Receiver feedback

I can see why this is on the Consider slate. The writing is professional-level and the story zips right along. There are a series of engaging dramatic questions, rising stakes, and exciting action sequences. Characters are well drawn, and the dialogue is solid.

So what's not to like?

The main problem I have here is that the basic premise and story elements – the secret evil government lab, the person with special powers due to a secret experiment, the super weapon, the escape from the lab – are so tired and so familiar. And I didn't feel like this version offered a fresh take on these tropes.

On the other hand, movies recycling these elements keep getting made over and over...

Also, I found the "rules" of the receiver technology unclear, as detailed below.

If I had to guess, I'd say that the strong writing was what got this on the Consider list, and that the tired premise is what's keeping it off the Development slate.

Specific comments:

Pg. 1. Consider adding a super telling us this is 20 years later. And/or maybe indicate a cut right from Cass's 6-year-old face to her 26-year-old face to tell us this is the same person.

Also, I like that you start with the dramatic questions right on page one: who are these guys and what's the "profile" that Cass matches? You have more dramatic questions on pgs. 7, 9, 14, 17-18, 23, etc. and these all set up suspense and pay off nicely.

- 3. The ketchup "drools" all over the counter. One of many example of strong and vivid writing.
- 7. I felt like the first 7 pages spent too much time setting the scene. I think you could cut right from the funeral to Cass working as a waitress on pg 7 and reacting to the earthquake.
- 9. Nice image on the El. The following scene is expensive, but (except for the big explosion near the end) the rest of this could be done on a modest budget.
- 18. I'd like to see those commandos show up by pg. 10-12.
- 25. Cass says the commandos "said they were" police, but they don't actually say anything to her.
- 26-27. This felt like exposition on a plate.

- 28. Typo "jsut."
- 31. This is starting to feel overly familiar. Every crazy paranoid person in the movies always has walls covered with scribblings like this.
- 39. I wondered how Sam would know to find Cass's mom, but you explain that nicely a little later.
- 45-46. I liked the nerd negotiation. This was fun and fresh and I'd like to see more scenes like this. However, I did wonder why Marty would have to "pay" so much for this information. Don't conspiracy theorists love to share this stuff with everyone?

This also raises the issue of WHY Marty is living off the grid, and what he lives on in general.

- 48. I liked the betrayal by Sam. I didn't see that coming.
- 53. An anesthetic is for pain, and doesn't necessarily knock people out. There are drugs that dull pain but let people stay conscious. Might want to specify that any of those would interfere with Cass's abilities.
- 58. I liked how Cass used her powers to escape... Except that this sudden boost in her powers comes out of nowhere. Before, "all" she could do is see the future. Now she can see through walls and "read" electrical systems. What triggered this? What are the "rules" for how her powers work? What limits does she face? (This is partially answered on pg. 99, but the explanation isn't entirely satisfactory.)

Also, why didn't the guard notice any of this? Seems like a lucky coincidence...

73-74. Maybe Cass and Marty could at least discuss notifying the police or some other authorities, rather than taking down the bad guys themselves? There are good reasons to dismiss this solution, but I think it should at least be raised.

Also, this raises the question of why there doesn't seem to be any oversight over these guys making earthquakes on a government budget. Who are they planning to sic those earthquakes on?

- 75. Good raise-the-stakes moment.
- 78. Per above, Cass keeps getting more and more powers. Why? And what are her limits?
- 89. Good "all is lost" moment.
- 98. Gas station set is fun.

99. This explains where Cass got her new "powers" from, but it raises lots of questions about the "rules" of this technology.

In order for Cass to get exactly the info she needed exactly when she needs it, she'd need to be transmitting to Dr. White as well as receiving from him – unless the idea is that he downloaded everything he knows to her. And HE would have to have intimate knowledge of things like the wiring system of the Eris facility, which seems somewhat unlikely. It also feels like something of a let down – she's only a recipient of information from someone else. So she's basically his puppet, taking risks so he doesn't have to. Maybe explore this angle?

Also, this all started with her "seeing" the future – except it appears that she changed the future. So she was seeing only one possible future? And what are the implications of that?

100-101: Obvious sequel set up makes this story lack closure and feel more like a series pilot than a feature.