

Title: THE ENEMY IS WITHIN
Author: PATRICK G COX
Genre: SCIENCE FICTION

Locale: VARIOUS PLANETS, SPACE
Pages: 393
Period: FUTURE, 23rd Century

Logline:

Three young sailors from the early 19th century are transported to the 2200s due to a time-space anomaly and, using newly acquired powers, must adapt to and overcome obstacles to help steer the course of an inter-planetary feud.

	Excellent	Good	Fair	Needs Improvement
Concept:	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Story:	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Characters:	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Recommendation for Adaptation:

- Strongly Consider
- Consider
- Needs Improvement

Best Medium for Adaptation:

- Motion Picture
- Television Series
- Live Theater

Brief Summary:

Three sailors from the 19th century are transported 400 years into the future by a freak malfunction of a future time-space device. Once in the future, they serve with the WTO Fleet, which is in a state of constant conflict with the powerful Consortium. They are captured by a Consortium-supported scientist who tortures them and performs experiments on them, including a genetic splice that gives them the ability to connect telepathically with computers. They escape and make it back to the Fleet, rescuing others with them. They are invited to train at the Fleet College and show skill and promise. They serve with the Fleet in various engagements against the Consortium, as different groups keep trying to abduct the 19th century cadets. The cadets prove their military skill and valor, successfully defending the Fleet against the Consortium, and are honored for their achievements.

Synopsis:

Set in the future, roughly the 2200s, the story begins at a hearing investigating a space-time rift in which three 19th century sailors had been accidentally sent 400 years into the future (the narrative present). They are represented and aided throughout the story by Commodore HERON, his sister NIAMH and her husband THEO LESTRANGE. These three sailors have learned about all the advances in

history and science with the assistance of a cybernetic implant that allows them to retrieve files mentally. At the hearing, one of sailors, HARRY HERON—an ancestor of Commodore Heron and Niamh, and who previously was the military superior of the other two sailors, FERGHAL O’CONNOR and DANNY GUNN—reveals he was tortured by Consortium scientists while held in captivity during the Battle of Pangaea, at which point he learned to communicate with computers, possible due to a genetic splice.

Using this skill, he physically projects his visual memories from his torture by mentally interfacing with the computers in the hearing room. After the hearing, Harry and Ferghal learn they will go to the World Treaty Organization (WTO) Fleet College while Danny gets sent to school in Ireland. The Consortium is headed by a CHAIRMAN, who mulls over the current situation. The previous Chairman and Board had been reckless with the Consortium business, extorted and colonized planets with sentient life—in violation of WTO laws—and had ultimately provoked the Pangaea conflict that had led to the former Chairman and Board’s deaths. But they had also supported and benefited from research by JOHNSTONE, a scientist leading a project that breeds human hybrids for slave labor. He has also extracted DNA from the three sailors to use in various treatments, due to the unadulterated quality of their pre-Industrial Age DNA. The Chairman asks MYLES CAMPBELL JONES of the Security Supremo to take care of a current issue.

Harry and Ferghal go to Fleet College and have a bad first meeting with EON BARCLAY, and they briefly fight. They check in with Master Warrant Officer WINKWORTH, their Class Master Warrant, who warns them against fighting. They meet KEIRON and ELIZE and other classmates, all of whom pepper them with questions regarding their well-known story of time travel and escaping the Consortium testing.

Harry also begins a correspondence with the Reverend SARAH MANLEY regarding updated religious doctrine. Harry and Ferghal learn how to swim while the cadets practice. Barclay and one of his friends roughhouse Harry and Ferghal. Ferghal badly hurts his aggressor, and everyone gets reprimanded for fighting. A communication between a person at the college and a civilian elsewhere reveals there is a plot to capture someone, probably Harry and Ferghal. After an exhausting day of studies, Harry and Ferghal go to sleep, but Harry is awakened by intense dreams. Barclay thinks about his situation: He is currently in the pay of the Consortium, living a double-life, waiting to execute a mission and looking to avenge his dead brother, who had been killed at Pangaea by Harry and Ferghal.

They continue their studies, making friends and showing surprising creativity and prowess when confronted with challenges. Ferghal flirts with all the girls while Harry grows attracted to Elize. There is also more plotting against them. They sail

masterfully and demonstrate how to sail without a motor. They study diligently, even though low levels of sabotage plague all their file transmissions (homework, for instance), and they are unable to find the source. Harry is challenged to a fencing duel by one of Barclay's friends, LASCHELLES, and reacts violently when he realizes Laschelles is playing foul; they are both disciplined for the situation. Harry writes detailed daily letters with drawings to his friends and guardian. The Fleet learns of an ambush attack by the Consortium and the WTO Commander and Chief, weary of an impending civil war with Consortium supporters in their midst, initiates the use of a secret communication device. Someone hacks into Harry's accounts and sends an upsetting message in his name; he is told to be vigilant regarding this. The cadets are brought for a training mission onto the ship the DGK, and Harry makes new friends and meets old ones. He interacts with this ship's computer using an encoder.

A computer device is attached to a part of the vessel by suspicious people, and a secret message is sent from the ship to the Consortium, setting up the ambush against the Kurfurst. Harry and Ferghal are suspected because of their mental computer communication capabilities and are put under surveillance. The commander of the ship becomes aware of malfunctions, takes precautionary measures and asks Harry to help. A person, LASCHELLES, is seen trying to plant a computer transmitter in Harry's bag and flees. Barclay is angry that their plan has been foiled. They flee on an escape pod while the DKG evades attack and surprise-attacks a threatening Consortium ship. After the brief battle, they realize Harry and Ferghal could have communicated with their ship's computer to help during the battle. The Consortium is upset about the failed attack. The Fleet is nervous about its weakness.

Harry and Ferghal are investigated by a CAPTAIN from the Advocate Admiral's Office and cleared. They return to their studies, and Harry continues growing as a leader, befriended by most. Harry is confused by questions of faith that draw the interest of some clergy members, while his guardian and family also wonder about his well-being. The Consortium Board is opposed to Doctor Johnstone's desires to retrieve the three cadets and perform tests on them, but other Consortium members plan to retrieve the cadets for a cash reward. LACERTIAN cadets, from a planet once ruled by the Consortium and freed by the Fleet (and personally saved by Harry) arrive at the college. They have an ability to communicate with Harry because of shared genetic material through Consortium experiments, and they request to serve with him. Ferghal punches Barclay and receives a punishment for his actions.

The cadets take their finals and are vexed to learn Danny was nearly kidnapped by Consortium agents. They learn the Lacertians can physiologically camouflage into their environments, essentially disappearing. There is a Regatta event that is attended by many dignitaries, including Harry's close friends and family. Lieutenant Commander VALLANCE, part of a Consortium plan to bomb the party, slips away and watches as

camouflaged Lacertians catch his co-conspirators. They nearly catch Vallance. The Regatta continues, and Ferghal wins the rowing race while Harry wins the sailing race, even after saving other racers. They graduate from the college, Harry and Elize exchange sweet words, and Harry and Ferghal learn they are both posted to the Leander, where they already know Sub-Lieutenant MARIAM ISTAFAN, RUDI and ARNO. Lacertian cadets are also assigned to their ship. They are assigned to escort a convoy to Pangaea and then New Eden, a planet with hostile, native life.

The Chairman meets with the Board and outlines the strategy for war with, and the taking over of, the WTO and Fleet. Harry and Ferghal go to the surface of Pangaea and meet with the Advocate Captain to answer questions in his investigation of their escape from Johnstone's lab. While on the planet, Harry and Ferghal are abducted and taken to a run-down holding area. Using their mental computer controls, Harry and Ferghal free themselves, contact the Fleet and fend off Johnstone's men before the Fleet comes to save them. They continue to serve and reflect on their current situations, as well as the Fleet and the Consortium. Captain Vallance gets himself assigned to the Naiad. While the Leander continues its mission, it responds to the Greenbay Orion, a ship that had been attacked and left as a sort of bait to draw in a Fleet ship. The Leander's crew, especially with Ferghal's help, is able to repair the Greenbay Orion enough for both ships to return to their own squadron while leaving a signal that tricks the Consortium into thinking they are still there. Harry senses that a presence is observing him.

The squadron is ambushed by several Consortium vessels and suffers losses before repelling the Consortium forces. Harry and Ferghal communicate with the ship's computer and steer it to New Eden, because they will have to evacuate there. They have to deal with aggressively hostile vegetation and wildlife. Harry feels the pain of a tree creature as it is destroyed. Vallance and others, the only survivors from their ship, appear on the planet, and Vallance plots to abduct or hurt Harry and Ferghal. The Fleet troops are attacked by Consortium troops, injuring Harry as he bravely fights back. The Lacertians effectively attack some Consortium troops and find their base on the planet. Harry suggests they build fortifications, hears what he suspects is a large computer and begins to suspect the Fleet Communications Officer of treachery.

The squadron successfully fends off the Consortium troops, the Lacertians recover a secret communicator that the Consortium used to communicate with Vallance, and Harry suspects Barclay of treason. Harry delivers the communicator to his captain on Leander. Consortium ships threaten to destroy the Fleet ships, but Harry, using his mental computer connection, commands a damaged and abandoned Fleet ship to ram a Consortium one, destroying both and another Consortium ship. Vallance kills himself.

Harry is assigned to the DGK, and the squadron starts using the secret communicator to confuse the Consortium forces. Ferghal fixes a large X-ray projector and several other systems while Harry continues pondering questions of faith and corresponding with

chaplains. The squadron comes into contact with more enemy ships and boards a different vessel. They imprison the ship's crew, but it seems more crew must be hiding on the ship. The original captain of the ship, Captain HEEMSTRA and his men, wanted for war crimes, try to regain control of the ship but are stopped and captured by the Fleet force. Harry and Ferghal receive help from an unknown source as they try to manage the ship's computers. They get back to Earth and receive promotions. They reunite with Rudi and Arno, who have been injured and fitted with bionic limbs. Myles sets a trap to capture Harry and Ferghal but is caught and poisons himself. They learn that the Lacertians have been guided throughout by the Sihdiche, or "Foo Fighters," who have also helped Harry and Ferghal as a kind of computer ghost, the extra mental help they received earlier. On Earth, rested, Harry is surrounded by Ferghal, Danny, family and friends, reflects on his exploits and looks forward to the future.

Comments/Suggestions:

The Enemy Is Within is an engaging and creative science-fiction book that exemplifies the best qualities of the genre and can be well adapted to film. Employing an interesting storyline, creative challenges, interesting insights into future science and political conflicts, this story remains interesting and creative. With the twist of using characters from the past to discover the future, the author has created a strong vehicle to explore the story. And by involving universal themes and a storyline that engages most age groups while focusing on younger actors, this story will have a wide audience appeal. As a result, a script adapted from this story will be marketable at the studio level and should attract top talent.

There is a large amount of content to work with, should one desire to pursue adapting *The Enemy Is Within* into a film. For this reason, and because of the infinite possibilities left at the end of the story, a series of film scripts (a first film with sequels) or a TV series are the best medium into which to adapt this story. Theater will not do justice to this material and is rarely used in sci-fi, in which showing the technology is often key to the storytelling. The range of extremes devised in the original story are important to the storyline, from space ships to aliens to sailing, and make it clear enough that adaptation will require vast amounts of special effects and a large budget.

Although there is a great deal of action and special effects, there is also clearly a lot of material vis-à-vis personal relationships and individual growth. The attention to a well-crafted storyline and characters is what will eventually make this material better than a generic science fiction story.

The two most important things in film and TV scripts are characters and story, and *The Enemy Is Within* has a lot of both. The characters are strong, interesting, relatable, passionate and personal. This is especially true of the protagonist, Harry, almost to a fault, if only because having imperfections can make a character more interesting and

relatable. The vast repository of characters and shared experiences (backstory and main plot combined) make for a lot of good content. Film and TV series would be able to draw on the experiences of the main character, both in the 19th and 23rd centuries, to fill the storyline and allow for character growth and interactions. The author has also presented a lot of room for exploration using the secondary characters that populate the story.

Although this story easily has enough content to support a film and possible sequels, there is also enough to support a TV series, potentially spanning many seasons in the style of the *Star Trek* series. As far as Harry's character goes, making him as uncomplicated as he is limits the potential for character conflicts. Although he is often faced with challenges and conflicts, forcing a genuinely good character like Harry to make difficult choices (i.e., choosing between two bad options) or adding a minor, negative trait to him (like Captain Kirk's slight womanizing) gives room for more plot and interpersonal conflict, as well as individual reflection and growth.

Harry and his friends are teens who have already been forced to grow up (by modern standards) at a young age, and they are again forced to go through a type of childhood in being re-educated to the ways of the 23rd century. They are also growing by taking on issues like potential relationships and leadership positions. The author can tap into the emotional growth and necessary conflict of these situations to heighten the difficulties of the characters and make them and their stories more emotionally engaging. Overall, however, the characters from *The Enemy Is Within* are rich and interesting and one of the key elements that make it a strong candidate for adaptation to the screen.

From a plot point of view, *The Enemy Is Within* is source material packed with the necessary plot elements for an adaptation to screenplay form. A standard Hollywood film follows a three-act structure, and this story lends itself quite easily to this format. There are numerous scenes packed with action and emotional climaxes, and finding the three most important (along which to divide the three acts) should be easy. Examples of selection of sub-climax points might draw from the escape from the Pangaea labs, fighting Consortium forces on New Eden, and successfully defeating the Consortium attacks and Johnstone at the end. There is also a well-balanced and deft use of foreshadowing and partial reveals that keep the villains' endgame a constant mystery and endlessly pertinent. The author has done a good job of pacing the story so the protagonists' early period of discovery and growth progresses to one in which the challenges are externalized and they must face conflict within the larger context of their new realities.

In addition to the richness of the characters, action and storyline, *The Enemy Is Within* is also packed with details—visual, scientific, historical, emotional—that add to the reality and creativity of the story while also providing the audience an acute understanding of the world of these characters. The importance of this attention to detail cannot be overstated, and it is one of the reasons this story can be easily and well adapted. The author also brings in thematic questions at various levels, emphasizing at times the

meaning and possible evolution of religion while also broaching thematic concepts such as slavery, freedom, dedication to duty, patience, the value of technology, etc. Without hitting the reader over the head with these themes, the author skillfully weaves them into the fabric of the story and character growth. This is ideal for any film or TV adaptation.

This book has a wealth of characters, story, creativity and visual/physical drama. By developing the characters slightly more and reorganizing the storyline slightly, the story can be developed into something similar to *Star Trek*, either as a film, a series of films or a TV series. If the author chooses to adapt *The Enemy Is Within* into any medium, it should probably be a feature film or else a TV series. There is a solid amount of development to be done, but ultimately the original story, rich in characters, story, details and themes, is well suited to be adapted and produced.