as in the film *Elysium* and the board game series *Warhammer 40,000*
 - Employ a variety of firearms
 - Large hybrid planetary/interstellar air force
 - Supplement their forces with robotic combat drones, which vary from small floating scouts to large spider-like mechs
 - Have both hover and wheel based terrestrial vehicles.
- They do not use magic
- At war with Tilgard (for land disputes in southern Ott), suspicious of Phresia, neutral towards Draknar.
- Often referred to as “the Democracy”

- They seek to enforce a righteous stability to the world, beginning with their home tur



(Democratic troops)

- **Tilgard:**

- Overall this can be thought of as “medieval knights in the future”, since aesthetically their cities and fashions are inspired by the Late Middle Ages and the Renaissance.
- A very rich city-state located in Weir and the southern isles of Ott
- Has a governmental system based on a high council of elders; its citizens live in bliss.
- Military makes up for its relative sparseness with exotic weapons and minor use of magic
 - Many of their infantry prefer melee weapons to firearms, such as the elite Knight forces who have extremely heavy armor suits which artistically look like and are the ultimate realization of medieval armor
 - They have imported experimental dangerous bombs and traps, such as sonic disruptors (which can turn victims inside-out) from manufacturers in Phresia and the islands.
 - Some infantry are Sorcerers who go into battle with just their magic and light firearms.
- At war with the Democracy(for land disputes), aggressively at war with Draknar(as they are rebels who broke away to colonize Drak in a bloody schism), neutral towards Phresia
- They seek to grow wealthy through their control of the world’s trade



(Tilgard troops)

- **Draknar:**

- Overall this can be thought of as “evil medieval knights in the future”, since they are a dissenter group from the similar Tilgard. They adore piercing and tattooing their bodies like a modern day heavy metal or punk rock star; their style is very harsh and dark. Their cities however resemble the styles of ancient Japan and China with much black and spikes; these are often built amongst lava flows for geothermal energy.
- Formed by rebels separating from Tilgard who wished to flock towards Drak and its promise of freedom for the use of magic, especially from the darker end of its spectrum.
- A socialist government specialized in industry
- Led by a Uberwarlord
- Military includes fierce bezerker legions of foot soldiers supplemented in large part by its use of the native dragon animals of Drak as well as high use of dark magic
 - These dragons are modified with heavy cybernetics, combat armor and cannons to become living vehicles. Other larger sub-species are merely prodded as-is into fighting. The most competent dragons are paired with Dragon Knights; both members of the team have the best equipment available
 - Their technology is slightly rougher than Tilgard’s and thus their weapons are lower quality
 - Their soldiers take drugs to give them no feeling of tired or pain. They also cherish large axes, maces, and turret guns.
 - Most infantry know basic dark magic skills such as causing pain in their enemies’ circulatory systems.
 - Warlocks are the most powerful dark magic users, where a trooper causes pain a warlock boils their enemies’ blood
- At war with Tilgard(for they wish to impose their methods on their original homeland), with Phresia(for their use of light magic which is heretical in their eyes), neutral towards the Democracy
- They seek to stake out a empire, starting with their homeland



(A cybernetics enhanced Draknar dragon)

- **Phresia:**

- Overall are inspired by a fusion of the ancient Egyptian empire of our Earth with a large mixture of Arab and Africa influence. Many of them wear turbans and shrouds to protect against the environment. Their cities are run-down ghettos built amongst old majestic ruins.
- The last remnants of an ancient empire which once spread across all of Stein and into neighboring planets but has been reduced to loosely affiliated cities in southern Weir.
- Each city has a emir running local operations but they report to the Sect religious leaders
- Extremely devout in their religion
- On its surface their military appears to have old fashioned technology and low numbers but the highest members of the Sect pass on teachings of powerful light magic and they wish to bring back their six Godly Incarnations.
 - They have very primitive and ineffective firearms which used outdated ammo clip technology
 - Their vehicles are for the most part imported from the leftovers of Democratic and Tilgard wars. They are rusted and barely running but make up for this by being cheap to purchase.
 - They do have some original creations, such as their airforce and navy's vehicles
 - Sect priests and priestesses are masters of light magic and stealth
- At war with Draknar(whose usage of dark magic offends their beliefs), neutral towards Tilgard, has plans to attack the Democracy(in order to gain appeal with Tilgard and potentially unite)
- They seek to restore themselves to their old height of power and technology



(Phresian guerilla fighters)

- **The Void Immortals:**

- Overall they are inspired by any alien invasive species from science fiction; they are a “combined body” of the best of the best (or rather worst of the worst) of all forces from different dimensions. There is an influence of fantasy demons in their leadership and architecture; some of their structure is inspired by horror films.
- This alien force exists outside of the main dimensional universe of this saga in a space between universes.
- All black holes lead to this space but most cannot survive the passage unprepared
- They are older than all existences
- They consume worlds, systems, galaxies, and universes in their hunger
- Led by the five Immortals
 - These are beings who became aware of the Multiverse and contacted each other seeing the value in alliance
 - Within their universes they were the ultimate power and threat
 - They utilize such high dark magic element that they must feed on the light energy present in all organic beings. They are always in desire of these “souls”
- Their military has a terrifying variety and strength; they have cultivated competent alien races from conquered worlds and have modified them which they make use of along with robots and dark magic users
 - Their diversity of alien troopers contains such species, all unnamed, which resemble lizard people, classic Martians/greys , and ones resembling the Elite caste of Covenant from the *Halo* series
 - They have a vast amount of fighter and lander spaceships
 - Later on, some humans of Stein become Dissenters and join the ranks which is useful since They cannot speak any of Stein’s tongues
- They seek to consume Stein to feed their lords who feast on the life force of victims; this universe was unlucky to have been found by the Immortals probes
 - This is because after the stocks of life forms in a universe are defeated or assimilated the dimension is collapsed through a barrage of black holes in order to prevent a future threat



(A Void Immortal foot soldier)

- **Ungoverned Lands:**

- There exist many cities and villages on all continents and islands who pay fees to their neighboring super powers to remain free of influence, they make their living through industry
 - Some industries include farming on the islands and weapons production and mining in periphery areas of the continents
 - These people view all the powers as a threat to their varying simple ways of life but they do not wish to form militaries so instead they pay tribute/ “avoidance costs”
 - They are not protected however if the path of war requires armies to pass through
 - Their cities resemble their neighbors, some resemble exotic locales like Russia or Native American Reservations

Rules:**Magic**

- Magic is a type of energy in all universes
- There is a spectrum:
 - o The light side of the spectrum can be harnessed by the right devices to create local antigravity, to heal wounds, to create solid light shields, to create offensive blasts, and more
 - o The dark side of the spectrum can be harnessed to create offensive blasts, to turn invisible, to corrupt DNA structure, and more
 - o This spectrum can be used in various shades of grey for basic telekinesis and blasts
 - o The two ends of the spectrum are equally effective against each other
 - o Anyone can use magic if they make use of the right technology and training of that technology, whether that be in firearms or melee weapon/martial art forms or hand implants or more

Dimensions/Universe:

- The Multiverse is infinite and within there exists dimensions which can also be said to be universes
- Each universe is a separate plane of existence that may have a completely different set of rules of science
- There also exists universes which are near exact copies of each other but have been effected by time travel and so have different events occur, ripples between universes mean things happen at different times
- The Immortals have a Keep which is an incredibly massive space station which houses their entire faction which resides in a pocket universe which can access all others
- The residents of Stein have no idea of other universes until the Immortals come
- Portals of pure dark or light magic must be used to cross between universes
- Technically, our real world is a universe. Even our fictional worlds could be universes, which has the possibilities for crossovers with other franchises

Godly Incarnations:

- Sprits are beings of pure magic that exist in a space between universes. They are able to use magical forces not normally accessible on the normal plane

- The ancient Phresian Empire was able to tap into and communicate with six who they formed a friendship with. However their channels of communication, giant statues of their “gods” have become dormant known as **Godly Incarnations**. Their gods are:
 - The God of the Sun, most powerful of the pantheon and located on a mountain top in the Democratic Union
 - The God of the Sea, buried in a lost temple on the middle of the ocean’s floor after the old continent of Otwe collapsed
 - The God of Life, located on an island by Draknar
 - The God of Scarabs, located in an ancient temple in Phresian Weir
 - The God of Death, located in a city in Tilgard
 - The God of Storms, lost on an ancient Phresian space colony

Weapons and Armor

- Although Gyre takes place on a world of cultures much more advanced than our own, there is still a benefit to using classic melee style weapons. The reason for this is that their armor suits are so thick that it takes many gun shots to pierce through and so using a sword or axe (which are strong enough to slice through the armor with enough strength; and their suits have muscle enhancers) is a shortcut for a kill
- Some melee weapons have light or dark magic imbued into them.
- These melee weapons can range from small knives all the way to long lances
- There has not been a consistent industrial revolution so the technology of each culture has evolved uniquely and old ways are still used.

Characters:

The Democratic Union:

- **Sylar Wanderer**: The franchise's overall hero and protagonist of the video game. A fair skinned, clean shaven man in his early 30's with a slim build who has mid length brown hair and small tribal tattoos on his arms and face; he comes from the ungoverned island of Proz located near the Democracy. He has fought as a mercenary for both them and Tilgard but has been retired after a particularly bloody battle in which he lost his entire squad. He is solemn and slow to trust someone, but he is integral in helping the world reunite to face the Void Immortals. Has an uncommon self-taught proficiency in both light and dark magic. His favored weapon combination is a Prozzian katana and long range revolver pistol. His tribe is very small since most of the youth moved to the mainland and became assimilated into Democratic culture, so he is one of the last "true" of his heritage.



(Sylar Wanderer)

- **President Chester Vindication**: Leader of the Democratic Union, an old black man in his 70's with a grey mustache and hair. He is very charismatic and only wants the best for his people. He is trying to re-recruit Sylar since he was so key to many military campaigns.

- **Lieutenant Mike Casshen:** An old friend of Sylar from Proz who legitimately joined the Democratic army. He is a good soldier who has deep pride in his country and enjoys joking around. In his early 30s, average build, Caucasian.
- **Sergeant Amy Benoit:** Sylar's old girlfriend who now serves in a unit along with Mick. She is in her late 20's, Caucasian and brunette. She is an expert marksman and is somewhat pessimistic.

Tilgard:

- **Elder Anders Giovanni:** Oldest member of Tilgard's council and thus serves as its ambassador to other nations, a portly Caucasian man in his early 60' with a long ginger mane of hair and a German-sounding accent. He cherishes entertainment in his seaside palace in the Tilgard capital city.

Draknar:

- **Uberwarlord Boris Chang:** Leader of Draknar, in his early late 40's; he is very muscular and has a shaved head with a dragon tattoo spiraling around his eye along with a bullring nose piercing. He is Caucasian looking but paler than average. Has a short temper and is fearsome in battle and intimidating his enemies
- **Princess Katina Chang:** Boris's daughter in her early 20's, very slender and looks more Asian from her mother's side while being pale like her father; she has dyed some strands of her dark hair red and wears it in an elaborate style and also has intricate facial tattoos and nose and eyebrow piercings. She disapproves of her father's frequent onslaught against the Phresians and Tilgardians and thinks that effort should be placed on cultivating Drak's harsh environment. She is an avid inventor of gadgets both mechanical and magical
- **Prince Olaf Chang:** Katina's brother and Boris' daughter, in his late 20's and somewhat muscular. Like his sister he looks mixed race and pale. He has rough unkempt long dark hair. He is as brash as his father and is one of the military's top Dragon Knights. He is extremely supportive of their father.

Phresia:

- **Admuraan Sectis:** Leader of the Phresian Sect, in his early 80's, the olive Mediterranean skin of pure Phresian bloodline. He remembers when Phresia was in at least a better state before ceding much land over to Tilgard since it could not manage itself. He is devout in his faith and a kind man but has a burning desire to take whatever steps he must to ensure his people not dry up in their desert.
- **Priestess Asal:** The main focus and heroine of the television series. One of the highest members of the Sect, in her mid 20's. She resembles depictions of Queen Cleopatra of

Egypt, with darker skin and eye makeup. Like all priests/priestesses she nearly constantly wears a black hair concealing helmet slightly resembling an Anubis statue of Egypt to amplify her light powers. Her late father was the old high priest but after he perished in battle she must step up. She is a fearsome warrior and quite skilled in magic. She advocates for the use of Godly Incarnations but she needs more support from her peers.



(A Phresian priestess much like Asal)

- **Buzi-01211:** A rusted 100 year old Phresian combat robot who is Asal's translator for ancient texts and is also equipped for all manner of combat and acrobatic situations. "He" is quite dry but a useful asset to the Phresians. He looks like a classic depiction of a robot like C-3PO from *Star Wars*.
- **Zumer:** A commander in Asal's service, in his early 30's. He has a darker skinned Arabian complexion with a tightly trimmed goatee and medium length messy hair. He is very laid back and humorous but a capable fighter.

The Void Immortals:

- **Black Hole:** The lead Immortal, age unknown. Utterly evil, ruthless, and brilliant, countless have either bowed down in awe to him or ran in fear at his mention. A being of

pure void energy. Part of his form is a purple armor suit and cape and his face looks like a faceless humanoid shadowy head.

- **Shadow:** one of the Immortals, age unknown. Mocks his opponents and can teleport and turn invisible. A being of pure shadow. He looks like a shadowy tornado on the bottom with a black humanoid shadowy torso and two large shadow katana swords.
- **Boulder:** one of the Immortals, age unknown. Dimwitted but massively powerful. A being of the hardest rock. He looks like a classic fantasy rock golem.
- **Geist:** one of the Immortals, age unknown. Alien and mysterious, he can easily drift between universes and drag others along with him. An undead being's spirit which has become infused with cosmic energy. He looks very much like Shadow but being transparent instead of shadowy and he has no weapons.



(Geist the Immortal)

- **Alloy:** one of the Immortals, age unknown. The youngest and most brash, he is also the most agile. A being of pure molten metal. He resembles a metallic silver humanoid, similar to from the film *Terminator 2*.
- **Tyvx,** age 379. He is the highest non-Immortal member of the Void Immortals power structure. He obeys orders without question and enjoys sadistically torturing victims when he can. His original race is unknown as he has been rebuilt as a white crystal and black metal cyborg with a skull-like face.

Environments:

- **Stein:** It is different from our Earth, but not entirely. It has blue oceans, an oxygen based atmosphere, and mostly similar flora and fauna.
 - **Ott:** Is a continent of wide open grasslands, large dense forests, and picturesque lakes. This is contrasted with high tech cities of the Democracy. Mostly flat, however the south is very rocky coastline rich with resources and mines. The isles surrounding it are tropical and tranquil.
 - **Weir:** The northern two thirds are extremely mountainous and filled with dense forests with the occasional metropolis city, much like Ott. The southeast Phresian subcontinent is a barren desert wasteland.
 - **Drak:** A large volcanic island seeping with lava and black rock and lonely shores. The heat has led to its native dragon animals, which are fearsome flying lizards of varying size and coloration which are utilized by the Draknar.
 - **Alpha:** One of Stein's moons contains a large domed Democracy base city used as an academy to train its elite soldiers on the otherwise grey unlivable rock.
 - **Beta:** Pools of acid and fierce bug creatures live amongst extremely old Phresian ruins on this death moon.
 - **Void Immortals Keep:** This dark, spiked creation of a headquarters has millions of spacecraft waiting to invade worlds and universes to bring back fuel for harvest. Its cavernous hallways contain grinders to mashup organic food for its alien troops, while the souls filter above to the Immortal lords. Many levels simulate foreign environments for the alien troops of the legions.



(An area of Weir)

Franchise Synopsis:

Disputes have happened on Stein for as long as recorded history. In the opening of this transmedia saga, on one side of the globe blood is shed over land disputes between the Democracy and Tilgard while in another part of the world blood is shed over beliefs between Phresia and Draknar. The four factions on this world all become involved with each other in time however, with Phresia stepping out of its homelands into foreign waters which triggers a near foe in the Democracy. Meanwhile, Tilgard is inspired to strike into the spread thin Phresia. All sides begin to strike at each other.

There are many characters at play here with their own quests. Sylar arrives by short distance flightcraft to the lands of the Democracy but finds himself regretting returning to his cause. He re-unites with old peers but follows a mystery which leads him to Phresia. He learns there why the old Phresians never furthered their study of light magic to portals. While on moon Beta between contract works, he discovers a patrol ship of unknown origin flying in orbit, they give chase but it gets away....

Elsewhere, Priestess Asal and her peers use the recent chaos to have travels of their own re-activate the Godly Incarnations. One by one they regain the power of these beings to add to their cause. Her path makes her meet the princess Katina of Draknar whom switches sides after realizing she has now power at home.

All the while political debates within all of the nations delay a swift end to the World War. However, Sylar and crews run in's with all factions are not met with warm reception, and

he is even marked as a traitor to the Democracy when the President discovers he took a government vehicle to off limits Phresian ruins. He is locked away.

It is at this point that the Void Immortals enter the saga. They appear out of nowhere from beyond the universe veil, and ravage the planet with their numbers and technology and magic. The sides eventually work together after millions of lives are lost, after upheaval, and are able to push back the fight into the space between the Multiverse when they learn of the true power of their enemies, who are able to erase continents (including the entire nation of Tilgard) from existence with a large magic gun outfitted on the Keep. The alliance of factions, and all the heroes including Sylar, Asal, and Katina win by utilizing the Godly Incarnations, boosted by being immersed in a space between universes, to stop Black Hole and Shadow (the other Immortals were taken down one by one in other fights) once and for all. With their planet ruined the Democracy sets out to colonize farther star systems using the remains of the Void Immortals technology while the ascendant Phresians set out on their own path.

Plot Points:

- The continuing struggles
- Heroes set out on quests, Sylar and crew go east and Asal and crew go west
- War escalates
- Void Immortals invade
- Invaders push Stein's civilization to the brink
- The allied factions push back with the power of the gods through a sun hole
- The Immortals are defeated one by one
- Black Hole is defeated at his home base by the combined force of the six gods
- The factions flee their ruined world to new horizons

Platforms:

- **Gyre**, the video game: Focuses on Sylar's trials across the world as he works to solve the mystery of the immortals and unite the factions.
- **Gyre: Journeys**, the television series: A live action series showing Asal's quest as she re-activates the Godly Incarnations, it also shows the political structures of the organizations working with a focus on the Phresians.
- **Gyre: Worlds**, the comic series. This takes place across universes that the Void Immortals are conquering and shifts between their and unique new civilizations of these worlds planets. It also starts with an arc around the backstory of each Immortal and how they met the others. It eventually leads into the main invasion of Stein

Audience:

- Gyre's audience is meant to fit a wide demographic. There is some dark, terrifying material in its universe. But the word would never be more "majorly mature", more so "gritty action." It is meant for an age range of above at least a young teenager but not much more. It has appeal for any fan of science fiction or science fantasy, and is appealing because of its unique world which juxtaposes the more traditional science fiction factions of the Democracy, Tilgard, and the Void Immortals with exotic elements such as the Egyptian-like Phresians and the dark, dragon-riding Draknar. The combination will make it stand apart to its target demographic.

Gyre: Journeys

Television Series Treatment by Kevin Vekony

Premise:

On the fictional planet of Stein in the Andromeda Galaxy there are four major nations. On the western continent of Ott there is the Democratic Union (most frequently referred to as “the Democracy”, on the eastern continent of Weir there is the nations of Tilgard and Phresia, and on the isle of Drak there is Draknar. As the series begins Tilgard is invading the southern lands of the Democracy over disputes to how much land each controls. Meanwhile elsewhere, Draknar is conducting a simultaneous siege of Tilgard and (to a lesser extent) Phresia.

Main Characters:

- **Priestess Asal:** One of the highest members of the Sect, in her mid 20’s. She resembles depictions of Queen Cleopatra of Egypt, with darker skin and eye makeup. Like all priests/priestesses she nearly constantly wears a black hair concealing helmet slightly resembling an Anubis statue of Egypt to amplify her light powers. Her late father was the old high priest but after he perished in battle she must step up. She is a fearsome warrior and quite skilled in magic. She advocates for the use of Godly Incarnations but she needs more support from her peers.
- **Buzi-01211:** A rusted 100 year old Phresian combat robot who is Asal’s translator for ancient texts and is also equipped for all manner of combat and acrobatic situations. “He” is quite dry but a useful asset to the Phresians. He looks like a classic depiction of a robot like C-3PO from *Star Wars*.
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- **Admuraan Sectis:** Leader of the Phresian Sect, in his early 80’s, the olive Mediterranean skin of pure Phresian bloodline.. He remembers when Phresia was in at least a better state before ceding much land over to Tilgard since it could not manage itself. He is devout in his faith and a kind man but has a burning desire to take whatever steps he must to ensure his people not dry up in their desert.

- **Princess Katina Chang:** Boris's daughter in her early 20's, very slender and looks more Asian from her mother's side while being pale like her father; she has dyed some strands of her dark hair red and wears it in an elaborate style and also has intricate facial tattoos and nose and eyebrow piercings.. She disapproves of her father's frequent onslaught against the Phresians and Tilgardians and thinks that effort should be placed on cultivating Drak's harsh environment. She is an avid inventor of gadgets both mechanical and magical
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- **Elder Anders Giovanni:** Oldest member of Tilgard's council and thus serves as its ambassador to other nations, a portly Caucasian man in his early 60' with a long ginger mane of hair and a German-sounding accent. He cherishes entertainment in his seaside palace in the Tilgard capital city.
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- **Sylar Wanderer:** The franchise's overall hero and protagonist of the video game. A fair skinned, clean shaven man in his early 30's with a slim build; he comes from the ungoverned island of Proz located near the Democracy. He has fought as a mercenary for both them and Tilgard but has been retired after a particularly bloody battle in which he lost his entire squad. He is solemn and slow to trust someone, but he is integral in helping the world reunite to face the Void Immortals. Has an uncommon self-taught proficiency in both light and dark magic. His favored weapon combination is a Prozzian katana and long range revolver pistol.

Pilot Episode:

The introduction sequence for the series of *Gyre: Journies* flies through deep space showing beautiful nebulae, planets, and stars. This is intermixed with the title credits of the series personnel. As it is jumping around and the sequence progresses with pulsing electronic music, stars are destroyed by a wave of blackness. This is a dimension being destroyed by the Void Immortals. The camera then follows into a black hole, loops very briefly past the Void

Immortals Keep, and gently floats to see the surface of Stein and its moons as cities are seen burning from orbit. The title pops up and its episode begins.

The pilot episode of the series opens with flash forward of the Priestess Asal, our heroine, in the dark interior of a large temple laced with colorful glowing inscriptions all over the walls. Before her is a large dais, behind which is a giant golden 20 foot statue of a warrior with ancient looking armor and a shield and a sword raised to the Sun. Outside the doors the sounds of battle rage and the roof shakes. With her is a damaged looking beige robot, Buzi, who pleads that the God of the Sun will require an ultimate sacrifice. Asal says they have come too far to give up now and that she has always done anything for Phresia, her people. She steps onto the dais and a golden beam shoots from the statue and hits her before the scene cuts away.

Font shows “1 year earlier” for a moment and a voiced monologue starts by Asal as discusses the history of the nations. In Ott, we see President Chester of the Democracy look at his nation’s flag and stepping up to the podium to give a speech while Asal explains how the nations came together and gives a summary of their ethos. It shows peaceful suburbs and marching Democracy troops in armor within a hangar base. She talks of how he is a beloved leader and it shows him visiting tornado victims in a ruined town, looking contemplative as he is discussing with his generals, and even fighting on the front lines in a swampy locale. These scenes demonstrate the actions he has taken as a leader to earn his people’s compassion; it then cuts away once it Chester raises his hands and opens his mouth to speak. She then starts talking of Tilgard and their leader Anders; she pauses as we hear him being presented with civilians who apparently tried to practice dark magic to prepare themselves to desert to Draknar. He laughs and orders them to be thrown into “the Pit” and they are taken off camera. Asal continues and discusses briefly Draknar’s separation as we pan, from a distance over their foundries and dragons being outfitted to see Katina and Olaf Chang seated on thrones besides their father Boris who glares ominously at his men planning at a table in front of him.

The scene is now Asal herself. She explains that her kind is from none of these places, and that those others range from fools to heretics. She was giving a lesson to her friend Zumer and their robot assistant Buzi as they are walking through a dusty village in the hinterlands of Phresia. Zumer smiles and turns to Asal and jokes that he once had a Democratic friend who was the best darts player he ever could see and that his skills made him look like an idiot. Buzi buzzes and begins saying that the Pharaoh outlawed darts in Statute 977 and starts to say the declaration. Zumer slaps him and chides Buzi that his memory banks are getting rusty since the Pharaohs haven’t been around since before any of them were built or born. Buzi apologizes and asks for forgiveness; Zumer says to Asal if it robots ran the world they’d forget where everyone else was. Asal give a small smile, but says enough joking around as the approach a big plaza since they need to pay attention. They are seeking a lead on someone who knows where the God of Scarabs temple may be. After she reminds them of their task, we see a flashback scene to a discussion between Asal and the Phresian leader Admurran in the capitol who gives her hesitant

permission to try to find the Godly Incarnations after they discuss the old glory of their kind. It cuts back to the town and the trio walks into a cantina.

Meanwhile, we see President Chester give his speech back in the Democracy. He has a presentation about how they need to double their efforts to push back Tilgard, and about how they will double their mercenary recruitment. The shot switches to an action scene of Democratic troops fighting in city streets of southern Ott against Tilgardian troops. Amongst them is a hooded man slashing his way through with a katana, he uses light magic to create a force field and uses dark magic to disintegrate his opponents firearms as he runs up a terrace. He removes his hood to show that he is Sylar Wanderer. He stops to listen to the Presidents broadcast on an electronic billboard until it finishes. Some of the soldiers are wearing more rugged armor than others; these are mercenaries. They join Sylar and one of them mentions how they can't wait to do more work. Sylar has an uneasy look upon his face and then gives a small monologue about how this war has been a particularly brutal slog, how they were paid more back in the day, and that how far there is still to go. Another mercenary jokes about how they'll be in Phresia at the rate the Democracy is advancing. One of the traditional Democratic puts their hand to their helmet's side as they get a transmission. Command wants them to sneak around to attack a Tilgardian base from another angle to supplement the main front. Sylar acknowledges and they move out.

We see back in Tilgard that Anders is at the edge of the Pit. It is a large arena. In the middle are the few men and women who were accused of dissenting. He mocks them, and opens a pit where alien wolves come out and tear them to shreds. He tells the crowd that this is what will happen to all their enemies and then sadistically laughs.

In Draknar, tacticians plan the nation's moves. Boris gets mad at what he views poor strategy. Katina interrupts, and she gets into an argument with her father and brother before storming off to her quarters. It turns out she has a large flower garden and tends to them while musing about how things could be better.

In Phresia, we see Asal and her crew enter the cantina. They try to find their informant in the busy environment. When they find him he expects payment, they have none and Asal explains that funds are low. The informant refuses to cooperate and signals to some people in the room. They brandish firearms and he runs. Asal immediately blinds the attackers she, Zumer, and Buzi take them out in frantic action scene. She gives chase with her parkour skills as Zumer and Buzi hold off more attackers; Zumer running cover to cover while performing impressive one handed shots from his shotgun while Buzi digs into opponents with his clawed arms. She runs onto a roof and leaps below onto the informant and stabbing him. She drags him into a room in a house nearby.

The scene shows a grassland on a unknown faraway planet. A one eyed black robot appears from a portal and lands down and stares into the camera. The episode ends.

Series Overview

Various perspectives are used across episodes. We follow Sylar in his beginning episodes as he deserts the Democracy army after his mercenary friends are slaughtered and returns to he returns to Proz where there are the last remains of his culture, leading to the events of the video game. Meanwhile the President has to put up with his senators and underlings to get rights and he deals with the war. Sylar appears again towards the end of the season to meet with Chester about the possibility of the new threat of the Immortals. Sylar comes in and out of the series because of the video game.

Anders and Chester have frequent video chats to argue with each other. Anders insanity is explored and we see how he eliminates his rivals on the council to become a dictator himself. This leads into his refusing to help the others when the Immortals come and so they are utterly devastated alone. Eventually we see Draknar become involved with these two as well; this is mixed in with their royal family drama. Katina tries hard to convince her father but she distances herself more from loving him than she does in making progress. Meanwhile, Asal goes about her quest to find the Godly Incarnations. Their journey takes them back to the Sect's halls to speak with their leaders from time to time before they depart to more exotic locales.

Over the episodes, the war takes twist and turns. Short battle snippets in different locales are seen. Often Asal has to pass through battlefields as her destinations are all over the globe. Some episodes are mainly action when it comes to navigating the tricky traps the ancient Phresians placed and often enemy armies appear to try to stop Asal in what she is doing, as the leaders of the other factions become aware.

By the end of the first season, Asal makes it to Draknar to hijack one of their ships to make it to their colony on the island where the God of Life's temple is. She meets Katina and a cadre of troops, at first there is a standoff since Asal has become public enemy number one but after they talk Katina is convinced when Asal talks of returning the nations to a time of peace and glory, and how the God of Life can heal what Katina's people have done to their land. She shoots down her own troops and joins Asal. By the end of the season finale, we see a fleet of Void Immortal ships approach the planet as we zoom in to see the Immortal seated around and Black Hole says, with subtitles, "Begin the harvest."

Future Seasons

The following seasons deal with the fight against the Immortals and the activation of the Gods. Sylar becomes more of a main character towards the end and his friends are introduced but their final resolution happens in the game. Eventually the threat is stopped.

Following that, additional seasons can be made or a sequel franchise since eventually the Democracy's ethic leads it to become an interstellar dystopia and space piracy to become rampant. And eventually down the line, the Void Immortals may return.....

Gyre: Worlds

Comic Book Series Treatment by Kevin Vekony

Premise:

To an observer within a realm it may seem as if their universe is the only one. This is not true, as all universes are just specks in the infinite collective tapestry of the Multiverse. The Multiverse is an infinite collection of dimensions that can range in differences of timelines, laws of physics, galaxies, and more. It is all that is, has been, and ever will be. This comic series focuses on the Void Immortals who travel across the Multiverse. It explores how their leaders became who they were, contacted each other, and founded the organization. It is a prequel for most of its run however it also eventually becomes a spinoff once they invade Stein and reach the main events of *Gyre*.

Characters:

The Void Immortals:

- **Black Hole:** The lead Immortal, age unknown. Utterly evil, ruthless, and brilliant, countless have either bowed down in awe to him or ran in fear at his mention. A being of pure void energy. Part of his form is a purple armor suit and cape and his face looks like a faceless humanoid shadowy head.
- **Shadow:** one of the Immortals, age unknown. Mocks his opponents and can teleport and turn invisible. A being of pure shadow. He looks like a shadowy tornado on the bottom with a black humanoid shadowy torso and two large shadow katana swords.
- **Boulder:** one of the Immortals, age unknown. Dimwitted but massively powerful. A being of the hardest rock. He looks like a classic fantasy rock golem.
- **Geist:** one of the Immortals, age unknown. Alien and mysterious, he can easily drift between universes and drag others along with him. A undead being's spirit which has become infused with cosmic energy. He looks very much like Shadow but being transparent instead of shadowy and he has no weapons.
- **Alloy:** one of the Immortals, age unknown. The youngest and most brash, he is also the most agile. A being of pure molten metal. He resembles a metallic silver humanoid, similar to from the film *Terminator 2*.
- **Tyvx,** age 379. He is the highest non-Immortal member of the Void Immortals power structure. He obeys orders without question and enjoys sadistically torturing victims when he can. His original race is unknown as he has been rebuilt as a white crystal and black metal cyborg with a skull-like face.

Format:

The comic issues are standard sized and in full color. They are each 20 to 25 pages long. They are released once a month all under the *Gyre: World* titling with a story arc listed below, such as “Shadow: 1 of 3.” The arcs take place over 3 issues for the most part.

Setting:

This series takes place in many different dimensions of the Multiverse. Consequently, creators on the project will need to envision a vast amount of new environments, characters, and species. However this is also creatively encouraging as literally anything is possible. To avoid an un-doable amount of work, names are rarely given to the participants of these stories. The emphasis is on action.

Arc Premises:

- Phase 1..... **Immortal Origins:** These arcs show how each of the Immortals came to be. They take place in separate dimensions. The younger Immortals are introduced first, leading to the shocking revelations of Black Hole by the end of these arcs.
 - o Issues 1 to 3: The **Alloy** arc show a planet that is a dark, rainy dystopia fueled by science and industry. A team of humanoid scientists are working to create the ultimate fighting machine. It shows the developmental stages of robots as they rely more and more on nanomachines. These are soon imbued with dark magic. Alloy is the culmination of this research program and he gains a powerful sentience. He calculates that he does not need his creators and over the rest of the issues he goes on a rampage through the nation. He utterly dominates everyone and is contacted from beyond the stars to join a cause which can satiate his hunger.
 - o Issues 4 to 6: The **Geist** shows a fantasy type planet being invaded by demons. Against them is a coalition of humans, dwarves, elves, and wolf like people and the demons resemble those from the Christian Bible of our Earth. The leader of these people is a human who will become Geist, a Duke in a lavish estate. He retreats to his walls and lets his citizens in the town burn. Demons break into his chamber and begin to absorb his soul but they are interrupted by an extra-universal invasion of Void Immortals. Since the process didn’t finish, he is a half-life being and becomes incorporeal. He slaughters the demons and at the arc’s end he joins the Void Immortals.
 - o Issues 7 to 9: The **Boulder** arc takes place in an asteroid belt. Rock space dragons are hunted by a tribe of rock humanoids that jump between asteroids. A tribesman finds a pool of dark energy on a purple asteroid that drifts into the belt and accidentally falls in. He stays in for days, and is transformed to be larger and invulnerable but it is at the cost of intelligence. He goes on a rampage in the belt

and soon finds a Void Immortals fleet bombarding a nearby city-covered planet. He lands and attacks both citizen and invader troop alike before being restrained and brought back to the Void Immortals Keep where he accepts their offer to be a ultimate troop.

- Issues 10 to 12: The **Shadow** arc takes place in a bizarre dimension that exists in 2d. Factions based on colors control segments of a white wall. Kingdoms of red, blue, green, and yellow engage in bloody war left and right to gain ground. The blue prince betrays his kind and manages to form a black faction who develops a way to access the 3rd dimension and slip between realms. This is Shadow, and he soon conquers his realm. His followers find a way to tear through to other universes, and they begin a campaign of terror and enslave other universes forcing the natives to fight for their cause. He meets a fellow interdimensional warlord in Black Hole.
- Issues 13 to 16: The **Black Hole** arc is the longest since his origin is so complex. It shows the creation of the Multiverse by the Creator. All and every cosmos is born and the Creator is proud of the beauty he has made. However in the seams between dimensions are black holes. They are a inevitably of the design, however their physics slowly draw them closer to each other. Several combine to form a super massive one that begins eating at dimensions stability. The Creator tries to collapse it, but it is not enough and the black hole has actually absorbed so much matter that it has gained consciousness and fashions itself into a humanoid. Black Hole escapes from the Creator and uses his powers to create a headquarters. He travels between universes and begins his empire, is during this the origin of Tyvx is explored who is from an enslaved race and how he becomes a cyborg. The inner workings of the Void Immortals are explored.

Future Phases

- Phase 2..... **Conquests**: These issues explore conquests of the fully stocked Void Immortals as they conquer various worlds and debate between themselves. There is unlimited potential.
 - Issues 17 and on, as the franchises is needed
- Phase 3/Finale..... **Gyre**: If the popularity of the franchise wanes, issues here can show how they stumbled upon Stein and their role in the war.
- Future Phases..... These can show more conquests and the comic series can be rebooted to crossover with other franchises.

Gyre

Video Game Treatment Summary by Kevin Vekony

Summary:

Gyre is an action-RPG video game for high end home consoles. It is the flagship platform for the *Gyre* franchise and shows the perspective of the character of Sylar Wanderer. In this game players will be able to take control of the legendary hero and explore the various continents of Stein as they seek both answers to the mystery of the Void Immortals as well as revenge for the death of Sylar's father.

The game features several core pillars. The first is the combat system which is real-time and makes use of fast action combat mixing guns, katana, and light/dark magic. The second is its dynamic war system which means in-game areas are constantly changing faction control even if the player steps away from the zone. Lastly, there is a intricate series of reputation and dialogue to choose factions since Sylar is a mercenary.

Events from other platforms are referenced within the game. All platforms tell the overall story of the saga however meaning there is no disadvantage, but to the consumer who partakes in all experiences they will get a satisfying overall picture

(For more information, see the attached game pitch presentation at the end of this document)

The Grander Franchise

- Gyre is just one segment and sub-franchise of a grander, millennia spanning multiverse codenamed “**Story.**” Its place in the timeline is:
 - **The First Planet:**
 - “Origin Story”
 - “First Wars Story”
 - “Second Wars Story”
 - “The Dark Wizard’s Origins Story”
 - “The Dark Wizard War Story”
 - “The Second Dark Wizard War Story”
 - “Time-Travel/Terraform Story”
 - “New Horizons Story”
 - “Into the Core Story”
 - “The Final War Story”
 - “End Days Story”
 - **The Second Planet:**
 - “New Origin Story”
 - “Kingdoms Story”
 - “The Third Dark Wizard War Story”
 - “The Empire Story”
 - “The Wall Story”
 - “The Demon Story”
 - “The Post-Apocalyptic Story”
 - **The Second Planet, Reborn (Stein) :**
 - **Gyre** / “Black Hole Story”
 - “Space Pirates Story”
 - “The Blood Wizard War Story”
 - “The End of the Multiverse Story”



Game Pitch by: Kevin Vekony

What is Gyre?

- Explore a rich sci-fi/fantasy open world in order to save the entire Multiverse in this Action-RPG



Our Story

- ◉ The Hero: Sylar Wanderer, user of light and dark magic
- ◉ He interacts with distinct factions and unique locales:
 - ◉ Each brings new enemy types and motivations
 - ◉ These help separate the game from its competitors



The Democracy

- Based on an exaggerated speculative version of our society
- They favor firearms, robotics, and mass numbers



Tilgard

- ◉ Inspired by medieval knights of Europe and merchants of the Renaissance
- ◉ They utilize melee weapons, heavy armor, and light magic



Draknar

- A “evil version” of Tilgard/dark ferocious warriors
- They make use of dark magic and cyborg dragons (!)



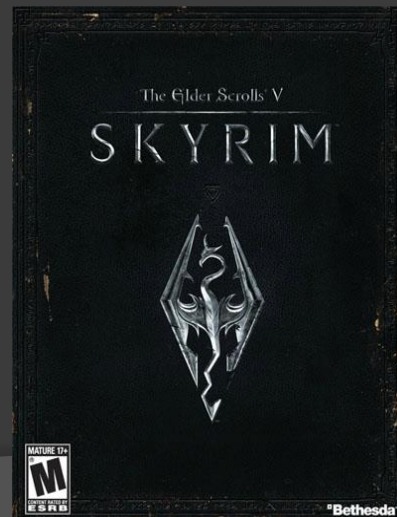
Phresia

- ◉ A fallen empire inspired by both ancient Egypt and modern resistance fighters
- ◉ Their arms range from shoddy rifle weapons to masters of light magic



Demographics

- Target Audience: Males 17 to 35
- Cross appeal to science fiction and fantasy through archetypes
- Rated M for blood and gore, intense violence, and strong language



Feature Set

- ◉ Engage diverse enemies in fast paced action combat by using firearms, melee, and light/dark magic
- ◉ Explore a vast open world
- ◉ Dynamic war system alters environments
- ◉ Earn reputation with factions
- ◉ RPG skill system that adapts to different play styles

Beginning: Sylar's Journey

- Sylar begins under Democratic pay but becomes disillusioned
- He returns home to the isle of Proz to join his father's farm
- Tilgard invades further and kills his dad. He swears revenge and sets out on his journey



Middle: The Wars Continue

- Sylar heads across the sea to Phresia to seek answers after hints towards a new threat are found
- Potentially friendly interactions with Tilgard (temporarily) and Draknar
- He pursues the Priestess Asal to Draknar since she knows the truth he needs



Endgame: The Void Immortals

- Soon, a fifth faction enters the fray from the space between dimensions: the Void Immortals
- Every game environment has their forces added, and Tilgard is opened up as it is the point of their entry
 - Fresh gameplay in previously used environments
- Sylar and his allies must contend with these invaders in addition to terrestrial foes, the ending depends on the factions' unity



Transmedia

- The video game is one piece of a larger franchise universe. Currently planned installments include:
 - **Gyre: Worlds**, comic series showing the Void Immortals backstory and perspective
 - **Gyre: Journeys**, a television series showing the Phresian priestess Asal's perspective
 - Sylar makes some appearances
 - Scenes from the tv show are re-created in the game
 - Benefits for fans of both, but each is an encapsulated separate experience

Thanks for listening!

