



- P F L Y -

18th St DC / Prince St NYC

The Failures

The Failures is a brand new dark comedy about a group of strangers who share one small thing in common- they are failing miserably at life. An official selection at the 2016 NYTV Festival, *The Failures* is a fast-talking comic speedball, a *Mr. Robot* style mystery with a funny bone. Beginning with a mysterious phone call, each episode follows a different character over the course of the same day as they struggle desperately to avoid hitting rock bottom. As they are about to find out, they unknowingly share the same fate: they've been selected as part of a terrifying social experiment. **When all else fails: is the secret to success a gun to the head?**



Overview

Beneath its fast-paced and stylish exterior, *The Failures* is a comedy about about the nature of personality, the sliding scale of American morality, and the origins of human motivation. In other words- sex, drugs, politics, whips, chains, guns, love, and money. That sweet, sweet government money.

Our magnetic cast of characters face off against a powerful government machine determined to expand their already boundless sphere of control and influence by penetrating the mysteries of human emotion using their most ready tool: cold blooded violence. Using one of their many shadow companies, they're out to answer a vital question: can we motivate emotion the same way we motivate action? We know we how well torture can be used to get answers... but can it be used to make a woman fall in love? To force a man to give up drinking?



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A high wire act of interweaving stories drive us through the often ugly, always absurd world of American television and political theater. It's a sordid, slapstick world that's created a terrifying on-screen drama, the complete integration of politics and entertainment. Our smart, damaged, magnetic cast of characters share one inescapable distinction- they fail, in ways big and small, at the key operable endeavor of their lives. What they want does not work and no matter how they try or who they engage, the failure persists and dominates their world.

Enter Impala Industries, money hungry contractor to the US government specializing in the art of influence and secretly sanctioned violence. Based on overwhelmingly successful "information gathering" techniques applied in the middle east, they've been hired for a new kind of mission- to carve a window into the human psyche w/ a switchblade. Practically speaking- apply the same techniques used to extract answers to see if it can influence emotional and occupational outcomes. When the threat of being fired doesn't motivate employees- what about the threat of being shot in the head while taking a bath? If loneliness isn't deterrent enough to make someone compromise in a relationship- what about two broken legs?

In other words: can we motivate emotion the same way we motivate action? Can we force a woman to write a brilliant novel? Coerce a man to give up drinking? With a gun to your head, how quickly could you get your life together? / could you make yourself fall in love ?

When all else fails: is the secret to success a gun to the head?



Cast of Characters

Mitch

Mitch is a grown up Peter Pan with In short... he's a rock star who forgot to become famous first. Mitch was a smart and ribald youth with endless opportunity.... his family afforded him as much. And early on... his talent seemed to confirm his worthiness. He very nearly got his big break as a director, but it fizzled, and he found the reality of work did not meet his dream. When the world failed to meet his expectations, he committed to failing against the world.



Maryanne

Wickedly smart and entirely unhinged, Maryanne grew up in a world of privileged intellectuals in which she honed her ability to sound smart and superior without having to actually do any. Unfortunately, this attitude has also pervaded her personal life, leaving her without any relationship that isn't based on a game of her own invention. Her desire for control is so great and encompassing that her

personal life revolves around pseudo violent sexual fantasies which satiate her desire for control but leave her devoid of any real connection.

Charles

Charles is Mitch's best friend since college, and in many ways his complete opposite. He's uptight, gay, and possesses the sort of organization Mitch fairly abandoned in grade school. He's also extremely observant and adaptable, skills which have served in him in side career in the dark arts.



Anna

Anna grew up a good midwestern girl who did so exceptionally well at school that she found herself making her way all the way through Princeton to the big city. She had dreams of being a wry, witty scribe for the New Yorker or Vanity Fair... only to discover that these institutions were the exclusive purview of the privileged. Instead she began writing a kind of "Devil Wears Prada" for the Advertising industry... which Maryanne discovers the moment she tries to sell it.

Lance

Charles' boyfriend, an aspiring politician who was born with a peculiar gift- he looks uncannily like Barack Obama with a suit on. Instead of taking a position in a congressional office as many of his peers, he's attempting to make his political bones through impersonation- which leads him to spending his days standing outside the wax museum, posing for pictures with tourists. It is not exactly what he had in mind.

Chris

Chris in many ways is Mitch's mirror- smart, rebellious, and reckless... the difference being, that Chris never had any expectations about the world. With no consistent family to speak of, he simply never learned to expect consistency. When met with ugliness, aggression, disappointment... Chris has been able to adapt and thrive. After a successful military career, he was hand selected for a very unique kind of civilian service. He genuinely wants to see his victims survive- but has zero sympathy for casualties of war.



Episode 101

Our pilot episode tells the story of a single important day in the lives of our characters, all of which are barreling towards the same dark and mysterious conclusion. In round robin style we'll meet our cast of characters one act at a time... As they simultaneously meet each other. These interweaving stories all begin in different places... but they are all end up in the same room. It's a blockbuster series opening that will leave the audience leaping out of their seat to hit "play next".

Meet Mitch: half dead from a hangover, waking up next to a girl he can't remember, he literally falls on his face as he tries to make it to the bathroom. He's late for an appointment... a very important one.

Mitch hasn't worked in almost a year... once a promising young documentary filmmaker, he turned himself into a rock star before he actually became one. Irresponsible, inconsiderate, addicted to one or more narcotics at any given time... Mitch is a mess. He's a lovable mess. But he's seen better days.

Just trying to get to the meeting proves a journey into itself. An inept cabbie. The wrong subway car. All the while he's doing what so many of us do these days... needlessly scanning his phone, he ends up reading his texts from the night before, and doesn't like what he sees. He

found himself in an encounter with his ex-girlfriend- the recently departed love of his life- who ran into him picking up a random from the bar. Predictably, it did not go well.

Through this flurry of text messages with his not-so-long-lost love he comes across something peculiar... a text from an "Unknown Number". The messages seem disturbingly well informed... and insistent that he attend a meeting that night @ 6 pm. He'll keep getting these messages throughout the day... it's creepy, it's curious, but Mitch has little time to worry given all the excitement.

He finally arrives at his meeting... 2 hours late. His friend Charles- who set up the meeting- isn't pleased with his punctuality or his appearance. But by some stroke of luck- the executive he came to see doesn't even remember that the meeting existed. So technically... he's not late at all. Mitch talks his way into a lunch and away they go.

At lunch, we meet Maryanne- fast talking, high powered advertising executive who speaks in riddles and destroys men for sport. She's sharpening her claws to lay into Mitch... but some domestic issues have her a little sidetracked. More on that in act two.

On the upside- Mitch gets to meet Maryanne's cute assistant, Anna Lee. She's a little pre-occupied herself... picking raisins out of her boss' salad. One of the perks of working w/ power. She thinks that Mitch is vaguely cute but finds his shlocky attempt at charm painful in the extreme. As retribution... she sets up Mitch for a colossal sized failure... or so she thinks.

When Maryanne returns from her phone call, she digs into her kale salad and begins to lay into Mitch. Somehow, through the flurry of words and emails and green foodstuffs, the unthinkable happens... she likes him. Its working. Unfortunately for him... her dizzying barrage of sight and sound is more than a little much. His hangover begins to overtake him. Maryanne keeps going, a stampeding bull hell bent on ruination... when finally Mitch is overwhelmed. Its more than his poor tummy can take. The throws up all over her.

Predictably, this does not go over well. Mitch resorts to the only remedy he knows- drowning his sorrows in the bottom of a beer. He once again goes absently to his phone.... which is of course, a tornado of insults and bad news. The only exception is the unknown texter- offering safety, security..... help.

Mitch is finally at the end of his rope.... his failure is complete. No matter how ridiculous it sounds, somebody is offering help and he's going to take it. He make his way to the meeting place, where he finds himself in the most curious place... an empty TV studio. Six chairs in the middle of the room, not a soul in site. A voice comes over the loudspeaker and tells him its time to sit down. Having nothing else to go on, he does what he has told... he has no choice but to sit and wait.



