

THE SIMULACRUM – PITCH



Why are humans, above all other animals, so successful?

Mimicry. From the moment we're born, we learn by copying—human babies mimic their parents' gestures, sounds, and expressions before they can even speak. We are the only species that can accurately imitate the calls of other animals, and our social structures are built entirely on our ability to mimic and bond with each other.

Through evolution, this ability has made us masters of our environment. But what if we aren't the only ones with this ability? ***Worse yet, what if we aren't the best at it?***

Imagine an entity capable of accelerating its own evolution—one that can rapidly learn from any intelligent life form it encounters and adapt at a speed beyond our comprehension.

That's precisely what *The Simulacrum* is—a foreign entity disguised as an architectural anomaly. At first glance, it resembles a sinkhole that opens into an extensive underground network of manmade structures. Featuring architecture from all eras—ancient temples, crumbling skyscrapers, gothic cathedrals, and sterile offices—the Simulacrum is just as beautiful as it is grotesque. Each space feels eerily familiar but disturbingly wrong, as if it's trying to *be* something it doesn't quite

understand.

...*Yet.*

Follow Willow, a biomimicry expert, and her team of convicts, as they delve deep into the depths of the Simulacrum, aiming to gather data on its survival mechanisms. But the further they venture, the more they begin to realize the simulacrum is gathering data on them, analyzing their reactions to fear, stress, and survival.

Each interaction sharpens its mimicry, bringing it closer to perfection—*and humanity's extinction.*

THE SET UP

Willow, a biomimicry professor at the University of Akron, seems content with her life. That is, if you ignore the odd twitch in her eye and the fact that she can barely stay awake unless she's researching parasitic, biomimicking organisms. Here's the thing about Willow: she's a good person, but she's restless. She's always had a deep hunger, an incurable boredom. None of the men on her dating apps interest her anymore, and lately, she finds herself drawn to the strange and dangerous. *Bad things. Bad people.*

So, when Agent Cole silently appears at the back of her classroom, offering her the opportunity to lead a mission into a labyrinth of flesh, Willow can hardly contain her excitement (in her mind that is). On the outside, she waffles and wanes, too ashamed to admit that she's not normal, that she craves adrenaline. The fact that her team consists of convicts doesn't faze her either—hell, it's exciting. They may be the only ones to understand her attraction towards the Macabre.

Among them, Cass—a notorious ecoterrorist known for blowing up oil rigs—has a fascination with Willow, and Willow, a fascination with Cass. Something about Cass's intensity, her belief and drive, draws Willow in.

THEMATICALLY

The theme of the story revolves around chaos and order, shown by Willow's obsession with the destructive yet transformative power of chaos as represented by the Simulacrum and characters like Cass. Willow grapples with her admiration for bold, decisive actions, and brilliant survival mechanisms, even when they are destructive. This internal conflict challenges her to confront the allure of chaos, which provides a thrilling escape from her monotonous life, against the stability and clarity offered by order. As she navigates this tension, she must ultimately confront

the deeper reasons behind her fixation on the chaotic and recognize the value of balance in her life, even as she finds herself irresistibly drawn back to chaos.

OUR CHARACTERS

Willow Beckett:

Willow is a highly regarded biomimicry professor at the University of Akron. Despite her academic success, Willow is restless—a trait that fuels her insatiable curiosity but also leaves her feeling unfulfilled. Her fascination with chaos manifests in her research, where she is drawn to the brutal and raw survival mechanisms of organisms that thrive in extreme environments.

This interest serves as both a professional focus and a personal obsession, leading her to explore topics like parasitic relationships and destructive ecological practices. To her peers, she seems like a dedicated scientist, but beneath the surface, there's a hunger for the unpredictable—a desire to feel alive.

Agent Cole Reynolds:

Agent Cole Reynolds is a seasoned operative with a keen intuition for human behavior, tasked with recruiting Willow for a high-stakes mission into the heart of the Simulacrum. Though he initially presents himself as confident and composed, there's an undercurrent of protectiveness in his demeanor, particularly when it comes to Willow's safety. Cole recognizes the danger in Willow's restless spirit and her increasing fascination with chaos, especially her growing obsession with Cass Mercer.

As the mission progresses, Cole becomes increasingly wary of the volatile chemistry between Willow and Cass. He warns Willow to maintain her distance from Cass, aware that the ecoterrorist's intense, almost sociopathic allure could push Willow further down a precarious path.

Cass Mercer:

Cass possesses a profound disregard for conventional morality, often viewing people as mere pawns in her grand game of environmental justice. This sociopathic edge fuels her boldness, making her unpredictable and thrilling. She thrives in the chaos she creates, finding beauty in destruction and an exhilarating rush in defiance of societal norms. As she becomes increasingly entwined with Willow, Cass's allure deepens, challenging Willow to confront her own obsessions with danger and chaos.

The tension between their contrasting worldviews ignites a dangerous chemistry that is both intoxicating and unsettling, leaving Willow torn between admiration and fear.

Reed "Mutt" Grayson:

Reed "Mutt" Grayson is a former drug dealer with a mellow, almost whimsical vibe. He often comes across as funny and laid-back, but beneath this relaxed exterior lies a sharp intelligence, coupled with a profound sense of wonder and aesthetic appreciation for the Simulacrum.

Omar Patel:

Omar Patel serves as an antagonist of sorts. He is dismissive of Willow, and hateful towards Cass because she went to prison for "Liberal Bullshit." He is bull-headed and goes off on his own, disregarding the team's safety. When faced with the Simulacrum, his instinctual response is violence, reflecting his misguided belief that aggression will yield results. As the story goes on, and Willow and Omar get to know each other better, he starts to cause Willow to doubt herself, insisting they are more similar than she thinks.

Dante Cruz:

A convict on Willow's team, adding depth to the dynamics of the group. Initially a loyal henchman to Omar Patel, Dante is a convict with a complex background that includes a history of gang involvement. He's street-smart and tough but carries a quiet distrust of everyone. As he starts witnessing Omar's irrational violence and realizing that his approach isn't going to work in the Simulacrum, he starts to trust Willow and Cass, and eventually becomes an ally.

The Simulacrum:

An advanced alien entity that manifests as a vast, living labyrinth, the Simulacrum serves a dual purpose: to test those who dare to enter its depths and to gather data on human behavior and survival strategies. Beneath its shifting walls and pulsating corridors lies a complex system of biomimicry, mimicking the most effective survival mechanisms observed in other species. As part of a greater hive consciousness, the Simulacrum was sent to Earth by a higher intelligence seeking to understand the intricacies of life and resilience.

THE EPISODIC TEMPLATE

In each episode, Willow and her team discover a different area of the Simulacrum, such as a hospital or an amusement park, each filled with bizarre and unsettling features. As they explore, they uncover horrifying scientific revelations about the entity's true nature, leading to heightened tensions within the group as they clash over their approaches to solving the challenges they face. Ultimately, Willow's expertise in biomimicry becomes crucial in navigating these perilous situations, allowing them to escape near-fatal encounters. Each episode concludes with a shocking discovery, revealing that the Simulacrum is evolving and learning from their experiences, deepening the mystery of its intentions.

HERE ARE A FEW, VERY QUICK SAMPLE EPISODES

Episode 1: *The Descent*

The team sets out on their first reconnaissance mission into the Simulacrum, but soon after entering, Willow and Cass become separated from Dante, Omar, and Mutt. Dante's group stumbles into an abandoned hospital filled with mutated medical equipment. Meanwhile, Willow and Cass find themselves in a strange, overgrown amusement park. Both groups stay in contact via radio as they explore their eerie surroundings. Nervously, Willow begins humming a tune, only to hear the amusement park eerily echo the same melody. Intrigued and unsettled, they follow the music to a functioning Ferris wheel, which they believe could lead them back toward the chute. They board the ride, sharing a fleeting moment of laughter and relief. But when they reach the top, they're confronted with a grotesque sight: meaty, organic clumps have grown into the carts, mimicking human forms, and emitting shrill, distorted laughter. The realization hits hard: the Simulacrum is learning emotions—and feeding on them.

Meanwhile, in the hospital, unsettling figures resembling patients and doctors begin to emerge, performing grotesque surgeries on themselves. Willow warns Omar and the others not to attack, reminding them that the Simulacrum mimics what it encounters. However, in a moment of panic, Omar strikes first. His violence provokes a terrifying response, and the creatures retaliate. Willow barely manages to intervene, getting the group back to the chute before they're overwhelmed.

TO SUM UP

The Simulacrum is a treacherous, ever-evolving entity that mirrors the internal and external conflicts of the team trapped within it. Each episode explores both the

psychological unraveling of the characters, especially Willow and her growing connection with Cass, and the alien landscape's attempts to mimic and distort human behavior. The eerie amusement park with its meaty forms and shrill laughter serves as a terrifying example of the Simulacrum's ability to warp emotions, while Omar's rash actions in the hospital highlight the danger of responding to chaos with violence. As the team struggles to navigate these environments, Willow's expertise in biomimicry becomes vital to their survival, yet the Simulacrum's continuous learning process raises the stakes, forcing them to realize that not only are they being watched, but they are also being absorbed into its design. Ultimately, each step deeper into the Simulacrum brings them closer to confronting their own fears, weaknesses, and obsessions—raising the question of whether they can survive without becoming part of the monstrous mimicry themselves.

THE END