

GANGLAND

DEVELOPED BY Chris Davis & Amin Caluk

SERIES BIBLE

TABLE OF CONTENTS

The Fundamentals of Gangland	4
Mission Statement	6
The Containment Island	
History	8
Politics and Society.....	9
Technology	10
The Rest of the World	
History	11
Politics and Society.....	11
Technology.....	11
The Fist	
History.....	12
Rankings.....	13
Character Biographies	
Commander Catherine Rinehart	
Officer John Clarke	
Captain Karth Davol	
Joey McCray	
Lorrie Cox	
Vince Baxter	
Juanita Shepard	
Danny Shepard	
Marcus Holden	
Frank Tillard	
Nikolai Alvang	
William Todd	
Maria "Gata Loca" Ortiz	
Jonnie Guerrero	
Brett Lopez	
Lawrence Cannon	
Nikki Furlow	
Storylines	
Tension.....	14
Structure.....	14
Plot-driven Stories.....	14
Character Stories	

Season One

Story Arcs

Character Arcs



The Fundamentals of Gangland

Our show is built on the idea that a solid drama series can include science fiction elements and settings, dark/sinister humor, realistic situations, believable characters, and explore social and political issues based on today's society, all the while communicating dramatic tension on a weekly basis.

The pilot should introduce an intense structure that deals with the plot, not only as a piece of fiction, but should tease the idea that events within the show are not as far-fetched as they might seem to the audience in the day and age in which they live. That raw realism should be touched upon in each episode, in a variety of unique ways, with the hope of taking the audience to another place. A higher level of viewing and thinking, through constant character development, plot twists, thrills and cliff-hangers included in the dual central plot of a criminal island, full of socially ambiguity and "alpha dog" based hierarchy, as well as a police run "civil society" on the outside, that operates in a strangely similar way.

On that note, Gangland employs a tightly serialized structure to maintain tension and suspense each week. Similar to the **HBO** series, "*Game of Thrones*," the series features an ensemble group of characters, separated by miles of space but followed with equal amounts of focus. Each new episode will be directly connected to the last in some way, and there would rarely be long or short time jumps from episode-to-episode. However, seasonal time jumps may occur. The long-term continuing storyline makes way for a smoother style of storytelling, and gives the audience a clear, uninterrupted journey as they follow the lives of each character and arc.

The series, per episode, will be told from two parallel sides, as well as from the multiple factions from within each point of view. One side of the story takes place on the criminal run island ("*Gangland*") and deals with the lives of the inmates as they attempt to survive through the inevitable gang war, constantly on outs with rival gangs, and facing the reality that they are running low on supplies and must fend for themselves, while the other takes places on the outside, in the civil society of New York City, where government officials and police factions take back their streets, in unconventional ways that should make readers question who the criminals really are.

While those two locations represent two sides of a never ending battle, good versus the evil, lines will be blurred, as we will follow criminals currently living in the civil society, as well as some cases of innocent people being sent to the island, as well as the over-arching theme of absolute power, and how it can corrupt even the noblest of causes and people. The key to the success of this series is to never, ever allow our characters to breathe easy, on, as well as off-island. *Gangland* is home to the worst of the worst, the state of crisis is constant. While off the rock, the police-run world, dead set on authority and structure will cause even the innocent to go weak in the knees with fear of what might come to them if they step out of line, in even the slightest of ways.

This series is about power. Who has it? Who wants it? Or wants to get away from it? And what happens when the balance of powers shifts to one side, above the other. What might it mean, or not mean, when both sides are equally guilty of abuse?

At some point in the show, the audience will have to ultimately pick a side.

MISSION STATEMENT

(Hybrid Genre, Parallel Storytelling & Realism)

Our goal is nothing less than putting in a real mixture of different genres of television, and creating something completely original and ground-breaking as a result.

Hybrid Genre

When you think of a television series, one may ask “what genre is the series set in?” The answer to this question, in regards to Gangland, should be the question of “what genre isn’t it?” We do not want to rob this series of a specific identity, but instead, reinvent what the “identity” of a television series necessarily has to mean. Can a series be a mixture of drama, comedy, science fiction, action, western, adventure, thriller, horror, etc... why not? Labeling the show is the easy part; making the audience believe the series can be all of these things, without being a mess or suffer from “identity crisis”, is another thing entirely.

If it’s so hard, why are we doing it? You may ask. Well, the thing about television is, it’s been around a very long time. Original ideas are running low these days, and with the film industry just as Popular, or more popular than television, creative and ground breaking ideas for media production, no matter what medium (television, film, book, etc...) are out of sight. What we must focus on now, is harnessing an idea that has been touched on in the past, and telling the story in a different way; Find new ways to tell the same story, which can be just as fulfilling as creating an original idea from scratch, if not more. When an audience can say a series is a mixture of so many others, but works in its own right because the storytelling is both creative and original, and constant genre-messing take the show to new heights each week, you’ve got something special, and that’s what we want Gangland to be.

Parallel Storytelling

To that end, Gangland takes the idea of “Good and Evil” and showcases it literally with equal focus, and no prejudice. It also employs the gray-area between good and evil, and supports the idea that no one person or group of people can take the stance of either side, without having moments in between. The series’ parallel storytelling is most evident in the on/off island separation. World peace is not possible in this place, and now that criminals do not have power in society any longer, the power passes to politicians, police forces and everyday citizens. With that power comes the door to corruption, and the criminal ideal begins again, which begs the question, are the people that have been sent to the island any less or more suspect than their captures? Two sides of the same coin will be stressed quite often on the show.

Realism

- *Visual Impact to Story*. Though the most visual elements of the series are rooted in science fiction, with technology unknown to modern society, and a central plot, seemingly, far away from the present day, our show is first and foremost a drama. It is about people; Real people that the audience can identify with and become engaged in. It is not a show about hardware or fantastical creatures. It is a show about us. It is an allegory for our own society, about what our society could easily become. It is about our own people and it should be immediately recognizable to any member of the audience.

- *Realistic Characters*. TV is host to many pitfalls of character development. We do not have character archetypes in this show. There will never be the “noble hero” “the brain” “the wacky sidekick” “the cocky guy” or any of the other usual characters that can populate any given series. Our characters are people, just like us, with real emotion, real conflict, and real complexity. One character personality should not resemble a straight line. The curves in each character’s personality are what make them realistic.

THE CONTAINMENT ISLAND



History

The initial idea of a criminal run containment area was first introduced by US State Senator Daniel Larkin, who was shunned by his fellow political heavyweights at the very mention of it. Over the course of four years, and many stressful pitches and meetings with members of his own and other governments of the world, the project was finally considered after The Insurgence occurred. In 2020, The Insurgence, a successful plot by an organized crime ring based in West Virginia to assassinate the United States Vice President, sparked fear within the people of the United States, as they demanded the, then, untitled containment project, to be put into development.

With the lack of public updates, the general public went on strikes, boycotts and riots around the world began. However, the government did, in fact, have a plan. One year after the Insurgence, the US government began The Collection. In the course of three weeks, every citizen with outstanding criminal records both outside and inside state prison facilities were transferred to a remote island, the location only being known by key members of the government.

The island, before the arrival of its new residents, had been marked down with signs, separating the inmates by sex, race and criminal history and capability. From that point on, on their arrival to the island, they were given the freedom to create their own set of rules, political views and societal hierarchies. The idea was to not create a prison, but to create a world by which these people can live the way they want, due to the fact that their behavior is unacceptable in civil society. They were literally given the chance to form their own society, and that is what they did. The island lacked one thing... a name, and would soon be known, simply as, **Gangland**.

Politics and Society

The political hierarchy and norms of society on the island are somewhat based on that of modern civil society, only, less civil. These are criminals we're talking about. There is no feasibly government. No diplomacy. There are factions. There are leaders in each faction. And there is one rule: Do not invade another faction's territory if you want to hold on your life. Though, this rule is broken quite frequently, which is the cause of many deaths on the island.

There are those on the island that believe in a structured society, and only wish to live out their lives in peace. These people often set up camp in non-violent areas of the island, though no one space there is truly void of violence. The average citizens keep to themselves, rarely participating in gang politics and spend most of their days trying to find refuge, supplies, and bringing order to their lives.

Gangs/Factions

Gangland is made up of five major gangs. They are as follows;

- **The Blood Pack:** A large group of murderers, thieves, rapists, etc... Over 96% of the gang is African American, and they are the most dangerous gang on the island... arguably. The Blood Pack is headed by Lawrence Cannon.
- **The Latin Knights:** A Latin based gang of both men and women. They are currently in a turf war with the Blood Pack, as they fight over land, as well as supplies. Currently run by a Maria "Gata Loca" Ortiz.
- **Raknog:** One of the most exclusive groups on the island, made up of European drug lords, smugglers, and yes... killers.
- **Red Suns:** The most populated gang on the island, run with the most order, as the group, instead of having one leader, has a council. They can be said to be the most open to change, but that does not mean they are a force to be messed with.
- **Fatales:** An all female gang, with a mysterious connection to The Blood Pack. This gang will be mentioned in season one, but not heavily focused on until later in the series.

These five gangs are not the only groups and factions on the island, but they are at the top of the islands hierarchy, which means new gangs are always forming with the goal of taking another ones place to the top, which keeps everyone on their toes.

Technology

When the government chose the location for the containment area, they purposefully made it remote, meaning electronics cannot be used or powered from or to the island. There are, however, clean energy run devices that provide daily uses such as running water, light and heat, which are all on timers and ship by the outside work via survival packages. These packages come in bunches and are dropped each month the several different drop zones of the island, but no such package has been dropped in weeks, which starts a chain of new crimes, thefts and betrayals between rival factions.

There are parts of the island that have been mysteriously blocked off by energy-powered walls, or force fields. Speculation on the island has been made about the blocks, and they've come to many conclusions. One being, whatever is behind the shields will aid them in getting back to society. But, no one quite knows for sure. Others believe they are hubs for police; thinking there is actually an outside government presence on the island, watching their every move.

THE REST OF THE WORLD

History

Let's not start at the beginning of American history, but instead begin at the rapid rise of criminal activity in the year 2020. Crime was always a problem, but it had never been so violent, so constant, than in 2020, when organized crime bosses rose to power, above the law. Corrupt politicians were at the source of the takeover, and by the time the world knew anything about it, criminals had already gained too much power.

After The Insurgence occurred, and The Collection came and went, society was put until military control, to make the ongoing collection of suspected criminals quicker and less violent. The government developed a national covert task force called The Fist (see page ???) to be the face of justice for the United States of America.

Soon after their creation, the so-called "Protectors" turned corrupt, as one-sided rules and the idea of diplomacy in America began to disappear. Rules are stricter than they have ever been, and the country is extremely close converting to a monarchical government. In a sense, the gangs have not gone away completely, but instead, have been replaced by a new force with questionable goals and tactics.

A civilian resistance has been rumored, but not confirmed or located by government officials, or Fist operatives. The resistance is said to be small at the moment, but they believe that the current government has been taken over by corrupt politicians.

Politics and Society

After his development and action plan for the containment island, former US State Senator, Daniel Larkin was voted into office as President of the United States of America in the 2025. He elected Thomas Parker, a former supreme judge as his V.P. and is currently in his second year in office. Larkin has made his self the face of The Fist organization, firmly positioning himself as Admiral, overseeing the entire operation. To the people who work under him, he is, more or less, a perfect leader. But for non-government types; those on the outside, looking in, he is a ruthless tyrant.

Society has plummeted, citizens no longer have free rein over how they express their opinions; the civil rights act has "unofficially," been put to rest, and America has been twisted inside out by its own government. Citizens live in fear for their lives, and the lives of their families.

Technology

THE FIST

History

In an effort to rid the United States of crime for good, the Federal Bureau of Intelligence, Central Intelligence Agency, as well as the US Military, combined their branches and made a country-wide police force, named 'The Fist' by the US President himself.

Officially launched in 2024, The Fist has multiple facilities in every major city in the United States, as well as embassies in countries outside of North America. In each city or providence, The Fist is split up into wards, or precincts. There are a total of fifteen precincts in New York City. A Fist officer's job is very much like that of any normal police operative; keep the peace, and uphold justice.

Rankings/Hierarchy

The Fist borrowed military-like rankings to their operatives and leaders. From lowest to highest, they are as follows;

Recruit: All Fist officers began as trainees/recruits at the Fist Academy. To even be considered for the recruit position, you must go through a series of both physical and mental tests, before completing a six-month training course. Only a small number of trainees are promoted to Fist apprentices or officers.

Officer: When a recruit graduates from the academy they are promoted to Fist officers. These are the “grunts” the force, and are usually sent on street patrols or desk jobs, rarely being pulled out of the precinct for high-importance missions.

Apprentice: Recruits that get taken up for apprenticeship are considered lucky, because they are able to have all the power and freedom of officers, but instead of being partnered up with another recruit, get to work with an officer of higher ranking.

Lieutenant: When an officer proves himself out in the field, or believes they are ready for the next step, they may register for a promotion, though this rarely ends with them acquiring one. The Lieutenant’s job is to lead officers on missions. There are usually multiple operatives that hold this position in each precinct.

Commander: Each individual precinct has one commander. The Commander’s job is to assign missions, and lead the day-to-day operations at their precincts. Usually, Commanders spend their days behind a desk, though some prefer a more “hands on” role in their precinct and city.

Captain: One captain is assigned to each Fist operating city. Captain’s lead each precinct in their particular city. Their job is to oversee all activities that their precincts undergo, and serve as liaisons to the government.

General: There are a number of Generals throughout the United States that serve as combat leaders, and are the highest ranking officers of the Fist, aside from the admiral. They are rarely seen associating with those of lower ranking, and only include themselves in matter of national security.

Admiral: The leader of the Fist and all of its branches and precincts. Currently, Daniel Larkin, United States President, holds the title of “Admiral,” but that position does not always have to fall to the President.

STORYLINES

Tension

The key to our stories is successfully maintaining a high level of dramatic tension. Simply put, we should never feel safe for any of our characters, on, as well as off the island. There is a constant threat and danger these characters can, and will face.

Plot-Driven Stories

Our plot-driven stories should come from reality based concepts and situations that our audiences can relate to and look upon as conceivable to their own lives as individuals.

Within this global political conspiracy, there are agents on both sides; this means that anyone can be corrupt. Characters should definitely experience the fear and paranoia that will become an ever-present result of this fact. A Fist precinct is attacked or destroyed, someone turns up dead in an elevator, a prison ship riots - all could be a result of rogue agents causing sabotage and mayhem among us. How the people react to this threat among them will be one of the primary storylines of the entire series — what will be their version of the Patriot Act? Where will liberty and security collide? How far will they be willing to go to ferret out the "traitors" among them?

On the island, finding food, fresh water, shelter and supplies are going to be never-ending problems, as are dealing with the real-life difficulties involved with rationing those same supplies. The island itself is a vast space of new and old technology, so maintenance issues will always be a headache. Back in society, our stories should spring from within society whenever possible. Our goal is to tell human stories that serve as natural outgrowth of the premise of our show.

Character Stories

Our show is, first and foremost, a drama. It is about people.

Our characters should always be the most important element of every story. Breaking the traditional rule of the genre, we should sacrifice plot at every turn in favor of character. Time spent discussing the technical problems of outwitting the latest criminal plot will be better spent dealing with the emotional fallout of the Catherine/John relationship.

Do not be afraid to expose our characters' faults, for in their frailties, lay the seeds of their triumphs. Our people are deeply flawed, deeply human characters. They are not, by nature, innately heroic or noble creatures. They are simply ordinary people who find themselves in extraordinary circumstances.

They do not always make the right decision and they do not always do the right thing. They make mistakes, act out of pettiness and spite, and occasionally do things that are reprehensible. However, they are also capable of growth, of change, of learning to overcome their many flaws and rising to the challenges laid before them and performing great and mighty deeds.

They are human.

SEASON ONE

Story Arcs

Four major story arcs will play themselves out over the course of the first season:

1. The Fifteenth Precinct's manhunt for a faceless serial killer, simply known as The Skinner.
2. A group of criminals' squat in the home of a single mother and her son, as they adjust to life in the suburbs, and attempt to evade The Fist.
3. The lack of supplies on the island, and the rise in violence between rival gangs as a result. The war between the Blood Pack and Latin Knights.
4. Marcus and his group trying to find a way to escape the island by getting past the energy barriers.

Character Arcs

Catherine & John

They will form a personal bond forged in conflict, due to the fact that John likes to operate "by the book" and Catherine prefers to take a more renegade approach to her work. Both have very strong personalities that tend to clash out in the field. Catherine sees a little bit of a younger version of herself in John, which is why she chose him as her apprentice, though she'd never admit that to John. On the other hand, John does not always agree with Catherine's behavior, but he respects her position and her as a person, enough to follow her lead.

Catherine Rinehart

Catherine was critically injured not too long ago in a police raid that ended with a fatal explosion. She lost part of her left arm, suffered damage to her upper body and right shoulder, and had to have her left right removed. Yet, that did not stop her from doing her job. She was treated and implanted with cybernetic parts and enhancements that make her 35% machine. She is not quite aware of the extent of the enhancements she was given, but there might be some things her employers have not told her yet. Also, due to the brain damage in the explosion, her doctors had to remove parts of her brain, taking away part of what makes her human; emotion.

She's stronger, faster, both physically and mentally and smarter than she ever was, due to brain implants, but what compromises her ability to lead is her cold manner, and void of human emotions that a good leader needs. This also causes a strain in the relationship between her and her son, Noah.

The Skinner

A serial killer with many faces, literally. He leaves his mark by skinning the faces off of his victim while they're still breathing, and using advanced surgical technology to virtually change his face to avoid being captured by The Fist. Little is known about The Skinner; where he came from, his origins, or his one true face. If he is even a male is yet to be determined. All we know is that The Skinner out there, somewhere, which a city-wide manhunt in order to locate him because he kills again.

Forrest Holden

A calculated, some may say psychotic man who is serving life in detainment off the island. The only reason he has not been sent to the island, or killed is because he is more useful to The Fists' cause alive than dead, or in isolation. He is an information-broken, and we soon discover that Forrest is the father of Marcus Holden, who is currently living on Gangland. Holden will be introduced as a source in Catherine's manhunt for The Skinner, though his role in her life, from both the present and past, takes a very interesting turn.

Joey & Lorrie

These two will be together until the end. They've been through so much together; they've overcome so many hardships, which is why they stick together the way they do. Joey can be very insensitive and rarely holds back his tongue, even if his comments are negative or derogatory to even her, but Lorrie knows him well enough to know that's just the type of person he is, and she, more or less, accepts that. They often bump heads, much like an old married couple, but they tend to see situations, and how they need to be handled, very differently.

Lawrence & Nikki

Lawrence is a very cruel and cold man, but Nikki is the only person he lets inside his head and heart. Nikki possesses all of the strengths Lawrence possesses, but none of his weaknesses. Although she likes for him to believe she is "his" and his alone, she is only in it for the power and respect. Some may even go as far as to say that Nikki is the brains behind the entire operation, and Lawrence is simply her puppet.