

WASTED TIMES

*"Can getting drunk change his his life for the better? Only **time** will tell."*

SERIES BIBLE

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“WASTED TIMES”

(55 page dramedy pilot; single-camera: 6 acts + teaser & tag)

Logline: When a depressed musician discovers the secret to time travel, he plans to alter his past, correct his mistakes, and alleviate regrets in order to propel his mediocre rock band to fame and fortune. The catch: he can only do it while drunk, which is how his life ended up here in the first place...

Style of the show: *Wasted Times* is a balance of comedy and drama reminiscent of such recent hit shows as *The Orville*, *Future Man*, and *The Mick*. It not only journeys through time with a sardonic eye, but addresses important and relatable topics such as chasing dreams, modern relationships, self-awareness, and battling addiction, depression, and suicide.

Wasted Times will feature various genres of music, often relating to drinking or “time.” The cast will perform songs, and ambient music will be used to convey a lot about each scene and help further the plot; think of it like a rock version of the hit Fox show, *Empire*.

Critiques: Comments made at a *Wasted Times* pilot table read, featuring writers, directors, and actors from the Pandemic Collective Theatre company, included the phrase, “*It was fun!*” One actor compared it to current TV hits, *The Mick* and *Future Man*, while another likened it to *Rick and Morty* and *iZombie*. Compliments were also given for the strong dynamic between protagonists and the character-based humor.

PREMISE

What would you do if *you* could travel through time? Would you prevent the world's greatest tragedies? Or would you '*right*' your own personal '*wrongs*' and set yourself up for success? And, regardless of your choice, would you be able to reach your intended goals while intoxicated? These are questions our protagonists, MARIO and LEONARDO, are faced with when they discover a magic elixir (merged with an exotic Caribbean Rum), and must choose between taking actions in favor of moral responsibility and mortal ambition.

Nearing his 27th Birthday, **MARIO ROSE VALDEZ** wants nothing more than to be a successful musician, much like his idols, Kurt Cobain, Jimi Hendrix, and Jim Morrison, who are legends that reached superstardom and changed the landscape of music, but didn't make it to age 28 alive. Mario doesn't necessarily wish to join "The 27 Club," as they're known, but he regrets not making it to their level of talent and success, like his cousin, KAI WOLFE is in the process of doing. Depression, drugs, alcohol, and lack of commitment have hindered his success along the way, as well as aligning himself with a band full of other musicians who are more or less in the same boat. When his failure gets the best of him, the distraught bassist sets out to overdose on heroin, and only falls further into depression when he fails to do it correctly. He decides to play one last (ill-fated) show with his band before making another attempt to end his life, all the while wondering what he would do differently if he could do it all over again...

Though 16-year-old prodigy, **LEONARDO JOHNSON**, prefers to stay at home, learn, hack the parental controls on his computer to watch porn, and dominate the imaginary realm of online gaming, he can never say no to his mother, LISA. That's why, when she drags him and his older sister, ASHLEY, to a local all-ages concert to flirt with her work subordinate (the band's drummer, DEVIN), Leonardo tolerates the *noisy, mediocre* music for her sake. But, when left unsupervised at a wild after-party, Leonardo is immersed in a world he is simply not ready for. While Ashley, assumed to be 18, is the focus of many "gentlemen," Leonardo becomes intrigued by the strippers and other "adult interactions" he bears witness to. It isn't until Leonardo realizes that the object of his mother's affections -- the band's airheaded drummer -- is making a play for his sister that he decides his mother and sister could do better. If only his father had never died...

When Mario and Leonardo are the last men conscious at the afterparty, they engage in an unofficial drink-off, using a bottle of rum a bandmate lifted from Kai's party that, unbeknownst to them, grants the ability to time travel. But, once they learn the power of what they possess, they will have no choice but to form an uneasy alliance in order to uncover the magic elixir's secrets, learn its rules, and prevent one another from using it for the wrong reasons.

THE RULES OF TIME TRAVEL

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Origin: Samsāra

Thousands of years ago, a concoction using the ancient Indian plant, “Soma,” which was said to *enable people to overcome obstacles and achieve greatness*, was also said to give great power to the gods and all mortals worthy enough to consume it. This is because, those who consumed it, were often seen decades -- or even centuries -- later, without appearing to have aged a single day. For this reason, *the chosen* were believed to be immortal. This was a common misconception, however, as the true power Soma granted was allowing its user the ability to travel through time.

The enlightened, or “chosen ones,” didn’t believe in going back in time to change the past -- it was unethical and forbidden in their culture -- but they were not opposed to traveling into the future and back to help “shape it” into the best possible outcomes for all.

Evolution: Dharma

In the 17th century, a mad deceiver, called RAMA-RAPHA, was unable to reach enlightenment on his own, and was denied access to Soma due to his dark designs, so he murdered the *chosen ones* in a mass poisoning. The Rama-Rapha stole the sacred plant and traveled the world in search of an alchemist who could uncover its secrets and adapt it for his own personal use. It was not until he reached the Caribbean (Jamaica) that he found a voodoo Bokor who would be successful. The Bokor mixed the plant with rum and other mystic ingredients (influenced by other religions and practices) and concocted a “shortcut” to enlightenment.

Little did the Bokor know, it’s not being drunk from the rum that allows for time travel; in ancient times, only experienced Hindus could use (and master) the powers of Soma, because it only simply allowed them to reach a transcendent state of mental relaxation which, when focused through meditation and clarity, allowed the user to travel. It was a custom seldom taught because, though traveling through enlightenment allows for good decision making, the wrong user could use it with malicious intents.

What the chosen could not have known is that mixing Soma with rum (and other mystical ingredients) can get the user wicked drunk, putting them in nearly the same state of mind between reality and near unconsciousness, and setting the mind to a similar calm. Unfortunately, the rum’s alcoholic side effects make it difficult to make good decisions once a travel is in place -- it’s a matter of *Karma*.

Not knowing the rules, the Rama-Rapha was able to “travel,” but clumsily ended up in a random time and location, and did not know the secret to returning. He has been lost in time ever since, and presumed dead... for now. Back in Jamaica, the Bokor recognized the great power the elixir possessed and packed it away for the safety of humanity. After his death, the elixir was passed down from generation to generation, along with his cautionary tale of the Rama-Rapha.

Legacy: Karma

In the late 1950s, one of the Bokor’s descendents, JAMARCO BROWN, was fascinated by his family fable, and took to testing its validity. Through trial and error, he learned the rules, and jotting down everything he learned in a leather bound journal marked with the musical “coda” symbol. He mastered the power and used it to create for himself an exciting, successful reggae career in the 1960s and 1970s, but the fame went to his head, and he ruined his life with drugs and alcohol, therefore becoming his own cautionary tale.

Jamarco gave up time travel, kept the elixir a secret, and lived out the rest of his years mentoring and managing other musicians. Jamarco met a budding musician by the name of Malachai “Kai” Wolfe one day, and was very impressed with him. Kai had plenty of potential, and only lacked a solid opportunity to achieve greatness. Though Jamarco had no children of his own, Kai was like a son to him. But when a terrible car accident left Kai crippled and Jamarco in poor health, Jamarco passed his few remaining bottles of elixir along to his protege. In his dying breath, Jamarco gave Kai his journal, wished him well, and passed on peacefully. Kai used the journal to go back in time and discover the origins of the Bokor’s elixir -- but a miscalculation landed him with the Rama-Rapha, who attacked him and gave him the facial scar he would wear forever more. One thing Jamarco neglected to mention verbally or in his journal was that, when significant changes are made to the timeline, the alterations come with a hefty price. Balance must be made; a sacrifice. If one reaps great benefits, one will also reap great loss, as well.

Malachai learned this lesson all too well, as he used the bottle to put his own career together and win the affections of JENNA, the love of his life, but it would inevitably cost him the ability to have children when circumstances forced him to choose between his unborn son and his bride to be; Jenna was his soulmate -- that much he knew -- but she could not conceive a child for him.

Appearance: In its current form, “The Elixir” is mixed with special Dark Caribbean Rum and other secret ingredients. It comes in a large bottle with rope tied around its neck, and a miniature skull carved of bone with a coda symbol etched into it dangling from the rope.

Abilities: The “Elixir” will allow its user to go back in time when they reach a certain level of intoxication. Upon falling asleep (at full rest), it will return the user to the point in time they left, like a yoyo (except minus the hours they were missing -- a state of *Kairos* [it’s Greek, look it up]. *Example:* They time travel at 9pm and they’re living in 1975 for four hours, they’ll return four hours after they disappeared) -- unless “the string is cut” or “breaks” by sobering up before yo-yoing back to their correct time. At that point, the mind is no longer at the level of calm needed to travel, and therefore loses its link to its original time. Having the date and time written or a photograph can help direct focus, as well as maintaining physical contact during group travel. A hangover is the first sign that they’re about to sober up, meaning time is of the essence.

Time Travel Rules: 6 levels of drunk, as translated by Mario:

1. Getting there: Drinking your first few drinks/shots. (The band usually rushes this stage.)
2. Good Buzz/Light Drunk: This is the most fun during the bender.
3. Drunk/Chatty-Fuckin’-Cathy: This is where it can either go good or bad depending on the circumstances; it can either lead to bad decisions or create/strengthen relationships.
4. Drunk/Sloppy: Spotty AF Memory; things can get emotional. Very rarely does one still have any cool factor here. This phase usually leads to dancing, trying to *appreciate* normally less-than-desirable mates, or just talking out of one’s ass.
5. Complete Blackout/Time Travel: Here, anything’s possible (on the bad or embarrassing side); one is more likely to get laid than fight, and can hit that perfect level of calm and relaxation the brain needs to make the trip. Most things in contact with the body will go with it, except for sober people -- their brain activity is too erratic. What they’re wearing, however, might go with the traveler.
6. Dead: Any drunker than 5 and you’d better get your stomach pumped, because they only places you’re traveling to are the hospital or the morgue.
 - Time travel can cause intense vomiting (from the motion/plant/liquor) called “*la purga*.”
 - Those who “travel” can see time *artifacts* from alternate timelines. They don’t know who did it, but can remember fragments of what their lives were before (like *deja vu*).
 - **If you change time for self-serving purposes and reap great rewards, you will lose something from another area of your life to appease the balance of life.**

CHARACTERS

MARIO ROSE VALDEZ - (26)

Height: 6'2" **Weight:** 240 lbs **Build:** A few extra **Style:** Jeans/T-shirts, hoodies, relaxed, casual.

Attributes (Desirable):

Passive, polite, honest, loyal, devoted, ambitious, clean, humble, selfless, kind, clever, generous, talented, hopeful, protective, genuine, determined, thoughtful, reliable, self-sacrificing, creative, unique, sweet, familial, supportive, repentant, fair, helpful, personable, forgiving, imaginative, musical, artistic, faithful, parental, respectful, trustworthy, and trusting.

Attributes (Undesirable):

Impatient, pessimistic, insecure, selfish, secretive, self-centered, emotional, obscene, lazy, gives up, addicted, stubborn, childish, sloppy, gluttonous, depressed, hopeless, sarcastic, and cowardice.

Other: Strategic (competitively). Able to play many instruments and has a high understanding of music in general. Animals like him, he doesn't like them. High tolerance to alcohol. High understanding of games and sports. Lacks confidence, pessimistic, gets stoned too much.

External want: To make music with his friends. To travel the world on an epic tour. To be loved and accepted. To sell out Red Rocks Amphitheater.

Internal need: To contribute. To be acknowledged. To overcome depression and alleviate regrets.

Flaws: Lazy, uncommitted, depressed. He overthinks things. He's too trusting. He's an alcoholic.

Quirks: Carries a plastic convenience store soft drink cup that fits a 24 oz beer can in it. He places the whole can in the cup and puts the straw in the mouth hole for discreet anytime drinking; he calls it a "protein shake."

History: Following a failed engagement to DELILAH QUINN, Mario was forced to move back in with his mom, PEGGY, an aging party girl and Postal Carrier. His father, PHILIP, who left when he was young, is an on-the-road trucker and a born-again Christian. Mario's 20-year-old brother, RONNIE COCHRAN, travels the country on a motorcycle and isn't around much, either. Mario regrets not being more present in his life.

Employment: Quality Control "Specialist" for an adult novelty distributor, Rocky Mountain Rubber Mines (RMRM), in the next town over. Hides his actual position from his friends and tells them that he is an order picker because *picker* and *receiver* don't have a great ring to them. His boss, ALEXI MARKAROV (77), started RM at age of 57 after a life as a mail order bride hustler, and depends on Mario to solve business problems that are very much above his pay grade in order to keep the place afloat.

LEONARDO FREDRICK JOHNSON - (16)

Height: 5'9" **Weight:** 140 lbs **Build:** Lanky **Style:** Preppy, glasses, shops at Cherry Creek Mall

Attributes (Desirable):

Virtuous, optimistic, loyal, intelligent, devoted, ambitious, inspiring, clean, clever, ethical, generous, talented, stable, hopeful, protective, logical, genuine, thoughtful, innocent, reliable, responsible, tenacious, adaptable, unique, familial, repentant, fair, helpful, forgiving, enduring, faithful, respectful, respected, reputable, and trustworthy.

Attributes (Undesirable):

Insecure, cocky, dishonest, boring, secretive, deceptive, childish, ignorant, boastful, envious, indecisive, and blaming.

Other: Spotless record. Homeschooled, never gets in trouble, reads a lot, loves to write essays and do research. Great work ethic. Curious about everything. Plays the cello. Can be condescending. *Waaay* too curious about/interested in sex. Lies sometimes, innocently usually. Awkward, doesn't really fit in anywhere. He gets occasional erections at the most inopportune times and can't control them.

External want: To win a Nobel Prize, graduate from M.I.T., be the first man on Mars, and to marry Anna Kendrick so they can have lots of sex.

Internal need: To get street smarts to go along with his book smarts, and to become more humble. To cope with the loss of his father and learn to move forward. He needs a male role model, and to find his place in the world.

Flaws: His perspective on people divides him from them. His teen perversion makes him incredibly awkward, especially when his unwanted boners are involved. He's a tad arrogant.

Quirks: Excels at Math, Literature, Science, and History classes. Great at problem solving. Puts computers together and codes video games for mobile apps. Great strategist for games like chess and risk. Could count cards during blackjack, but hasn't discovered gambling or high stakes card games yet. He stutters when he lies, speaks to attractive females, or doesn't know the answer to something, and crosses his leg, turns around, or does an awkward crouch to hide random erections. Lives pretty straight edge -- not as a political statement, but doesn't want to hurt his genius brain. He's a vegetarian and afraid of cheese -- it grosses him out. He's a baaaaad dancer; people don't even laugh anymore -- they just try to stop him. He overthinks EVERYTHING, which makes him a terrible driver. He runs *funny*; it's hilarious. He has an "ancient" flip cell phone. He made a sex toy from a water tube toy. Leonardo often has to masturbate in order to calm his busy mind enough to fall asleep; he beats his meat to beat insomnia.

History: Leonardo was born to Stephen and Lisa Johnson, the second of their two children. Stephen died in a car accident caused by a drunk driver. From that day, Lisa raised both of the kids homeschooled. Ashley remained a social butterfly, while Leonardo was raised mostly by the characters in his books and 90s TV shows.

Employment: Homeschooled student, but sells games to mobile carriers and and takes freelance jobs helping adults build websites and do their taxes. He has stock in tech companies and Bitcoins on the side. He has a little over \$12,000 hidden in his safe box Lisa doesn't know about.

CHRISTIAN VALENTINO - (26)

Height: 5'5" **Weight:** 145 lbs. **Build:** Muscular/Athletic **Style:** Casual, steel-toed boots (lifts)

Attributes (Desirable):

Passive, virtuous, optimistic, polite, honest, loyal, devoted, ambitious, inspiring, clean, humble, chivalrous, selfless, kind, ethical, generous, patient, talented, stable, friendly, hopeful, attractive, intuitive, genuine, attentive, determined, thoughtful, reliable, responsible, adaptable, self-sacrificing, creative, unique, sweet, romantic, familial, supportive, repentant, fair, helpful, personable, forgiving, athletic, imaginative, musical, artistic, faithful, respectful, respected, open-minded, reputable, trustworthy, trusting, and modest.

Attributes (Undesirable):

Insecure, boring, emotional, obsessive, gives up, ignorant, envious, cowardice, sycophantic, and indecisive.

Other: He's the guy friends turn to for everything: help moving, ride to the airport, etc. He has a hard time saying "no." He's a friend to animals and a vegetarian. His mom had tons of strays, so animals have grown to love him. Bad liar, so he doesn't try. Kind of a pushover. He's in an unstable relationship with MAYBELLINE FRYE (27), a possessive on-again/off-again girlfriend that manipulates him and causes him separation anxiety when they're apart. It is for this reason the band calls her "Unstable Mabel."

External want: World Peace, and for the band to have success and make timeless music. To find true love.

Internal need: To stand up for himself, both in the band and his personal life. He has little control in the band, and he's convinced he needs his girlfriend to tell him what to do.

Flaws: Insecurity. Avoids conflict, so he won't stand up for himself or others in the band.

Quirks: He doesn't have much of a "voice" in his daily life, but when he's on stage or in the zone (practice, recording, etc.), he can sing, growl, or scream everything out. Wears a "magic" quartz crystal healing necklace Maybelline gave him. He's embarrassed when Mario's mom hits on him, however, he prefers *mature* women. He will break his diet for Sour Patch Kids. Tequila makes him a dick. Has a black cat named ONYX (7) that Devin is deathly afraid of.

History: He wanted to be an actor when he was a child. He starred in a commercial for a local car dealership, and his friends still give him shit for it. (The lot was called "Big Deal Auto," and their slogan was "What's *the big deal?* We're the *Big Deal!*") His friends mock him, mostly for his ironic height, but it's evolved to include his stage presence, and earned him the nickname "*Big Deal.*"

Christian met Maybelline shortly after he turned 21. She was a Wiccan and holistic healer. She forced him to come around to her spiritual beliefs and healthy living style. The only thing she couldn't control was his passion for music, which often caused fights and breakups, prompting her to throw him out again (which tends to be about every 3-6 months out of the year since he met her. He moves back in with his mom when this happens. Christian once tried to get out of going out with Maybelle for her birthday in favor of attending a rare Aerosmith show with the guys. The band pressured him into feeding her laxatives, thinking she'd tell him to go have fun with his friends. Instead, she made him stay home and take care of her, which is even worse than if he'd just gone out for her birthday.

Employment: Uber, when he has Maybelline's car, and Auto Parts Courier/pizza delivery driver, when he doesn't.

DEVIN POWELL - (27)

Height: 5'11" **Weight:** 180 **Build:** Slim/Athletic **Style:** Tighter clothing, wife beater/bro tanks, shorts.

Attributes (Desirable):

Passive, optimistic, polite, devoted, lucky, ambitious, funny, clean, brave, patient, talented, stable, friendly, attractive, attentive, determined, adaptable, charming, creative, charismatic, romantic, helpful, musical, artistic, adventurous, respectful, respected, reputable, and trusting.

Attributes (Undesirable):

Selfish, secretive, self-centered, too proud, deceptive, unreliable, ignorant, cheater, boastful, and indecisive.

Other: Suave. Attractive appearance and charm make him good and fast at seducing women. Learns songs quickly. Always has his own priorities (oftentimes girls), but he can be shady when it comes to not meeting scheduled priorities. Egotistical, god's gift to women. Drinks and drives, has past DUI's. Smoker. *Playa and Proud*.

External want: Wants to be successful with the band but can easily get distracted by the opposite sex.

Internal need: Wants to feel like he is needed and is helping. He needs to overcome his dad's poor example of "adulging," as well as how to commit to people (especially women) and responsibilities.

Flaws: He's often unfaithful in relationships (when he bothers to form one), puts his own desires before the band's needs, and relapses into heavy drugs every once in awhile, especially when around his enabler, JIMMY. A lot of these habits he picked up from his father.

Quirks: Dyes his hair black with a streak of color, which is dependant on which band he is in or what holiday or special occasion it might be. Has a light scar above eyebrow from when his dad used to beat him as a child. Has a couple of tattoos on arm, but working on a half sleeve. Has sporadic tattoos throughout the rest of his body. Always "tapping/drumming" on shit when waiting for something. Smokes like a chain when nervous. Only goes after "10's," and usually *gets* them.

History: Devin was conceived at a Bee Gees concert by a dad who was every bit the player Devin is. Given the chance, Devin's dad would always choose the band over his own kid, but he got stuck with Devin often, so Devin grew up in the band/bar scene/recording studio scene. He hates these memories, however, because he remembers getting beaten by his dad if he ever interrupted a recording session (the cause of his scar). Devin attended a fetish sex party a couple of years ago, got drunk, took some "X," and got "pegged" by a "furry" dressed as a cat. Since then, he's freaked out by all furies, animals, and especially Christian's cat, ONYX (7).

Employment: Orion Rent-A-Ride (Car Rental Business). He's a detailer at the moment, but wants to move up to sales or mechanic at some point. His gorgeous boss, Lisa, could make that happen... if it wasn't such a conflict of interest, that is...

RYAN DE SPADA - (23)

Height: 6'0 **Weight:** 185 **Build:** Slightly Muscular **Style:** Hardcore/Djent Kid, tattoo sleeves

Attributes (Desirable):

Virtuous, optimistic, polite, honest, loyal, intelligent, devoted, ambitious, funny, clean, chivalrous, brave, fashionable, clever, ethical, talented, stable, friendly, hopeful, protective, logical, attractive, determined, reliable, responsible, adaptable, charming, decisive, creative, unique, charismatic, supportive, helpful, personable, forgiving, semi-athletic, musical, artistic, respected, open-minded, reputable, and trustworthy.

Attributes (Undesirable):

Aggressive, impatient, boring, hateful, too proud, stubborn, criminal, depressed, boastful, sarcastic, envious, masochistic, and guilty.

Other: Writes music. Mechanical in his compositions. Engineer. Records all of the band's music with Christian. Great pool player, and great with number games (like poker and Blackjack, but he's terrible at bluffing -- his face and facial expressions tell all.) Flows rap, but hasn't done it since California, so nobody in Colorado knows. Can fix things like cars, electronics, etc. Smoker. Occasionally arrogant. Boastful about music and weed. His overconfidence translates to cockiness. Short fuse. Pushes people away or disappears when dealing with emotions.

External want: To be the best local band from the states. To make his recently deceased brother proud. To inspire kids to see that art can be their outlet, and that they don't have to fall into that thug life that killed his brother.

Internal need: To be significant and contribute in the band and scene/community. On the surface, he wants to inspire kids to not fall into crime, but deep down, it's also an attempt to make penance; to help him feel like he's cleaning the blood off of his hands for retaliating against his brother's killer so that they can both have peace.

Flaws: Prideful, arrogant, narcissistic. Guitar tone/music snob, especially when it comes to the calibration of instruments. Beer and weed snob, too.

Quirks: Quick wit. Likes to replace lyrics with inappropriate humor. Master wordsmith. Mechanically apt. Can easily fall into "Cholo" talk that he picked up during his days in South Central. Baby face, especially when shaved. Always has tools handy. Attracted to smart, well put-together women. Stubborn -- never *fails*.

History: Raised in South Central L.A. until he moved to Denver two weeks ago. Music was his only escape from his dangerous neighborhood life. He attended a technical high school, where he honed his engineering and musical skills. His older brother, VONNIE, was big into cars and taught him how to fix them. Vonnie was killed in a drive by a few days before Ryan moved to CO. Danny Misker (30), Vonnie's old friend, invited Ryan to move to Colorado to get away from that life -- he owed it to Vonnie, who was like a brother to Misker. Little does he know, however, that Ryan took another neighborhood crew to retaliate against BENNIE RAMON, Vonnie's killer. Ryan didn't pull the trigger personally, but still feels Bennie's blood on his hands and it causes much anger and guilt. Ryan moved to Colorado, not knowing if Bennie is dead or alive (he's alive), but to escape the situation entirely, which makes him paranoid about cops coming to find him. Ryan has no intention of sharing any of this with the band or anyone else.

Employment: "Guitar Central" Guitar Tech (Grady got the previous one fired); formerly auto mechanic in CA.

GRADY SCOTT - (25)

Height: 5'11" **Weight:** 186 lbs. **Build:** Husky **Style:** Trapped in the 2002 metal scene, always in shorts

Attributes (Desirable):

Optimistic, intelligent, lucky, ambitious, funny, brave, clever, talented, stable, hopeful, intuitive, attentive, tenacious, adaptable, decisive, creative, unique, familial, forgiving, enduring, musical, and adventurous.

Attributes (Undesirable):

Aggressive, impatient, deadbeat, rude, bullying, dishonest, selfish, secretive, greedy, mean, self-centered, vulgar, too proud, obscene, lazy, deceptive, unreliable, unfair, stubborn, childish, racist, offensive, irresponsible, unfaithful, disloyal, sloppy, disrespectful, oppressive, criminal, ignorant, bigoted, two-faced, cheater, gluttonous, boastful, sarcastic, jealous, hurtful, slanderous, creepy, misogynistic, unethical, chauvinistic, off-putting, negligent, blaming.

Other: (Was) a good musician. Better than average guitarist. Good at reading people (to push their buttons). Good at cheating at games and life. Sly like a fox. Can pick locks like a champ. Starts flame wars. Comps tickets to women who "flash" him. He frequently extorts the band members. Doesn't care when his actions reflect poorly on the band. No tact when hitting on women. Internet troll. Takes sneaky pics of women with his phone. Steals things from house parties, diners, and everywhere else...

External want: To be the best guitarist ever: groupies, money, fancy cars, album sales -- a celebrity. He wants to be the Kanye of metal, but with Kanye's actual Kim. To get blowjob from a woman now, and one from her daughter 18 years from now.

Internal need: To learn that people aren't his puppets and have feelings. He needs to learn empathy and be more respectful of boundaries. He needs to apply the sympathy he had for his grandmother to others.

Flaws: Socially handicapped. Cannot identify with normal human emotions. No filter, inappropriate in any circumstance, and borderline predatory when it comes to women.

Quirks: He only showers/brushes teeth a few days a week. He has a bit of inheritance money, and his grandmother's house (recording/practice space) that helps the band, which makes him too valuable to ditch. Has a pink unicorn head tramp-stamp after losing a bet. Loves to gamble, sucks at it. Has an obnoxious laugh and loves to prank people, usually in shitty, potentially dangerous ways. Tiny dick, not ashamed. Wears offensive t-shirts, wallet chain, hipster glasses, and shorts all year round. Eats other people's food and clogs their toilets indiscriminately. Says he never has money on him, but he does. He has an engraved flask that says "pussy slayer." There's always a rubber-banded stack of band stickers in his back pocket. Owns lots of taboo porn that he stole from work -- much of it is VHS. Because of his grandma, he genuinely cares about elderly people. His maids keep quitting over sexual harassment and misconduct.

History: When Grady was 12, he discovered "Guitar Hero," fell in love with classic rock, and decided he would one day conquer the industry. At 15, Grady's grandmother died and placed most of her money into a trust for Grady to inherit at 21, as well as her house. He bought all the musical equipment he desired and secretly began donating money to keep his grandmother's favorite park maintained and beautiful. He recently pierced his nipples, thinking it was cool, but took them out after the band called him gay and wouldn't stop flicking them.

Employment: Works overnights at a "Treasures" porn shop for the discounts and occasional hooker visits.

LISA JOHNSON - (42)

Height: 5'7" **Weight:** ? **Build:** Toned/athletic **Style:** In style, as though in early 20s. Sexy.

Attributes (Desirable):

Virtuous, optimistic, polite, honest, loyal, intelligent, devoted, inspiring, **clean**, humble, selfless, kind, fashionable, clever, ethical, generous, patient, talented, stable, friendly, hopeful, protective, heroic, attractive, intuitive, genuine, attentive, determined, thoughtful, reliable, responsible, tenacious, charming, self-sacrifice, creative, unique, trusting, charismatic, sweet, romantic, familial, supportive, repentant, fair, helpful, personable, forgiving, enduring, athletic, imaginative, artistic, faithful, adventurous, parental, respectful, respected, open-minded, reputable, and trustworthy.

Attributes (Undesirable):

Aggressive, insecure, obsessive, stubborn, unlucky, depressed, sarcastic, and indecisive.

Other: Great with arts and crafts. She can take risks at work if it's her ass on the line (she's the cool boss but gets shit done), but not when it comes to her family. She keeps a beautiful home; she has great instincts for design and an eye for fashion. She always looks good. She's flirtatious, sincere, popular, yet reserved (as a widow). Lisa loves Prince and Marilyn Manson.

External want: To convince the world (and herself) that everything is perfectly fine. *Keeping up the appearance will make it all true.* She's chasing after a life of contentment because she fears she's incapable of being happy.

Internal need: She needs to deal with the trauma of losing Stephen and to be a mother, complete with emotions, and not just a *mother figure*. She needs to forgive herself for the way she handles things and to learn how to move on.

Flaws: Spends too much time trying to be strong for her kids and never showing her vulnerabilities and trauma from losing Stephen, so they never get to know her as a person. Gets insecure about her parenting: *"did I handle that right?"* She needs to go to grief counseling, or M.A.D.D., or a support group at some point.

Quirks: Her O.C.D. can be crippling, and she doesn't like odd numbers (except for 5). Overprotective. In denial about her kids being exposed to the dangers of the world. Prude about drugs and alcohol, but smokes cigarettes when stressed, and will have a glass of wine and use a vibrator while watching Jason Statham movies. Fun fact: she has dozens of types of tea.

History: In her youth, Lisa wanted to one day have her own TV show -- the Mary Tyler Moore of her generation -- but fell in with a motorcycle tough called "Gunnar," who was abusive, intimidating, and got her pregnant. She lost the baby almost immediately, unfortunately, and when Lisa broke down and told her retired military father about Gunnar and the baby, he intervened. She doesn't know exactly what happened, but Gunnar left her alone after their confrontation. She regrets everything about that relationship, except for how sexy he was in that leather jacket and stubbly jaw. She met Stephen in college at 22. He was everything Gunnar wasn't; he was kind to her, showed her love and appreciation, and restored a lot of the confidence and comfort she lost in her terrible relationship with Gunnar. She married Stephen when she was 24, was pregnant with Ashley at 25, and pregnant again with Leonardo at 26. A few years later, Lisa and Stephen were t-boned by a drunk driver that left Lisa with permanent scars on her leg and killed Stephen instantly. As a result, Lisa now raises her kids with newly minted helicopter parenting skills.

Employment: She manages Orion Rent-A-Ride, where she flirts with her subordinate, Devin.

ASHLEY JOHNSON - (17)

Height: 5'6" **Weight:** ? **Build:** Slim/awkward **Style:** Fashionable; knows what "fits" her

Attributes (Desirable):

Passive, optimistic, polite, devoted, ambitious, clean, humble, kind, fashionable, clever, generous, talented, stable, friendly, hopeful, protective, attractive, intuitive, genuine, determined, adaptable, charming, self-sacrifice, charismatic, sweet, romantic, familial, supportive, personable, athletic, imaginative, musical, artistic, adventurous, respectful, open-minded, reputable, and trusting.

Attributes (Undesirable):

Impatient, insecure, dishonest, selfish, secretive, self-centered, emotional, obsessive, lazy, holds grudges, deceptive, gives up, unreliable, unfair, stubborn, childish, flaky, irresponsible, unfaithful, disloyal, sloppy, ignorant, cheater, envious, jealous, hurtful, cowardice, slanderous, unethical, negligent, indecisive, and blaming.

Other: Allergic to peanuts and bees. A natural at volleyball, despite her height. She's naive. She writes secret poems, and they're not bad. She loves to do her friends' hair, but it's more of a hobby than career goal.

External want: To be loved and adored. She wants to be a model or actress -- a *star*. Or like one of the rich housewives on those reality shows. She wants a hottie boyfriend, like Nick Jonas or Shawn Mendes. She wants to be followed on social media by anyone and everyone (especially celebrity crushes), and worst of all, she wants it now. She also wants to be taken seriously as an adult, but doesn't want the responsibilities that come along with it.

Internal need: She needs to slow down! She's just a kid, but wants to grow up so fast and be a part of adult circles. She needs to stop being angry about her father's death, and especially at the drunk driver who killed him. She needs to appreciate what she has, not taking them for granted and wishing she had better things.

Flaws: She lies like an artform to protect her newfound freedom. She's *entitled*, however, and expects great results, despite how lazy she can be, even when she doesn't feel like putting in the work. She lacks confidence and is naive. Undisciplined as an actress. She doesn't know what love is, and won't realize it's not just two attractive people hanging out and kissing until she eventually gets her heart broken. She fears Lisa will find out about her escapades and pull her out of public school. Ashley is a bad judge of character; she trusts the wrong people. Drama queen.

Quirks: She's the type who will make a mixtape for a boy and be heartbroken if he doesn't like it. Her body is developing, but her personality is not. Breaks into dance every time a song she likes comes on. Bedazzled iPhone case. Always taking selfies. She's recently started making little fashion vlogs on YouTube.

History: Ashley was born to Stephen and Lisa Johnson as an unplanned, but very exciting surprise. After Stephen's death, Ashley was pulled out of school to be homeschooled. She, like Lisa, has learned to keep her feelings bottled up about it. She hates the drunk driver who killed him, despite Lisa being able to forgive him. She recently returned to public high school, despite Lisa's better judgment, and her natural extroverted nature emerged, shooting her to the top of the social ladder. Ashley doesn't get along with Leonardo -- they just don't get each other. Mainly because, since Stephen died, family interactions haven't flowed freely based on feelings, rather, they've been very contrived; everyone walks on eggshells in the Johnson house.

Employment: Babysitting. Helping her mom at Orion Rent-A-Ride sometimes.

MALACHAI (“KAI”) WOLFE - (36)

Height: 6’2” **Weight:** 200ish **Build:** Fairly muscular **Style:** Long hair, dresses like Slash or Lemmy.

Attributes (Desirable):

Optimistic, intelligent, lucky, ambitious, inspiring, funny, humble, brave, fashionable, clever, talented, stable, protective, logical, attractive, intuitive, attentive, determined, thoughtful, responsible, charming, charismatic, decisive, familial, supportive, repentant, athletic, musical, artistic, adventurous, respectful, respected, and reputable.

Attributes (Undesirable):

Aggressive, impatient, insecure, selfish, secretive, greedy, angry, too proud, deceptive, egotistical, and stubborn.

Other: Quick witted. Gene Simmons-level business savvy. Ability to see “the big picture.” Can get the crowd going, and is what a rock star should be. He has/had his own private agenda. Puts his family first, and can be seen as a huge asshole by anyone else. Unable to have children, so he takes anger out on bad/irresponsible parents sometimes. A bit sensitive when drunk. Very paranoid. Gets jealous when strange men talk to his wife, JENNA.

External want: He wants to be the next Rob Zombie or Bon Jovi. Entrepreneur that has his hands in a little bit of everything and would one day like to own the Denver Broncos. Other than that he wants unlimited success in all of his ventures. Wants to have a kid, but his wife, Jenna, cannot conceive. Wants to show everyone who ever told him he wouldn’t amount to anything that they were completely wrong.

Internal need: Needs to be thankful and appreciative of what he has, not manipulate time to seek other things.

Flaws: That he sometimes drank too much, and that using his elixir caused him to have a major power trip; before he had the elixir, he was humble and was all about the honest grind. After he came across the elixir, it had a *Lord of the Rings* effect on him: he started to become extremely successful, and then egotistical. He can let his arrogance get the best of him because he knows he can easily go back and change the outcome if necessary. He holds on to too much anger about not being able to have children with Jenna.

Quirks: Scar over left eye from a battle with Rama-Rapha (and lies about how he got it). Covered in tats. Wears leather jackets, leather pants, and boots to shows. Has *deja vu* moments/notices changes in the timeline. Finds inspiration in 80s horror movies/comic books. Owns two wolves (Helter & Skelter) and a pitbull named Benji.

History: Kai is lead singer/guitarist of ‘665’, Denver’s hottest up and coming local act. Ten years ago, JAMARCO BROWN passed on the knowledge and means to time travel to his protege, Kai, who first used it to discover the origins (and recipe) of the elixir. It led him to the distant past, where he battled the Rama-Rapha, who cut his face, giving him his famous scar. Though he was unsuccessful in his first “travel,” Kai used the bottle to put his own career together, the way Jamarco did, and is quite happy with his success; he’s living his dream, he has the perfect wife in bombshell, JENNA WOLFE, and has everything he could ever want... except for an heir. He thinks his wife’s infertility is a punishment for manipulating time... and maybe it *is*. Once his life was on track otherwise, Kai locked the elixir away, never to be used again. Kai once punched Dave Mustaine, who made fun of the name “665” backstage at a music festival. Kai later wrote a diss track about it called “KTFO.”

Employment: Musical endeavors and merchandising, but he’s secretly a heavy hitter in the stock market, too.

CONNOR WOOD - (29)

Height: 6'1" **Weight:** 165 lbs. **Build:** Slim (the drug kind) **Style:** Old-school Punk

Attributes (Desirable):

Passive, intelligent, devoted, clean, brave, kind, fashionable, clever, friendly, protective, logical, attractive, intuitive, attentive, responsible, self-sacrifice, decisive, creative, unique, charismatic, romantic, familial, helpful, personable, forgiving, athletic, imaginative, musical, artistic, adventurous, respectful, open minded, and trusting.

Attributes (Undesirable):

Impatient, pessimistic, insecure, deadbeat, dishonest, selfish, secretive, greedy, angry, self-centered, emotional, obsessive, too proud, obscene, lazy, deceptive, gives up, addicted, unreliable, stubborn, childish, flaky, unfaithful, disloyal, sloppy, disrespectful, two-faced, cheater, depressed, hopeless, boastful, envious, jealous, cowardice, slanderous, creepy, (self)masochistic, unstable, phony, off-putting, guilty, sycophantic, and blaming.

Other: He's scene royalty. Breaks wallflowers out of their shells. Rumors spread about his Chipotle-burrito-sized junk. Knows tons of random facts. Exhibitionist; gets *nekked* for any reason with no shame (for the attention -- and also to show off his tats, battle scars, and piercings). He used to cut himself when young. He's DRAMATIC. Fun till he's wasted, then you just want him to leave. Hits on his friends' girls indiscriminately. Used to be a great drummer, but he let himself go. Deadbeat dad. Self-destructive. Untreated emotional/mental issues. Martyrs himself for sympathy. Self-pitying. When wasted, cries out of jealousy if he fails to get a girl. Writes very dark poetry. Has self-inflicted scars on wrists and body, dick-shaped brand on ass, and scars from past injuries and skateboarding.

External want: To be popular and known for something, (his looks, his style, music, jumbo junk, etc.). He wants to act, model, and be seen; fame. Rockstar status would be nice, too, but he's not willing to put in the work anymore.

Internal need: Connor needs to go to rehab and get his life together. He still has a lot of potential, but he's trapped in a downward spiral. Needs to step up and be a father to his kid. Needs to move past trauma caused by parents.

Flaws: Self-defeat. Abusing his body. Uses people's guilt for sympathy. Dependency and addiction (liquor, drugs, and people). Lactose intolerant. Attracts crazies. Absent father to his daughter, SABRINA (4). Cheats on women.

Quirks: His nicknames include "Captain Clap," "Woody," and "Chipot-leg." Natural redhead, but his mohawk changes color regularly. Lots of tats (band names/logos, sexy angels/demons, lips on neck), piercings (ears, snake bites, Prince Albert), and a penis shape branded on his ass. Shaves his body so that his tattoos and scars (and brand) can be seen in their entirety.

History: Connor was raised by drug-addict parents. By 13, Connor was smoking and doing any/all available drugs. (His sister, ARIEL -- 12 years younger than him -- grew up the same way, but without his wild streak). His parents neglected him, so he started cutting himself for attention; it didn't work, so Connor started making Jackass-style stunt/dare videos with neighborhood kids and formed a punk band on the side. He wanted to be just like his idols (famous and dangerous), so he named them *The Danger Bangers*. By 19, Connor's talent got him scouted by 665, and he joined. When word spread about his penis, he left them to join a porn company. There, he gave 'the clap' to two actresses and ruined his reputation. He tried to rejoin 665, but they did not forget his rejection (or that he hit on Kai's wife, Jenna), so he went back to *The Danger Bangers*.

Employment: Clerk at convenience store.

The Band: “SuhDisDick” (later “1-ate-7”)

MARIO ROSE VALDEZ - (26) - Bass Player

CHRISTIAN VANENTINO - (26) - Vocalist

DEVIN POWELL - (27) - Drummer

GRADY SCOTT - (25) - Guitarist

RYAN DE SPADA - (23) - (soon to be Guitarist)

(See individual character bios)

Origin of band:

Mario, Christian, and Devin all met in the 6th Grade. On the first day of school they were all wearing the same *Slipknot* T-shirt from their latest Denver show and the rest was history. The boys joined many bands together, but only their trio endured every time.

When they formed what was to become *Suhdisdick*, they posted an ad on Craigslist and found Grady. Even though he was a questionable human being, he had the skills and *resources* needed to make the cut. These included a decent jam spot/party house, pro gear, and a makeshift recording studio in the basement.

When *Suhdisdick* attends Kai’s party, Mario tries to recruit an old friend, Ryan De Spada, into the band to replace Grady as guitarist. When everything eventually falls into place, they will become *1-Ate-7*. (Ryan later works at Guitar Central in order to give discounts on gear to Grady and the band).

Their hit songs songs:

- “Scrappy girl” (about that small girl who always gets in the mosh pit and gets her ass kicked by all the giants and seasoned moshers, but gets up and continues to mosh anyway.)
- “Give Georgie a Hand”
- “Demonolojism”
- “Read between the lines”
- “Suh-dis-dick”
- “Silly Milly” (after Silly Milly eventually dies, they write this as a sad tribute ballad, but it’s still badass.)

Catalogue : *SuhDisDick* had one 3 track demo called “Seraphocalypse” with such songs as ‘GoryHole’, ‘Fuck In The Alley’ and the “hit” single ‘Massaccretion’. A 3-part song is in the works and consists of the tunes “Booger Sugar,” “Phase II,” and “Blood Boogers.”

late7’s debut album is “Blood of the Martyr,” with the popular single ‘Remains of the Hero’. Each season, the band releases a new album.

Quirks of the band: They collectively partake in Jim Beam, Jameson, Cannabis Flower, and Dabs. They wear typical band shirts and jeans on stage and everyday life. Grady will always wear a questionable shirt (often offensive, or dress shirts that look like shit, etc.) for shows; the band often makes him change.

The band's friends:

MAKESHIFT APOCALYPSE -- Brother Band they play with often:

- **CHEWIE** — 25 — Singer of M.A., weed dealer and “connect” to *SuhDisDick/1-ate-7*; he can get other drugs as well...
- **TAZ** — 29 — Drummer of M.A., heavily tattooed and typical metal head. Usually with Chewie -- Taz is his silent partner (literally) and muscle.
- **MICK** — 33 — Guitarist from past bands of Mario and Christian, *Spawns of Sparta*, and *Through the Severance*. Married to **MISSY**, who usually ends up in deep conversations with strangers. They have 3 children who are usually around when they are.

The band's rivals (other bands):

THE DANGER BANGERS

- **CONNOR WOOD** (Drummer — see bio)
- **CAMERON MILLER** — 25 — Bass/Singer, looks like a skinhead Nazi but claims not to be (though, he's still a racist). Dresses old school punk.
- **SEAMUS MCCRACKEN** — 26 — Guitarist, and lanky dude with large liberty spikes. Very offensive and off-putting.

THE ORDER DAL SEGNO

Very little is known about “*The Conductors*” at this time, but they are said to be a secret brotherhood dating back centuries, and charged with altering and protecting time. It is unknown when the musicians became involved, but many pop culture icons believed to be dead are members of the Order, and are said to be alive and well elsewhere in the world. How the elixir fits into their past, present, and future schemes have yet to be determined, but one thing is certain: they do not appreciate when people outside of the circle use the elixir and change the timeline without the Order's permission...

Symbol: A skull with a **Dal Segno / al Coda** symbol.

SUPPORTING CHARACTERS

PEGGY REBECCA VALDEZ — (49) — Mario's Mom; aging party girl. Postal carrier for dorms in Boulder -- students love her. Single mom; separated from DOUG COCHRAN. Music fan of 60s-90s and random top 40 songs (Bruno Mars, Childish Gambino) since then. Owns band memorabilia, especially Guns n' Roses.

COLBY ALEXANDER — (19) — "Stinky Dick" / "Dick Cheese" -- Mario's neighbor, always looking for free weed and gets pissy and dramatic easily. Think, Jerry Springer material. Tatted meth addict (but denies it).

PHILLIP MARTINEZ — (57) — Mario's Dad; an on-the-road trucker and born-again Christian who is a figurative 'pimp' with the church ladies.

DELILAH QUINN — (25) — Mario's ex-girlfriend; he lived with her for 3 years, but she broke up with him after two. They were just "roommates" for the third; Mario says she's a whore, because she moved on with other men during their post-relationship "roommate" phase. In reality, she really broke up with him because she was younger and thought he would eventually grow up and have ambition. He DIDN'T. She eventually surpassed him and, when he refused to grow as a person or professionally, she dumped him and they lived together until their lease was up.

SILLY MILLY — (70s? No one really knows) — is a regular at Sixshooters, super wasted, but no one knows much about her (yet), other than the fact that she's the bar's unofficial mascot and loves Lynyrd Skynyrd and Channing Tatum.

PAULA RATZENBERGER — (49) — Sixshooters' main bartender and Assistant Manager. Sailor's mouth (and build). "Mother figure" to other employees -- they call her "Mama Bear," she thinks it's cute, but it's because she's built like -- and is as ferocious as -- a bear. She sexually harasses the young men, especially Devin. She hits on everyone but Grady, though he acts like HE'S the reason it's not happening.

KAYLA HAYDEN — (25) — middle Bartender at Sixshooters, and a student/aspiring movie makeup artist. She always talks the band up and flirts with Mario. There's definitely chemistry there, and they both feel it... for now...

MEMO "MOCO" MONTOYA — (38) — Sixshooters' obese bouncer/sound guy/jack of all trades, shaved head, tats and piercings, shorter, but faster/stronger than he looks. He sells weed on the side. He waddles and hits hard.

SYLVIA MONTOYA — (20, close to 21) — Memo's sister, the bar owner's daughter who comes home from college, and *new bartender*. She's the only one who can call Memo "Moco" without dying. All the guys want her, and all the girls want to beat up for stealing their men's attention...

HELMUT "SCHWANZ" SCHWARZ — (19) — scrawny, stoned, tattooed, impressionable punk and Sixshooters busboy.

SETS & LOCATIONS

SETS & LOCATIONS:

SixshOOTers -- (38th and I-25-ish) Dive bar where local bands play and poker games are played. They serve green beer through June because they bought too much for St. Patrick's Day; it's long since expired, so they got a weed-related tap and try to play it off as a "420" promotion. The back patio contains equipment for horseshoe and cornhole -- it's where most of the crowd hangs out and smokes (cigarettes and weed) between acts -- the bar has no problem with this.

Grady's House (AKA: Squad Base) -- Messy -- it only gets cleaned if Ryan cleans it before recording, since the maids keep quitting as a result of Grady's frequent, unapologetic sexual harassment. Party house. Band gear all over. Grandmother's ashes in urn on fireplace. Practices and recording take place here. Big screen TV, all the relevant game systems (and some obsolete ones), and way too many games. Elaborate hookahs and bongos, two refrigerators (one for kegs), and a makeshift bar.

Valdez Residence (Peggy's House) -- Usually clean-ish, unless the band drops by. Always beer and liquor hidden about the place. Shelves and shelves of vinyl. Antique record player, still works. Peggy's room has framed Denver Bronco stuff and framed, autographed posters and art from her favorite 70s and 80s musicians. Lots of Guns 'N Roses/Axl Rose shit. Mario's room is messy, with rock and metal band posters, nothing framed, and rare memorabilia here and there. People occasionally live in the basement, which is one of the reasons the band doesn't practice there; Peggy's interference is the other reason. Family home, very welcoming.

Onyx Theater -- Capacity 2500. Multi Level Venue where major concerts are played, something *l-ate-7* needs to work its way up to, but *665* never has a problem selling the place out. All-ages shows.

Guitar Central (Ryan's workplace) -- Decent sized music shop (a chain) that specializes in Electric, Acoustic, and Bass Guitars and other used gear.

Kai Wolfe's House -- Big 3-level house by Invesco Field. Cool ass artwork. Display case in office with Hendrix guitar. Office on the main level (where he keeps trophies, awards, and a liquor cabinet containing the "magic elixir."). Yard/shed is luxury dog/wolf house for his pets.

Orion's Rent-A-Ride (Devin/Lisa's Workplace) -- *Getting you from Point A to Point C with Eease!* Chain car rental company. Big waiting area with coffee maker, TV, etc. One manager's office. Mid-sized lot of cars outside (approximately 20 cars on hand on any given day). 6 employees: 3 sales guys, 2 grease monkeys, and Lisa.

Treasures -- (Grady's Workplace) 24 hour porn shop (until they close for an hour to clean the "jack shacks" at 5am). 70s decor -- the place hasn't been renovated, like, ever. It sells sex toys, magazines, DVDs, and an over abundance of VHS tapes for some reason. Arcades have so many glory holes that there's almost no point in having doors on them -- not that the parking lot full of condoms and needles is any nicer. Grady shirks his duties of mopping the jack shack by offering his most needy customers store credit if they'll do it for him.

Rocky Mountain Rubber Mines (RMRM) (Mario's workplace) -- 50 employees; 40 of them in warehouse, 10 in office. Clean storing and distribution facility (no manufacturing).

Christian's (Mom's) House -- Little old lady house: Knickknacks, doilies, all that shite. Christian's room hasn't been touched since he moved out, so it still has some high school artifacts, and he regresses a little when he's there, so he's too embarrassed to invite anyone over, except for Mario and Devin, who are the only ones who can appreciate the nostalgia since it's how they've always known the house, too.

Christian's Workplace -- Uber Driver (his Toyota is shitty, so he has to borrow Maybelline's new purple Subaru WRX). When they break up, Christian splits his time between driving for the local pizza place and auto parts store. Unstable Mabel makes him Skype with her on his travels so she can make sure he's not cheating. He often has to pick up other bands, drunks, and obnoxious people.

Johnson Residence (Lisa's House) -- Very clean home -- Lisa is VERY OCD. Sometimes her kids fuck with her by turning her picture frames just slightly off center, or re-arranging pillows or something. Lisa will be incapacitated until she figures out what is different and corrects it. Lisa likes DIY projects, and she's very handy. Ashley's room will never be clean enough for Lisa's standards, but she cleans it to the bare minimum of Lisa's tolerance. It's a modern working class home, and Lisa *keeps* it modern, whether redoing tiles or walls or furniture arrangements -- always a Spring project. Leonardo's room is as clean as a teenage boy's room can be, and contains a lot of books, puzzle games, and a telescope for looking at the stars and his cougar neighbor's tig ol bitties. Some of his documentary DVD cases contain porn, and he has a hidden panel at the top of his closet where he can hide shit, like his inflatable "Open-Me-Oprah" sex doll (and mattress pump), a copy of the Anarchist's Cookbook (which he has for the scientific value, not to harm anyone), and his hidden cash stash.

Poundin' Donuts -- Outdated dive of a shop with outdated 70s decor. They legit play musak.

EPISODE SYNOPSES

SEASON 1

EPISODE #101

“Pilot”

When 26-year-old MARIO, an unfulfilled bass player with a lifetime of regrets, plays a show with his bandmates at a nearly empty venue, he decides he's at the end of his rope. He's looking for just the right moment to leave his suicide note for his band, *SuhDisDik*, to find later.

The only supporters in attendance at the concert are LISA (42), the boss and secret admirer of the band's drummer (27-year-old DEVIN), and her two children: ASHLEY (17), an extroverted aspiring actress, and LEONARDO (16), a homeschooled millennial prodigy who wants to be anywhere but here.

Mario's cousin, KAI WOLFE (36 -- frontman for the semi-famous rock sensation, *665*) comes to invite the band and Devin's friends, to an afterparty. After some convincing from the charming Devin, Lisa allows Ashley to attend the party, with a few conditions -- Leonardo must attend as a chaperone, the kids must be home by 1am, and there can be no sex, drugs, or underage drinking of any kind, which of course, there *is*...

At the party, Mario reconnects with RYAN (23), a talented guitarist who just arrived from California following the gang-related murder of his older brother. Mario contemplates replacing his current guitarist, GRADY (25), who is a known troublemaker and, unbeknownst to the rest of the band, has broken into Kai's secret liquor cabinet and stolen rare bottles of booze. Grady urges the band to head back to his place (before he gets caught), where a small after-afterparty is set to take place.

When everyone else has passed out for the night at Grady's, Mario has a change of heart regarding his plans for suicide. While attempting to celebrate, he finds himself in a drink-off with Leonardo, who doesn't approve of his mother's feelings for Devin and is looking for a way to rebel. The two unlikely companions discover that the mysterious rum they've been 'shooting' grants them the ability to time travel, as they soon find themselves at Mario's home, *the night before*, when Mario had made his first failed attempt to overdose on heroin. Science-based Leonardo doesn't accept time travel as a possibility, and must conduct further research on their predicament, so they depart to Leonardo's house to retrieve textbooks.

At Lisa's house, the duo has an *uncomfortable* interaction with Leonardo's *past* self. They collect the textbooks and depart to study them at an 24-hour donut shop, *Poundin' Donuts*. But, before they can find any answers, Mario falls asleep, disappears, and returns to his present time, while Leonardo does not ...

Mario wakes in the morning to find Devin frantically searching for Leonardo as Lisa is en route to collect her kids. Mario deduces that his *travel* was the result of the mysterious rum and escapes the house with it before their angry visitor arrives. It's not Lisa, however; it's Kai -- he's come, guns drawn, to collect his property.

It's now up to Mario to save Leonardo and return him to his proper time, but once Mario realizes the power he possesses, and what it could mean for his life and career, how will Leonardo be able to convince him to do anything otherwise?

EPISODE #102
“The Hard Stuff”

Kai breaks into Grady’s house looking for his property, which is (unbeknownst to the band) a magic time travel elixir. Mario has just snuck out to the garage with it, fills a flask, and hides the remainder for when he returns. Mario takes a gamble to send himself back to the previous morning at Poundin’ Donuts, where Leonardo impatiently awaits rescue. As they compare notes, Leonardo builds his theory on how the two “traveled” in the first place, and how they may both return to their correct time.

Meanwhile, at Grady’s, the band denies taking Kai’s property. Just then, Lisa arrives to pick up her kids and walks into the chaotic scene in progress. To protect Lisa, Devin convinces her that they’re simply rehearsing a music video, and that no one is in danger. Kai leads Grady and Christian outside to continue his interrogation, while Devin explains that he didn’t take her kids home overnight as he promised because they were getting along so well and he didn’t have the heart to send them to bed or wake them up early. Lisa believes his lie, until she sees Connor walking around naked and fixing himself a screwdriver. Horrified, and scared for the wellbeing of her children, Lisa frantically searches the house for her kids...

Kai shows Grady security footage on his phone -- hard proof that Grady was in his office and left with a hoodie full of goodies. When they return to the house, Kai finds rare liquor bottles -- one of which was specifically signed for him by another famous musician, but Grady continues to deny his theft. Things are about to get very bloody, but Christian convinces Kai to search further in his evidence to see if anyone else had access to Kai’s office. Sure enough, another person entered and helped himself to Kai’s personal belongings. Kai agrees to leave Grady be for the time being, and to follow this other lead, but if he comes up short with the other suspect, he promises to return and start shooting Grady’s fingers off.

At the Donut Shop, Leonardo and Mario have a solid guess, based on their data and research, as to how they got here, and surmise that they must both be drunk and drowsy or asleep in order to “yo-yo” back to their correct time. This will be easy for Mario, but Leonardo has a rather unconventional (and embarrassing) ritual he must follow to relax enough to fall asleep. The act itself is not unusual for a person of his age, but the setting and circumstances very much are...

Back at Grady’s, Lisa finds her daughter, Ashley, sleeping and undisturbed in the guest bedroom. Devin spins a web of “little white lies” to cover himself and the band from inappropriate behavior and insufficient “adulthood,” and Ashley plays along for everyone’s sake: *“nothing happened -- the whole night was like a G-rated movie.”* Lisa is in “protective mom” mode and doesn’t buy it. She begins yelling Leonardo’s name to locate him. Mario and Leonardo appear, just in time, but Lisa is horrified to discover that her underage son is intoxicated. She is about to call the police when Leonardo takes the fall for all of them; he says that he became over-emotional about his deceased father, and looked for ways to rebel and cope, so he stole liquor and ran away. It pains him to lie to her, but he feels it’s his responsibility -- there’s no way he could ever explain this to anyone, let alone Lisa. With enough insanity for one day, Lisa takes her kids, and says that they will talk about this later. She makes the same comment to Devin, who is on thin ice with her at this point.

At a trailer park across town, Kai roughs up a guest from his party the night before -- the one from his security footage. Though Kai recovers some rare musical memorabilia, the thief does not have the elixir. Kai apologizes for the excessive violence, and advises him to send his hospital bills to Grady... should he still be alive when all of this is over...

EPISODE #103
“Blackout To the Future”

Mario, Devin, and Christian berate Grady for stealing from Kai and starting all of this. Connor seems to know a lot about what Kai is looking for. Furious, Mario and Devin head home (Peggy's house).

At Lisa's house, Leonardo takes a break from his homework (doing math while drunk/hungover, but still doing it well). He sees a family photo on his desk and breaks down -- this whole weekend has brought about feelings he's been neglecting for a while. He watches an old family home video. When Ashley finds him doing this, she joins him. They bond over their sadness. In a vulnerable state, the siblings form a ceasefire and agree to keep events from the previous night a secret from Lisa, who walks by shortly after and sees them hugging. At the sight of this, she thinks Devin is the reason they're getting along...

At Mario's, PEGGY (49), an aging party girl and postal carrier, plays music and smokes up with her friends. As usual, they all try to put the moves on the handsome Devin -- they're vultures! Meanwhile, Kai calls Mario to ask some questions about Grady, and anything unusual he may have found or encountered since Kai's party last night...

At home, Lisa is tries to fix her garbage disposal. She finds Leonardo brooding in his father's sports car and asks him for assistance; he takes over. Though Leonardo fixes the disposal, he's still grounded, but they manage to forgive each other anyway. Leonardo asks her, if she had the power to go back to save his dad, *would she?* She says that she would, in a heartbeat, and asks, "why?" Leonardo replies, "no reason" (but he will secretly sneak out later tonight and steal the elixir).

Later, at Sixshooters, we see Mario flirting with Kayla. He invites her to his next show, but she will be unable to attend -- she's going to an expo that may help her further her goals of becoming a makeup effects artist for film. She says he's welcome to blow off his gig and attend as her plus one. He replies, "maybe another gig."

Christian flirts with women, but they aren't responding. He wonders if it's his short stature, or the insecurities that result from it, that keeps him single. He explains that only one woman didn't judge him for his height, but the rest of the band hated her. Devin can't deny it -- she made Christian vegan, and she always tried to sell her magic crystals and "potions" to his friends at parties and gatherings. Devin makes eyes with a "scene chick" nearby...

Ryan shows up at the bar. Mario sees some of his videos on YouTube and tries recruit him as their guitarist. Ryan talks about Vonnie and how he introduced him to the song that got him into music on his 11th birthday. Ryan says he's not ready to make that kind of commitment. Determined, Mario excuses himself to drink from the flask; he goes to the past to find out what song inspired Ryan's musical career.

In the past, Mario shows up to Ryan's 11th birthday party -- he's wasted and causes a scene; everyone forces him to leave the park. Mario catches the sound of the song as he's physically removed from the premises. He sees the look on 11-year-old Ryan's face as he asks Vonnie, "what song is this?" Mario's smile is wiped off of his face when he's sucker-punched. He wakes up outside of Sixshooters, as expected, and re-enters to play the song on the jukebox. Ryan hears it and sees it as a sign that he should take Mario up on his offer.

Lisa shows up at the bar to apologize to Devin and thank him for "making" her kids get along. She tells him he has some kind of magic charm. Devin eyes his "scene chick" behind her and says, "you have no idea." He smiles.

Kai arrives at Grady's house while everyone's at Sixshooters. He heads to the back yard -- GLASS SHATTERS.

EPISODE #104
“Losing Track of Time”

We begin with the aftermath of the break-in at Grady’s house. The elixir is missing, save what’s left in Mario’s flask.

THREE WEEKS LATER: At work, Lisa talks to Devin -- they smooth things over. She’s concerned, however, that Nardo needs a male influence in his life. He showed up drunk, hasn’t dealt with feelings of losing his father, and has constant erections. She asks Devin to give him “the talk.”

The band practices that evening. There’s strife because of Grady: band drama. Ryan admits he needs to get out of Misker’s/Kai’s house, but he doesn’t know how much Guitar Central will pay him. It’s decided that Ryan can live at Grady’s at a discounted rate, with access to studio/mixing equipment, in exchange for discounts at his store.

Mario uses the rest of the elixir in the flask to go back in time and see who broke into Grady’s house to steal the bottle. He sees that Kai was there, but the house was already a mess. He goes back further -- Connor was there, but did not find the elixir. Mario goes back further still and finally identifies the thief...

The next evening, Mario and Devin to go Lisa’s to give Leonardo “the talk.” Mario tells Devin not to touch anything in his room. “*What if he has cool toys?*” “*Especially don’t touch his toys.*” After the awkward (and *hilarious*) talk, Devin leaves to speak with Lisa, and Mario confronts Leonardo about stealing the elixir. Mario gives him an inflatable “Open-me-Oprah” sex toy as a bribe -- because Nardo seems to like powerful women -- and asks him to return the elixir. Leonardo admits that he stole it because he doesn’t trust Mario, but also because he’s been debating going back in time to save his dad. He doesn’t know if he could forgive himself for altering time for a selfish reason.

Ryan calls Kai -- reveal that he’s there to spy and find out where his elixir is (but doesn’t know what it is/does).

EPISODE #105
“Missed Connections”

Mario and Leonardo map out their understanding of time travel, including “the six drunken stages.” Mario makes a list of things he wants/needs to change to live a happy, successful life: a healthy relationship, better job and musical superstardom.

As Sixshooters holds a 420 celebration concert, we meet PAULA (“Mama Bear”), the gruff manager willing to cut corners to keep the bar afloat. Her judgment of the band causes strife among its members. We also learn that Christian has moved back in with Maybelline, his controlling ex-girlfriend. The rest of the band is furious with him.

Ryan invites some women back to his house for an after party, but a rift forms between himself and Grady when the latter pulls rank on rules of the house. The band collectively decides they don’t need Grady and kick him out of the band, in turn causing him to kick Ryan out of his house. They resolve to make Mario’s basement their new squad base (and Ryan’s temporary home), but Mario must negotiate with Peggy first... She decides she wants Mario to acquire a “Peggy Package” from his drug dealer -- which consists of weed, liquor, and cigarettes -- and to see Ryan’s junk. Mario orders the package while his mother hits on his friends and demand a striptease. Peggy and her demands are too much for the band to endure, so after a few frustrating days they are forced to make up with Grady. He alters the terms of their agreement, for his own benefit of course...

EPISODE #106

“Hungover”

Leonardo gets his learner’s permit, and Lisa is at the end of her rope trying to teach him -- there’s too much going on for him to be able to focus, and it’s frustrating!

When Mario loses his job, he makes the decision to go back a few years to when he was involved in a high stakes Vegas poker game and almost won a fortune. Mario plans to travel back to the night of the game and warn himself about how the cards will fall, but when he gets overly intoxicated, he goes back only to wake up in Japan with a whole new career path. He spends the rest of the day hunting for clues as to how he got here. Along the way, he discovers that he never made it to the poker game. Instead, he met a business man at the bar who loved his sense of humor and hired him to man his overseas operation. Mario doesn’t have the band, but he has a great job, an incredible paycheck, and the newfound ability to speak fluent Japanese. Worried about how his alcohol-dependant mother is functioning without him, he checks in and learns that she’s in prison. His friends never formed the band and they’re all miserable. He must choose whether to keep this amazing life, or restore time so that his friends and family will be better off. He chooses the latter of course, but upon returning to the past, he has to fight with another drunk version of himself to restore everything back to normal. Mario returns in time for his 27th birthday -- it’s going to be epic! ... until Maybelline shows up and ruins everyone’s good time.

EPISODE #107

“Under the Influence”

Maybelline kills the vibe at Mario’s birthday party, causing a premature end. Lisa volunteers Leonardo to give Mario a ride home (so she can talk to Devin about her feelings -- she chickens out). Christian finally breaks up with Maybelline, but she tells him she’s pregnant. Leonardo scolds Mario for using the elixir for selfish purposes -- *“it is a tool to go back, evaluate things, and make better decisions going forward!”* As the two argue about it, they’re pulled over by police. Leonardo says, “let me do all the talking.” Mario agrees. When the cop reaches the window, Leonardo immediately throws Mario under the bus. The cop thinks Mario traded seats with him and arrests Mario, who loses his license and is charged with a DWAI. The judge rules that he be placed on Antabuse, so he can’t drink. Lisa sees an opportunity in this: she resolves that Leonardo can spend his summer driving Mario as a part time job.

As Ashley’s 18th birthday is at hand, Devin becomes of aware of Lisa’s feelings for him -- she comes clean (even though everyone else already knew) and Devin plans to distance himself from her on anything beyond a professional level. Devin can’t break off his personal relationship with Lisa entirely, as Mario has ruined that by inadvertently affixing Leonardo to their life even more so than before. Meanwhile, Leonardo contemplates getting bloody wasted and going back to undo Mario’s mistake so that he doesn’t have to be Mario’s chauffeur anymore...

EPISODE #108

“Closing Time”

Leonardo decides he wants to try public school, much to Lisa’s dismay. She reluctantly agrees and enrolls him.

Mario hunts for a new job -- he goes through a revolving door of pyramid schemes, ultimately failing... After a semi-high profile gig, Grady loses the money the band earned (\$500). Mario goes back in time to find the money, thinking Grady spend it on lap dances. Turns out he spent it on a hooker. Mario plans to prevent it from happening, but gets to talking to the hooker and finds out that her young daughter needs the money for a crucial surgery, so Mario allows her to keep the money, and contributes as well.

EPISODE #109

“First Hour”

Leonardo plays Jazz Percussion (among other things) in the school Jazz & Marching Band. Lisa guilts the guys into going to the homecoming game to see him perform. They realize that Leonardo knows a lot about music and possibly even more than them (which is another reason he resents Devin). The squad sees Leonardo getting bullied by classmates and end up getting in a (drunken) fight with high school jocks; the squad loses and Christian is stuffed in a locker. Connor is there to assist, much to everyone’s surprise -- he was there to scope the high school girls.

Devin is lacking in his ability as of late, and when the band realizes that Leonardo can play the drums, they ask him to re-record one of Devin’s poor tracks. Devin learns this, is furious, and quits the band -- he’s been relapsing into drugs for a while now, and once the band finds out, they attempt to intervene.

Leonardo is unimpressed by most of the girls in public school, and the preppy girls reject him. He meets his school crush -- CHEVELLE -- who’s kind of a bully, but the fact that he’s into a “bad girl” helps him understand why Lisa is so turned on by Devin. Leonardo asks Mario for advice about how to get her attention. Mario says to try to be funny. Leonardo doesn’t know many jokes -- he tells one about *6 being afraid of 7... because 7 ate 9*. Mario says that if he tells that joke, his chances are *187*. Leonardo says that doesn’t make sense -- *why would one eat seven?*

The band argues about everything -- their name, their branding, their promotion, and especially needing to *shit or get off the pot*. Mario says that he believes in this band -- *all* of it, including Devin. He’s going to prove how serious he is about this, and they need to make that decision for themselves as well. He picks up the phone, calls Kai to tell him their band is finally *super dope*. Kai says he’ll put them at a show, but they need to bring their A-game. He’s making a spot for SuhDisDik in the lineup. Mario says, “*No. We are SuhDisDik no more. Call us 1-ate-7.*”

EPISODE #110

“Quality Time”

The band ridicule Mario’s new name for the band. He explains the meaning and it’s dope -- they’re all on board.

Thanksgiving -- Mario’s family gathers at Peggy’s house; though it’s his favorite holiday, his family bickers and brings him down. His very religious born-again father has joined them this year, but can’t get along with Peggy, and is very disappointed to see that Mario is high as a kite.

At Lisa’s house, it’s “friendsgiving”! Devin, Christian, and Ryan shows up (Grady’s at work), and Chevelle joins them as well. It comes out that Devin has been on drugs and this quickly turns into an awkward intervention. Devin agrees to go to rehab (Grady will enlist Connor to fill in while he’s away). Leonardo sees Lisa with Ryan -- they’re both depressed around the holidays because of those they’ve lost, and since Leonardo and Ryan have bonded somewhat over the past few months, he wonders if Ryan is a good match for Lisa. Leonardo feels guilty about this, and wishes his dad was still alive/family was complete (and makes this wish on the wishbone by defeating Devin). When Chevelle asks what Leonardo wished for, he says he wished for his father back. This depresses him greatly, causing him to drink and end up on the roof where he contemplates whether or not to travel back and save his father from an early demise. Leonardo goes back in time to see his father. It’s very emotional for him, but after a deep, profound conversation, he decides against making any changes, satisfied that he at least got to spend a little time with him and receive his great wisdom. He doesn’t tell Mario about his travel... for now... After finding closure, Leonardo becomes open to Lisa dating Ryan and works to get them together.

EPISODE #111
“It’s a Terrible Life”

Christmas is upon us, and everyone seems to be dating -- except for Mario. This deepens his already growing depression -- he’s 27 with “nothing to show for it,” he’s unemployed, and his band still seems pretty amateur.

Lisa invites Devin to the symphony, which he declines. Ryan takes his place and falls in love with classical music. He becomes inspired to incorporate a string section for a metal song or two, and enlists the help of Leonardo.

Mario regrets fucking things up with his ex-fiancee, Delilah. He feels like she may have been “the one” and aims to fix it. He goes back to the night of their break up and attempts to change things; she gives him a second chance and he returns to the present. Instead of waking up with Delilah, however, he wakes up to find her sister sharing his bed while Delilah is at work. He can’t figure out why he would engage in such betrayal, but eventually realizes that Delilah was never right for him in the first place -- and even her sister was just a distraction from that fact; he was self-sabotaging himself. Deciding that everything happens for a reason, he decides that he should appreciate what’s right in front of him (and that he should move on and take the leap with Kayla). He goes back to prevent his reconciliation, but upon his return he finds that she’s now hooking up with Devin, who’s out of rehab and ready to rock. Mario has a drunk, vulnerable moment and hooks up with Sixshooters’ manager, Paula, right on the bar. Afterwards, there’s tension between Mario and all of the women at Sixshooters, making him uncomfortable even being there. This only adds to Mario’s depression, and what could be considered the last straw...

EPISODE #112
“Time After Times”

Christian is pressured to pick up more work to afford his upcoming baby, and begins stripping on the side. The band learns of this and has a great laugh. Maybelline discovers that her test results were a false positive. She apologizes to Christian and says that she realizes now he could never support a baby or her, let alone himself. She breaks it off for good, and the revelation pushes him to find ways to prove her wrong.

Kai is excited to announce that he’s about to begin a world tour after the big Denver show. Mario is relieved to hear this, because he’s less likely to find out that Mario is the one who has his elixir. The night of the 665 show is here! 1-ate-7 opens, but a depressed and emotional Mario gets drunk and ruins the performance. The band is booted. Mario heads home and gives his heroin kit another try -- he fucks up again, and we see it vividly this time, but he finds a way to succeed in his mission; **Mario is dead.**

When Leonardo learns of his odd companion’s passing, he feels terrible and goes against his personal rule to not interfere in the natural order of things. As he delivers the narration for this episode, we hear him admit that he didn’t know who else to turn to and knows he’s gonna regret this, but it’s the squad -- he has assembled them to go back in time and save Mario with him. Only, when they go back, Grady is missing -- he’s ended up in 1984 by focusing on a porno mag poster on the wall from a 1984 Hustler magazine and speaking of it after refusing to have physical contact with his companions because “that would be gay.”

TO BE CONTINUED...

SEASON 2

Season 2 arc: The entire squad faces personal trials of their own, and aims to succeed with the help of time travel.

- Leonardo explains the rules. He makes the band swear they won't tell anyone; Grady is on the phone and says, "okay... hey, is Connor there?" They stop him from blabbing and Leonardo takes the Squad (minus Grady) back in time to save Mario's life. In the past (at the recent 665 show), Leonardo consumes Mario's flask (so that Mario can't), and even becomes his wingman, helping Mario get a girl's number. Leonardo doesn't explain to Mario that they prevented his suicide, but explains that Grady traveled as well. They piece together where Grady ended up (1984) and retrieve him, only to learn that he's seduced a woman named Millicent (32) at Sixshooters. Unbeknownst to them, she's fallen in love with him; he's vowed to come back for her and take her away and so she spends the rest of her life waiting in the bar for *Channing Tatum* (the name he gave her) to make good on his promise. (Upon their return, we learn that this is Milly before she became "Silly" -- she's only 60, but looks 75 because of the damage she's done over the years.)
- While in 1984, Christian meets Maybelline's family and is left alone with baby Maybel for a moment. He holds her and has a heart to heart about all she will mean to him. Unbeknownst to him, the girl's grandmother is listening on the baby monitor as explains, "you take a lot of dicks in the future. A LOT. OF DICKS." He tries to talk her out of doing that, and all of things he doesn't like sexually ("don't try to pull my nipples off!"). The explicit conversation causes Maybelline's grandmother to have a heart attack in the next room, which alters their future together; Maybelline never met Christian, as her new environment exposed her to parts of herself she would otherwise have never known existed: she's a lesbian. The band returns to their correct time to deal with the aftermath and kills it at the 665 show -- it begins their rise to fame. Mario breaks it off with the girl he's been seeing; he decides he needs to figure himself out first.
- Now that the band has experienced time travel, Mario explains the rules. They each have moments they want to undo, but Mario tries to convince them that they have an ethical obligation not to do so, which he, himself, has just begun to understand, despite Leonardo's urging since the beginning. Leonardo reveals that he went back and saw his dad, but reasoned that he needed to leave him to his fate, for the good of the timeline, but felt Mario forced his hand to intervene in this instance. Mario feels bad that Leonardo broke his rule to save his life, and sees the stress and pressure all of this is putting him under. Mario goes back and erases Leonardo's involvement from the equation so he can go on and live a normal life. Meanwhile, the squad meets "The Collectors" -- a number of women who have a secret Facebook page to keep track of the Denver's band scene members they can hook up with and "rate." Lisa's feelings for Devin have become too intense. She needs to know where he stands. He breaks her heart. She finds comfort in Ryan...
- The squad create fake business cards to get free lunches at restaurants. Mario and Grady leave cards for a flirtatious waitress. She ends up calling Grady, who excitedly rubs it in and puts the call on speaker: she's calling to berate him for not paying his tab. The waitress's boyfriend shows up to kick Grady and Mario's asses, but Mario thinks quick, punches Grady when the boyfriend approaches, and says, "*Don't ever touch my fucking sister again!*" Ashley graduates from high school; Devin wants to finally make a move...
- The band finds itself in a bidding war between two shady managers, NANCY BLUNT and GRAYSON GOLD, and must choose the lesser of two evils to reach their goals. Unfortunately, both managers hold grudges, so whoever they *don't* choose will have it in for them. The squad members each buy a Jeep.

- Mario attempts a number of unsuccessful *get rich quick schemes* to pay for his music, and since he hasn't recovered from losing his job at Rocky Mountain Rubber Mines, he makes a really bad investment.
- Memo's 21 year old sister, SYLVIA, starts bartending at Sixshooters. It causes the band (and other bands) to "peacock" for her affections.
- Ryan finds out that Mario manipulated time to recruit him to the band. He won't forgive him unless he allows him to go back in time and save his brother, Vonnie. Mario argues that literal life and death decisions are too big of a change to make, but Ryan is adamant. He ultimately must decide between his brother's extended life or the band, who he will never meet if Vonnie lives. Mario explains that Leonardo wanted to do the same thing to save his dad, but decided against it. Ryan does it anyway, and the band goes back to stop him, but while in the past, they learn Ryan's dark secret -- he retaliated against Vonnie's killer, who is now presumed dead. Upon return, Ryan and Lisa bond over their losses (Vonnie and Stephen).
- The band is invited on a tour with their friends' band. On the road, Ryan cannot bring himself to forgive Mario, and the whole band has conflicting views about the elixir and how or why to use it. The van breaks down, and all the tension explodes in a hurtful argument. Secrets come out. The band ultimately plans to break up after the tour. (The entire episode takes place on the road; no time travel, just character development and failing/rebuilding relationships.)
- In Utah, the band is invited to a house party where a major headliner (KATJA) is in attendance. She likes *I-ate-7* and wants to collaborate and take them on tour with her band, which is big news and forces the band to examine whether their pride is more important than their collective and individual goals -- this could lead to everything they've ever wanted. At the party, Grady accidentally sneezes someone's blow away. Meanwhile, Devin hooks up with Katja. While having sex, he pulls her hair -- it's a wig; she's bald. He freaks out and drops it like a dead rat, but they continue. The next morning, while snooping around the house, Grady discovers the guest room. Not knowing the bald head belongs to Katja, he tags the fuck out of her head with a Sharpie. This inevitably costs them any collaboration they could have had with her band.
- In the aftermath of Grady's major screw-up, the band is on an anti-Grady kick. Mario says, "I'm gonna fuck your mom," and decides to go back in time to a moment when Grady's "hot mom" was captured in a Polaroid. Grady says, "oh yeah? Well, I'm gonna fuck YOUR mom!" He goes into Peggy's room and tries to put the moves on her, but she beats the shit out of him. When Mario comes back to present time to show him polaroids of him fucking Grady's mom, he sees Grady with facial features reminiscent of *himself* -- he realizes that Grady is now his son from the encounter. Everyone is mad at Mario for trying to hurt the new Grady because he's the nicest, coolest guy in the band. But, as much as Mario hates to admit it, he can't -- in good conscience -- allow this time anomaly to exist; he's done irreparable damage to someone's existence, even if it is an incredible improvement. Mario has no choice but to go back in time and undo his sexual escapade with Grady's mom. Before he does so, however, he spends some quality time with the son he'll never have and spoils him rotten with one last good day on earth -- it's shown in montage with a song reminiscent of Sarah McLachlan music -- and has one last heart to heart with him. It's sad, like he's about to put his dog down, but he lets go and proceeds to go back in time and correct it. Upon his return, Mario wakes up to find Grady's ass in his face, and regrets bringing him back into existence. Mario's takeaway from the experience is that, maybe he should start thinking about having a family.

- Ashley is pregnant. Devin wants to go back in time and undo his sex with her, but Mario draws a line at “undoing” someone’s life... until he sees that Ashley can’t handle this, is not ready for motherhood, and intends to have an abortion. She doesn’t know if she will be able to live with herself afterwards. Ultimately Mario gives in and goes back to cockblock Devin, preventing the pregnancy. Tipsy, and rejected, Devin heads to Orion to see Lisa, who’s working late. He makes a move, but she turns him down and says she’s with Ryan now. She leaves him alone in the office and asks him to go home. Devin scrolls through his phone for a moment, looking for a “friend for the night,” but Lisa throws the door back open and attacks him with aggressive sex. They get wild right on the desk... Upon Mario’s return, he learns that Lisa is pregnant instead of Ashley, and though Lisa is seeing Ryan, the baby is Devin’s.
- Ashley leaves Colorado to attend school in California (USC). She wants to get away from all the pressures, weird family/band dynamic, and work on her acting career.
- The band’s manager, Grayson Gold, cracks the whip on the band’s shenanigans and demands they stop partying -- he cuts out weed completely! When he arranges for the band to shoot a high quality music video, Mario ruins it by getting high with one of the video’s stars -- he cannot resist her temptation and ends up breaking expensive equipment that the band can’t afford to replace. He tries to fix his mistake (while both drunk AND high) by going back to warn himself right before the girl talks him into getting high. He goes back, but during his conversation with “himself,” the girl spots them. She believes they’re twin brothers, and admits that she’s always had a fantasy about “having twins.” She asks if they want to get high and make that dream come true. The Marios can’t turn down an opportunity like this, so they oblige, high-fiving during the act. Mario shows up to the shoot late, and Greyson can spot that Mario is high from a mile away, so he fires him from the band.
- Leonardo attempts to his virginity to Chevelle -- it is a total disaster. She says foreplay will help them loosen up. She asks if he has any sex toys. He says yes and digs in his closet. He throws his inflatable *Open-Me-Oprah* doll at her. She looks at it and then stares at him. When all is said and done, it’s a fleeting sexual encounter and he falls asleep with a big smile immediately following the act.
- Christian and Devin get an apartment -- total action pad.
- The band finds out that Grady has been putting clues to his time travels all over his social media. They threaten him not to tell anyone else, but he lets Connor in on the secret. Connor steals the elixir and goes back to set himself up for the success the same way *I-ate-7* did, by never fucking up his opportunity with *665*. When Mario goes back to stop him, he finds Connor fucking himself. Like, literally; he’s always wanted to know what it felt like to be boned by his Chipotle-burrito-sized dick. A struggle takes place, and by the end of it (as he’s double teamed in the fight), Mario is sent back to the 1930, during prohibition, without any of the elixir to get back.

TO BE CONTINUED...

SEASON 3

Season 3 arc: The band has succeeded -- they're rockstars! Now comes the egos and solo careers...

- When Mario is trapped in prohibition, he tries everything to get out of the past, but fails to recreate the formula. He ends up trying the *Back to The Future 3* approach: having Western Union deliver a telegram to Grady's house, but it was never received; the last Western Union telegram was sent in the early 2000s. All seems lost until Kai appears -- he's come back to scold Mario, who sheepishly apologizes and warns him that Connor has the elixir and intends to reinvent the world for himself. Kai says he knows, and that it's been handled. He explains the concept of *deja vu*: someone who's time traveled, or is very intune with the universe, can detect when something in the timeline has changed. He can't pinpoint who has done it, but fortunately for him, Connor isn't subtle about anything. Connor approached him and tried to weasel himself back into 665. Kai had been suspicious of him from the beginning, thinking it was him that broke into his liquor cabinet (using Grady). Once Connor made a play for his old position, Kai caught him and allowed his drummer, MISKER, to torture him/find out what changes had been made. Kai then cleaned up the timeline so Connor never got the elixir and the only anomaly now is Mario existing in the 1930s. Mario asks Kai what the deal is with the elixir, and the episode is about Kai's story -- how he got it from JAMARCO BROWN, how he built his career, and how/why he locked it up for good. -- he had to choose between Jenna, the love of his life, and being with a woman who could give him a child. He explains the rule of universal balance and shares Jamarco's leatherbound journal (a coda symbol on the cover) with instructions, insights, and the history of the elixir's origin. Kai says he will help Mario to build his career with the elixir, but Mario must follow very strict instructions and not get sloppy. Mario agrees, and they return to the present.
- The next episode begins with a teaser outside of a concert venue -- it's a few months later, and the poster on the wall says that 665 is opening for *1-ate-7*. The band is super successful (they all drive Cadillacs now), but they're running out of elixir. Kai told Mario that there's very little left in the world, and what's out there is heavily guarded. Only a true alchemist could duplicate the recipe. Mario decides to enlist the help of the only brainy person he knows -- Leonardo -- who may be able to make more, but has to be left in the dark about what he's making: *Codacaine*. Mario sees a striking woman in the crowd, not moshing or cheering, just staring at him with a slight scowl. This is DESTINY. He sees her at various points in time and different locations this season, but can never catch her to find out why she's there.
- Mario starts to take interest in Kayla again, but she doesn't like the way he's changed. She can't figure out what happened to him, but she doesn't like it. He eventually admits everything about time travel. He even proves it to her at one point, by trying to figure out why Devin is afraid of animals. He takes her back to the night of a party where Devin got pegged by a "furry," and never told anyone. Upon their return, Kayla says that she wants nothing to do with it, and asks him to erase her knowledge of what he can do with one more time travel. She can't live with knowing what he's done to manipulate people's lives. He says if it was that easy, he'd erase his knowledge of her hooking up with Devin. That cuts deep, and it takes a lot of awkward avoidance and interactions for the next few episodes before they can be around each other again.
- Though *1-ate-7* is managed by Grayson Gold, Nancy Blunt has not forgotten that they rejected her. She intends to break the band up from within, and begins secretly dating Christian. By the time the band discovers this, she's abandoned her plan and sincerely fallen in love with Christian. Nobody believes her, however, so she faces a long road and many internal changes in order to win her man back. Meanwhile, the whole band considers going solo -- egos run high!

- Danny Misker tries to lure Ryan to join 665 once he becomes the hottest guitarist/writer in the whole scene. Ryan considers this, as the band is really blowing up and everyone is seeing them on TV -- including BENNIE, the man who killed Ryan's brother Vonnie, and who Ryan believes he killed in retaliation. Bennie comes for Ryan to settle the score, but when it's his own band who has his back, not Misker, his choice is clear -- these guys are family.
- VALENTINE'S DAY: After a *I-ate-7* show, as groupies line up around the block, a girl from Mario's past shows up -- she's gorgeous. Mario was very infatuated by her back in the day, and they definitely had chemistry, but nothing happened because he was with Delilah at the time. He finds out that Delilah was cheating on him and he should've just gone through with it anyway, only when he goes back in time to get that started, the girl learns that he's in a relationship, and regardless of Delilah cheating on him, the issue is that *he's* now cheating on *her*, too. Meanwhile, Ashley returns from college and rekindles her relationship with Devin. She's a total dime and he falls for her like no other.
- The Bokor's descendant -- a voodoo priestess -- hunts Mario to stop him from using the power no human should possess. Mario assumes she just wants it for herself. A huge battle breaks out at Sixshooters, and she wipes the floor with the band. When she attacks Grady, Silly Milly intervenes -- no one fucks with her man, Channing Tatum. (It's a hot young Jamaican warrior vs. the elderly Silly Milly). A mysterious masked woman joins the fray and defeats the voodoo priestess. She reveals herself to be Destiny, a woman from the future, who has been watching Mario stumble through time (literally) since the beginning. She can travel with Soma, without the rum, as she's been taught how to travel properly based on the mythology it comes from. She needed to know if he was harmful to the timeline or helping it. Of course she sees him as harming it, but tells him that together they can do some real good in the world. She wants him to help her undo tragedies like 9-11 or the holocaust. Milly comforts Grady after his pummelling, but then she suffers a heart attack.
- Milly's funeral -- a tribute concert is played by bands from all over the state who knew and loved her. It's emotional and tragic; everyone loved this woman. *I-ate-7* writes a beautiful ballad in her honor.
- Destiny urges Mario to join her in changing the world -- she can't do it alone, and especially since she has no more Soma. She's trapped in this time otherwise. Mario says that he's done tampering with time -- especially since his meddling makes him feel like he had a hand in Milly's death; the band feels the same way. Destiny is furious and has nothing here. Mario feels bad and moves her into Peggy's house. The two don't get along, but there's a lot of sexual chemistry between Mario and Destiny.
- The Bokor's descendant was secretly successful in her mission -- she scored Jamarco's journal. She learns exactly where in time the Rama-Rapha is, drinks from the stolen "Pussy Slayer" flask, and departs to collect him.

TO BE CONTINUED...

SEASON 4

Season 4 arc: A secret order of 'Timekeepers' shut down the band's meddlings in time; when all is said and done, the band loses everything they've worked for. But rather than mourn the past, they work toward a brighter future.

Where does the time go?

- The Rama-Rapha and the Bokor's descendent force the band (and Kai) to give up their elixir stash. All seems lost until some mysterious new time travelers appear and put an end to the Rama-Rapha and the Bokor's descendent. They secret society reveal themselves to be THE ORDER DAL SEGNO and are known as "timekeepers." The reveal that many musicians believed to have died under mysterious circumstances either had or still have allegiance to the society. Their time expired when they turned 27, though there were others who continued to keep the spotlight afterwards and paid for it dearly (Michael Jackson-type?). As *1-ate-7* has blown up big, it is their turn to do the same. Mario and Kai don't know how they knew so much about them, but we learn that they went back in time and extracted information from Leonardo before his own elixir use could be wiped out by Mario in season 2.
- The Order wants to induct Mario, but when Mario and the band refuse to pledge allegiance to them, the Order undoes the band's (and Kai's) accomplishments, almost taking them completely back to square 1. The band breaks Devin's hands and intend to cripple the other members until Mario gives in.
- After taking some downtime, the band tries to quit drugs and alcohol cold turkey -- they're not even like themselves at all. Their music comes out more like Hanson. They decide that the sober life is not for them and they need to figure out a way to get back on track.

Making up time

- Kai decides to take a stand. He doesn't want to live this life without his music, and it's too late to get his career started now. Destiny reveals that she stashed some of Mario's elixir after Millie's death. She could have gone back and prevented all of those tragedies by herself, but she didn't want to do it alone. She's been waiting for someone to tell her it was the right thing to do, but nobody did, so her self-doubt held her back. The band, Kai, and Destiny assemble to take their lives back. They enlist Leonardo, tell him everything, and travel to the Order's headquarters, where the world's supply is carefully monitored.
- During an epic battle, the heroes seem to be winning, but it's a trap. A secret foe reveals that he has captured Lisa and Ashley and held them prisoner in anticipation of this. The mysterious foe kills Kai and unmask himself -- it's a goth or emo version of Leonardo. PRELUDE TO:

The Dark Nardo Saga

- The band takes on Dark Nardo, but he's convinced regular Leonardo to join him because their vision of what the world should be is very similar. Leonardo eventually comes to his senses and switches sides to help the band defeat him.

- Leonardo agrees to fight his evil doppelganger, but the band warns him -- if he kills a different version of himself, he may wipe himself completely from existence. Leonardo says, "*Oh... yeah, no I don't want to do it then.*" They convince him to go through with it anyway, however, for his potential noble sacrifice is the only way to save Lisa and Ashley. Leonardo and Dark Nardo engage in a nerd fight, complete with involuntary erections for both of them, but Dark Nardo is vanquished. Leonardo survives.
- **The Series Finale (Titled "Out of Time" or "End of Time," or something):** In the end, the world's supply of elixir is destroyed by our heroes, the Order is destroyed in an explosion, and the band loses everything they've built, though their experiences have made them stronger and able to move forward with hope and good efforts, instead of looking to the past with regrets and fears.
- *I-ate-7* ends up a midcard band, hanging out, jamming, and becoming underground fan favorites, but their real priorities are the families they've started outside of the band: Mario and Destiny, Leonardo and Chevelle, Ryan and Lisa (who has her baby), Christian and Nancy, Devin and Ashley, Grady and Paula's sailor-mouthed daughter (who has a flask labeled "dick beater"). Leonardo has found a way to cure global warming or some shit. He and Mario are both proof that people can change, let go of the past, look to the future, but embrace the present and all the good that comes with it while they still can. Not a bad lesson.

THE END.

About The Authors:

The Brito Cousins

Jerrod D. Brito is an award-winning director and screenwriter from Denver, Colorado. In addition to writing film, video, and commercials/copywriting professionally, Brito has written stage plays for Pandemic Collective Theater Company, and co-wrote Blood Moon Pictures' upcoming cult horror sequel, *Devil's Knight: Volumes of Blood III*. □ □ In addition to writing for the stage and screen, Brito has crafted a published one-shot graphic novel, a people-watching blog, and apparel with humorous content in his own online t-shirt store.

Nick Brito is a bassist for Denver's own local Metal band, *Letter Nine* (and former bassist of the bands *The Malice*, *Aleusha*, *Twisted Vengeance*, *Dekatur*, *Bridges Left Burning*, and *The Silent Divine*). In addition to authenticity he brings to *Wasted Times* as a musician, he also brings years of production experience, as he worked on several of Jerrod's previous productions, dating back to when he was just 14 years old. Since that time, he's worn many hats, including composer, actor, sound recordist, and production assistant, and is ready to add *screenwriter* to that list.

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