# Maroon Island Bible

Vernon Gibbs





#### MAROON ISLAND "BIBLE" FORTNITE/UNREAL EDIT (2025)

### Gaming first streaming adventure series, built on Fortnite and featuring a cash tournament

By Vernon Gibbs for SpiralAi.Music Corporation

#### Introduction:

Maroon Freedom fighters vs The SwRm, malevolent invaders from deep space bent on replacing humans. Only The Maroons and The Last Olmec stand in their way.

<u>Inspired</u> by the real life Maroons of Jamaica, who beat the British in battle to become free and establish semi-autonomous communities in Jamaica (and other parts of Caribbean and South America), which exist to this day.

Maroon Island reimagines Maroons as heroes on the front line of an even more frightening struggle, an epic stand against The SwRm, exiles from their hostile planet. They consider Earth a paradise, best enjoyed by taking over the bodies of select Humans in a horrific ritual called The Joining and establishing themselves as gods on Earth.

#### Structure:

The fantasy-action-adventure begins on Planet SwRm, shifts to Earth 2020 and then goes to an alternate Earth (circa 1692) where most of the action takes place.

Series is 15-20 minute episodes, released daily, structured after B movie serials with each episode ending in a cliffhanger where player/viewers can compete in the cash tournament. Series created using video game engine (I**Unreal**). Produced to encourage repeat viewing and play and selling of a video game service, which is the tournament. Non stop action. Interactive at certain points. Viewers can watch and/or play.

In this soliloquy (a scene from the game movie) The Last Olmec, (Keith David) tells the three main characters Shaka (Chris McNeal), Sasha (not yet cast) and O'Riley (not yet cast) about the origins of Dark Matter the substance that powers The SwRm.

#### The Beginning

"At The Beginning of Time was The One. Everything was One. All that there was and ever would be. Everything that would ever be thought, seen, touched, felt and known. Every emotion, every passion, every lapse of reason - all resided in The One.

But the universe was without form and void of structure. One endless mass of roiling dust and gas that choked Eternity in Darkness as it stretched towards the Gates of Infinity. There the Darkness multiplied itself into ever more massive heaving clouds, ripped by occasional bursts of lightning that stretched across eons of time and space, an Emptiness without beginning or end.

The One. Hidden in its Voids an Equal balance between Chaos (the endless dark Nothingness) and Order, the possible multiverse of shining galactic superclusters, stars in brilliant streams and planets bursting with Life. Infinity as an Ordered set of rules.

Chaos preferred things as they were. Chaos hates the very thought of Life. Chaos preferred the brooding darkness, The twilight curtain of dust and gas billowing in torrents ever upward ever outwards in clouds billions of miles high and wide. Nothingness. Deep and formless, quantillions of atoms, spinning without Conclusion, each atom a form of Order or a form of Chaos.

And so it continued for trillions of eons. Chaos seemed to rule All Things as it stretched its Dark Tentacles across Time without end. Time trapped in the vise of Chaos, existing just to feed the Darkness. With every flash of lightning that pierced the burning gases, equal new atoms were created keeping the balance and widening the grip of Chaos.

It could not last because Nothing Is Impossible. Nothing could not last Forever because Forever has no boundaries and Life demands itself.

It came about suddenly and without warning. An unusual SLASH OF LIGHTNING tore through the infinite gathering of dust and gas but this time it left over One extra atom of Order.

In a billionth of a second The One atom collapsed into itself every bit of matter in the Universe and then exploded into a multiverse of swirling space as Infinity began to collect itself into galaxies, stars and planets.

The multiverse became conscious as in that instant Order was transformed and set across the Gates of Infinity to rule all things. Chaos was transformed into Dark Energy, a shadow power of relentless evil.

And so the struggle began. The conscious multiverse runs on Order. Planets, moons, galaxies, comets, meteors, all spinning in harmony - Order on a scale that is beyond the realm of human understanding. The entire multiverse is aware, Galactic superclusters mirror their design in every atom of every living thing, from the simplest to the most complex.

Dark Energy is the shadow of Chaos. It drifts through space, invisible but deadly and in the wrong hands can be a destroyer of worlds.

Dark Energy drives The SwRm, it pulses at the core of everything they command. They have harnessed it to their will.

The SwRm. Exiled remnants of a malicious race that all but consumed their home planet. They evolved on a world, stunning and strange, a bleak hostile miserable little orb locked with one face constantly towards its sun. Half the planet is searing desert baked mercilessly by its star, the other a wasteland of frozen seas. The sun never sets on one side and never rises on the other, the result of a titanic collision with another body that knocked the planet off its natural axis and sent it spinning with its north and south poles where there should be an equator. In the narrow habitable zone between the two extremes, the SwRm evolved - a predatory species hardened by their unforgiving world.

For them, earth is paradise and They have come here with the intention to rule as Gods. We must stop them."

#### Characters/Arcs

The Maroons are ordinary people transformed, by circumstances they did not seek or expect, into full scale action heroes at the far end of human ability. Their transformation is aided by The Last Olmec and his knowledge of the Sacred Power of The One.

In this story the name Maroons apply to both the 3 lead characters, Shaka, Sasha and O'Riley, (circa 2020) and real figures from Maroon history, Queen Nanny and her people who Shaka, Sasha and O'Riley must interact with on Jamaica on an alternate earth that is equivalent to earth in 17th century.

The SwRm have harnessed Dark Energy for all kinds of nefarious uses, most notably ripping the Twilight Curtain between alternate earths to send their lackey's in pursuit of artifacts containing secrets that were deliberately scattered across multiple earths when the multiverse first exploded. The SwRm are looking for the secret of eternal life.

Each episode will pit The Maroons and The Last Olmec against The SwRm, who are using Dark Energy to power their plans. In order to awaken their sleeping minions for The Joining, they must retrieve original artifacts containing The Secrets (such as secret of Immortality) from alternate earths.

The Last Olmec, from his hidden StrongHold in The Blue Mountains of Jamaica, can follow The SwRm wherever they go. As a Protector he has all the power of The One, at his command and has his own version of The Vortex and other SwRm technology.

When we first meet The Maroons, they are actually the biggest pop band in the world (Think Fugees combined with Black Eyed Peas).

They are Jamaicans and are descended from Maroons, so they feel free to use the name for their band. Out of respect for the history, they don't use the Maroon colors or flags but instead wear stage outfits influenced by popular culture or history, ranging from fictional history (Black Panther) to actual history. O'Riley, who is descended from Irish who have lived in proximity with Maroons, is confident enough to rock the occasional Roman Legion cingulum, Viking helmet or even a Scottish kilt..

Shaka - takes his name from the legendary Shaka Zulu. He is a techie like Will.I. Am, but loves to work out, the more to impress his female fans. He shares lead vocals with Sasha and they produce as a group. The music is a combination of Maroon goombay, reggae, pop and hip hop, commercialized into a seamless product. The combo has made them the biggest band in the world.

Sasha - She and Shaka were once lovers, but Shaka's love for the lures of the road quickly ended all that and the two two stars have settled into a comfortable and profitable partnership. Think of a young Lauryn Hill. She is a formidable and wise lyricist, a powerful vocalist and stage presence, possesses a quick wit and ability to solve problems. All her skills will be required in the coming struggle.

O'Riley - He's the hype man in the group, Flava Flav/DJ Khaled to Shaka's Chuck D. O'Riley is more McClemore than Eminem, he was asked to joined the group (after going up against Shaka on a dare in a rap battle) and the gimmick has worked well, increasing the group's reach (as happened with Black Eyed Peas). The fact that he is a white Jamaican and his ancestors have been in Jamaica since Cromwell exiled thousands of Irish to the Island makes him an even better fit.

The Last Olmec - Universal Consciousness requires the presence of Protectors. He is part of the regulatory mechanism of the universe's protective DNA. Whenever great danger arises the Protectors also arise. His knowledge of and ability to deploy and project the Sacred Power of The One gives him and the Maroons the strength and added ingenuity to battle The SwRm.

The Sacred Power of The One, has been passed down in various mystical teachings, since man became conscious of something greater than himself. It now resides in The Obeah ceremonies practiced by some Africans and their descendants on the Islands of the Carlbbean and in South America. The Last Olmec is the latest appearance of a Protector throughout history.

It's a classic story of good versus evil, the good being the Maroons and Olmec, the evil The SwRm and their lapdog Morgan. Nanny will be a recurring figure leading The Restoration. Nanny in real history planned to restore the African monarchy in Jamaica so Restoration is a name that fits the grandeur of her plan.

The Last Olmec is equivalent to Obi Wan Kenobi, The SwRm are like the Storm Troopers. Their leader, #13, is like the Emperor and Morgan is Darth Vader. Shaka is Luke Skywalker, O'Riley is Han Solo, Sasha is Princess Leia. Nanny as leader of Restoration doesn't have a Star Wars equivalent and her role will be co-equal with The Last Olmec. She will be a wielder of Obeah based magic potions and incantations..

George Lucas said Star Wars was inspired in part by the B movie subgenre of low budget, high action thrillers and cliffhangers that served as Saturday afternoon fillers before the main attraction. These 15 - 30 minute shorts are also the inspiration for the structure of the Maroon Island series.

The multiverse is based on the orthodoxy of current science fiction fantasy such as Crisis on Infinite Earths and Spiderman: Far From Home. The idea is that on an alternate Earth, the great arc of history will unfold in pretty much the same way, in other words a character on one will exist on the other in a similar non identical version and that what happened on earth 2020 would be happening in some variation on another earth.

This gives Maroon the opportunity to both buy into a popular and accepted device of modern sci fi fantasy (alternate universes) and control an alternative take - rejecting the idea of time travel but elevating the idea of dimensional travel. It allows The Maroons, Last Olmec and villains to be potentially present in any moment of past, present or future without entangling the messy concept of meeting your past or future self. In our take on the multiverse that person will be a different version.

#### SOURCES

The architecture of this universe enables the Maroon Island brand to pick stories from the vast sweep of past, present and future history. It also enables Maroon to pick stories, which can be repurposed, from the rich history of Hollywood.

YouTube has a lot of great science fiction shorts (15 - 25 minutes), which will be another great place to find story ideas and develop characters.

Here is one I really like, "Freight" which has a great concept for what a SwRm body should look like - humanoid, with stringy insectoid bodies (minus face which I will detail later).



## Sci-Fi Short Film "Freight" presented by DUST

This is what The SwRm body type looks like.

https://www.youtube.com/watch?v=
1wqkCmo\_wek

www.youtube.com

#### **StarGate**

The Vortex, on Maroon Island series, stands in for the Stargate. In our version The Vortex works on the same theory as The Hadron Collider of earth, which is a massive device that actually recreates the first microseconds of the Big Bang.

By combining the uploaded brainpower of their sleeping cohorts with artificial intelligence and quantum computing nanotech, The SwRm have figured out how to turn The Vortex portal into the controlled equivalent of a Black Hole, the theoretical way to travel between universes. The coiled design of The Hive supports this capability as it enables Dark Energy particles to be accelerated at light speed within a containment device.

The Last Olmec has his own Vortex that enables him to follow The SwRm wherever they go.

#### Dr. Who

The British sci-fi series has been running since 1963! It has some of the same themes, we'll be taking on, alternate earths, bad guys from space. Don't like their production values or production style but they must be doing something right!

#### The Science Channel

Has a plethora of speculative history series constructed along the lines of the very successful Ancient SwRm long running series. One series, UFO's The Lost Evidence, opens with the story of a UFO that crashed in Germany's Black Forest in 1936 and the speculation is that the Nazi advances which came so rapidly in that era were a result of tech they recovered from the SwRm. The recurring theme in Maroon Island will be The SwRm making contact in real time with bad guys like The Nazis and The Confederacy, so like Morgan there will be plenty of villains The SwRm will seek out and the Maroons and Last Olmec have to stop.

#### Netflix

Love Death and Robots, all shorts and many shot using **Unreal Game Engine**. Lucky 13, which is all action helmed by a black female aviator. Sets template for what interactive could look like in Maroon. Also, Aguila Rift. what space should look like.

#### **Some Questions**

#### Why do The SwRm need to take over human bodies?

Life on Earth is a lot more fun if you have human form. Anyway, they'll be doing upgrades. A sight gag for the movie will be SwRm looking up some of the people they want to take over. (Michael Jordan, Bill Gates, Barack Obama .... etc)

#### If The SwRm are so smart why do they need mumbo jumbo like The Book of Skulls?

The Book isn't just musty parchment, even though it will have the weathered appearance of classic movie books. It isn't just about obscure formulas. The information in the book and other artifacts and devices is written hidden in the ink itself, or etched into the markings in nano - bytes.

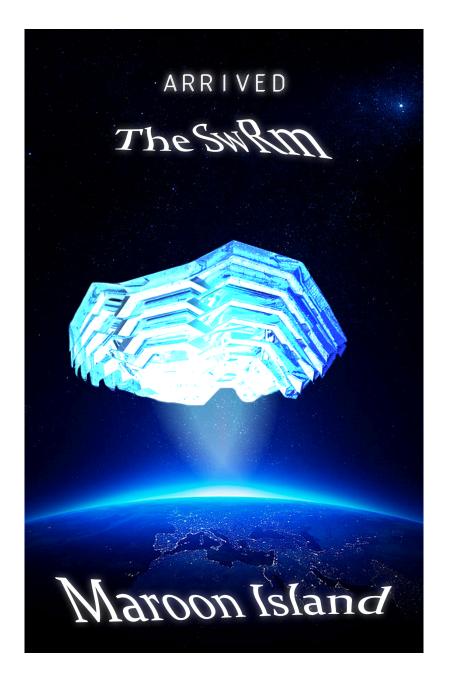
The Scientists of Planet SwRm had promulgated a One Science One Religion concept that had enabled them to control the planet. They had, through science, started to unravel The Secrets. The Exiled hijacked the concept for themselves but they don't actually know if The Secrets are just legend or Truth. Their Dark Quest will be to find out.

#### THE VILLAINS

## Maroon Island: Rise of the Shadow Gods PREQUEL to Maroon Island: Book of Skulls movie

10,000 years ago. Picture The Hive hurtling through subspace. It's the cocoon of The SwRm, and is an intergalactic star cruiser in full flight traveling at sub light speed (1/10) as it nears the earth after being expelled from Planet SwRm.

Picture The Hive, a vessel fiendishly deceptive in appearance. In flight it looks like the kind of thing any civilization advanced enough to venture out into space would build. Even though there is no visible means of propulsion, and the sharp angles of the exterior defy the slick smooth surfaces of interstellar lore, the cynic might still call the design interesting but unremarkable. That is until it descends down from the clouds and section by articulated section unsheaths itself, dropping to within a hundred feet of the surface to where it is meant to hover in all its glory and majesty, terrifying all who see it.



The SwRm has solved the hydrogen deficit propulsion dilemma inherent in space travel. Even using free hydrogen which is available in space in vast quantities, the problem is how to gather enough to accelerate across the void at anything near light speed, the only way to make such travel feasible. By synthesizing Dark Energy instead, The SwRm have tapped into an even more abundant source, as Dark Energy makes up the majority of the free energy available in the seemingly empty vastness of space.

"Space. Nothing is blacker. Nothing is colder. Nothing is more eternal." The SwRm, chanting in mechanical unison.

(An object appears as it gets bigger we see it's a huge cluster of frozen bodies and debris from an accident in space involving some long forgotten race of astronauts. Visors shattered, faces distorted in the rictus of a sudden and unexpected catastrophe. Through its massive intakes, The Hive inhales the cluster of organic debris and complex poly synthetic material, without leaving a trace).

Inside The Hive. The SwRm continue their chant.

"Except for death. We the SwRm have conquered space. We the SwRm have conquered time. We The SwRm have conquered death."

2019. Cut to The Maroons. Shaka, Sasha and O'Riley. Each one ensconced in a luxury bedroom, somewhere in NYC, befitting the biggest pop stars in the world. Each one is having the same nightmare at the same time. An alien spaceship full of thousands of alien invaders in advanced hyper sleep. The hyperbaric sleeping pods floating in liquid suspension enabling the The Hive to reconfigure for horizontal hyper flight and vertical landing.

Each Maroon wakes up in full sweat at exactly the same time. They each walk to their windows in dream-like fashion and stare balefully at the night sky before going back to bed.



Cut back to The SwRm cocoon. The 13 members of the Supreme Universal Council. 13 interconnected consciousness, each giant head that looks like a human head if you can ignore the elongation and what looks like spikes driven into each skull. (The SwRm are a combination of the skulls in Kingdom of The Crystal Skull and the character Pinhead).

But these spikes appear driven in, seeming to hold the faces together. They are in fact data points, needed to process the quantum gigabytes of artificial intelligence needed to give the SwRm a "physical" appearance and keep the machinery running that prolongs the lives of their sleeping cohorts. The actual bodies of the SwRm Council lie in coffin like hyperbaric pods

arranged in a circle, feet pointing toward the center. The pods have clear covers and inside you can see the humanoid bodies of The SwRm and their actual heads (eyes wide open in a surprised stare). Their more benign visual representations float above each pod.

The SwRm ominously encircle what looks like the glowing majestic orb of the planet earth, that is until you look closer and see camouflaged by the beauty of our planet the image of a 13th skull. The SwRm repeat their chant, "we the SwRm have conquered space, we the SwRm have conquered time, we the SwRm...."

Cut back to earth 2019. The Maroons are busy preparing for the final date of their massive worldwide tour, "A Tribute to Hip Hop" which started in January 2019 and lasted through the year as a tribute to the 40th anniversary of commercial hip hop, 1979's Rapper's Delight. The concert is taking place in Giants Stadium on the last night of December 2019, at which time The Maroons will pull off the greatest stage stunt in history. At the end of the concert they will rise from the stage, as if by magic, and disappear into The Vortex, a brand new stage device they've created just for the occasion. Giants Stadium has been transformed into what looks like a giant spaceship with a dome.

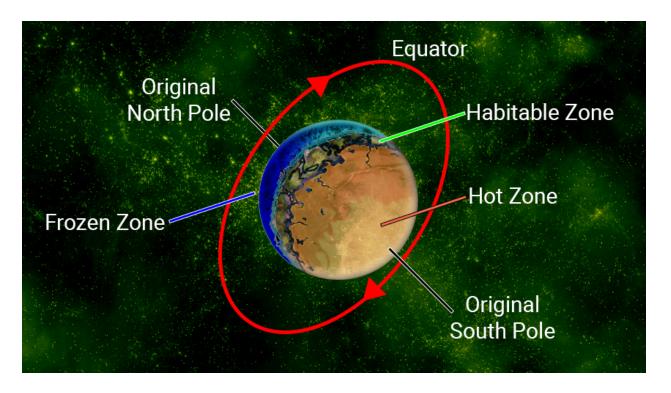
In the press conference before the concert The Maroons confirm that this will be their last tour for a while, the last five years having seen them rise from absolute obscurity, as a local act in Kingston, Jamaica, to the biggest recording artists in world with their original blend of Maroon goombay, dance hall, reggae, r&b and pop. They need a break and The Vortex will send them off in spectacular fashion.

At the end of the concert The Maroons disappear into The Vortex only to find that instead of their carefully crafted illusion the Vortex has been reverse engineered into a SwRm matter Transmitter that sucks The Maroons up into the Hive hovering invisible in the black night. As The thoroughly traumatized Maroons emerge into the Circle, they can hear the chant, "we the SwRm have conquered .....

Cut to Planet SwRm. It is the nearest planet to earth with intelligent life, a mere 100 light years.

It is an awful place to live. Billions of years ago, when its solar system was still forming, the young planetoid was knocked from its natural north south alignment by an apocalyptic collision

with another still forming but smaller planet. The impact obliterated the smaller planet and sent Planet SwRm reeling into its current position creating its hostile ecosystem. It's a planet of howling extremes, one side permanent day the other total night.. Its "south" half is now locked eastward toward the sun it circles, its "northern" half is strangled by darkness. Instead of spinning on its axis in a north south alignment, the planet spins on its axis in an east west alignment, with its equator spinning north to south.



<a href="https://getpocket.com/explore/item/forget-earth-like-we-ll-first-find-SwRm-on-eyeball-planets">https://getpocket.com/explore/item/forget-earth-like-we-ll-first-find-SwRm-on-eyeball-planets</a>
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In the middle, is a habitable zone, "let's call it the ring of life, bounded by deserts on one side and ice on the other. There is a constant flow of water from the night side to the day side—a series of rivers, all flowing in the same direction. The Sun is fixed in the sky right at the horizon, and the area is in permanent light. Conditions are pretty much the same all the way across the ring of life. One can imagine vegetation following the rivers onto the day side until they dry up, with different ecosystems interspersed along the way. There could be mountains at the edge of the ice sheets, since the ice-covered continents would be heavily weighed down."

The planet has an internal engine, a molten core formed from the devastating collision. The magma forces its way to the surface in massive volcanoes that riddle the east pole and blanket it in a shroud of sullen gray clouds of pumice and ash.. The west pole is riddled with equally massive ice volcanoes where magma and water freeze before being ejected by the pressure from the core, magma falling back to planets swarms frozen surface in huge hails of rock while the liquid ejecta falls back as snow in the frozen zone and rain in the habitable zone.

https://www.space.com/41867-giant-ice-volcanoes-dwarf-planet-ceres.html



Even on this frozen desert ball of hell, life found a foothold in the limpid warm pools of the habitable zone. Over billions of years life reinvented itself a thousand thousand times until, from nearly nothingness, creatures who strode on two feet emerged. For millennia they fought the greedy encroaching desert on one side and the fearful dark and cold on the other. And they fought each other in endless wars of conquest, revenge and greed, long bitter battles lusting for every last inch of precious arable land. The victors swarmed like locusts over the the conquered, consuming everything they needed to grow stronger, taming the edges of the desert and the grip of ice, expanding into the uninhabitable, shielding themselves from the constant sun and the constant dark in underground cities that defied the punishing light and the icy

gloom. Soon they took to riding the hot thermals that rose in waves above the ocean of sand and one day found themselves ready for the stars.

Planet SwRm had reached its Master Phase, the rhythms of their unnatural world ground down by the iron boot of commerce as the evolved beings learned to master their planet. The constant day and night no longer mattered, the "seasons" became just another inconvenience to be shrugged off by what was best for the rulers of Planet SwRm, a small group of scientists who run the planet as an ongoing experiment. They learn to create any fanciful luxury the people of Planet SwRm demand. Over millennia, the cabal of Rogue Scientists have divided Planet SwRm up among themselves and rule in privileged isolation from their fiefdoms, extracting the planet's wealth from the tortured broiling eastern desert, and the western sea of ice..

The Leader of the scientists decides to embark on the ultimate experiment, focusing the planet's resources on one goal - extending life indefinitely for himself, his fellow Rogue Scientists and any who dare to follow them. They spread their dogma in quasi-religious manner promising those who follow them the final subjugation of Planet SwRm and then other inhabitable worlds - conquering space, by prolonging life indefinitely through artificial transfer of consciousness and induced hyperbaric sleep - to leap the hurdle of time. The pursuit of that goal means a complete re-ordering of society as it requires the total re-direction of every level of science and industry to produce and create the systems and sciences needed to achieve this grandiose paradigm. Old age or serious injury does not mean the end, you can be reborn on another world...... where new bodies are available for The Joining... now and forever.

The insane theocracy cannot hold. The populace rises up in rebellion against their Leaders (as in the French Revolution on earth, which is a near equivalent to what happened on Planet SwRm ). The wars last for decades during which time the scientists continue to work on their grand design. The Wars of Revival end when one of the Scientists switches sides, recognizing the scheme for the plunge into madness that it is.

The Losers of the war are rounded up and given no choice. they must be exiled in space and take their dangerous technology with them. Traveling at 1/10 the speed of light they start the 1000 year journey to earth, the nearest habitable planet where they plan to reincarnate themselves. They drop out of subspace 10,000 years ago but the scattered populace of earth

isn't advanced enough. The human brain is still evolving and The Joining would cause it to crash. In spirit-like fashion The SwRm begin to interfere with events on earth, inducing calamities, fomenting wars, increasing knowledge, culling the population to create a human more capable of withstanding The Joining. Now it's 2019. The human brain has reached Equivalence. But the ancient systems of The SwRm begin to fail and they cannot awaken their sleeping cohorts. They make their move, kidnapping The Maroons to help them find the Knowledge of Immortality and other Secrets they believe were scattered through the universe at the beginning of time and are hidden in The Book of Skulls and other books and artifacts. They portray themselves to their captives as omnipotent god-like creatures. They have plans for Earth.

#### Maroon Island: Book of Skulls (THIS IS ONE OPTION)



Version 4.1

#### Maroon Island: Gates of Infinity (TV series)



#### "Maroon Island" (THIS POSTER IS ANOTHER OPTION)

**Selling Points:** Massive success of "Black Panther." Hip hop soundtrack - proven as an accelerator for "Panther" and other hits ("Straight Outta Compton"), ("Empire"), ("Hamilton").

Concept: "Maroon Island: Book of Skulls" re-imagines the Jamaican Maroons as heroes entwined in the global mythology of space Alien "visitation." The story takes place in Jamaica, on an alternate Earth, where 2020 is equivalent to 1688. The Maroons ("recruited" by the The SwRm to find the mythical Book of Skulls) help Morgan the Pirate sack Panama (true story), bringing fabulous wealth to Port Royal, Jamaica - and then witness the "biblical" destruction of the city, by earthquake and tidal wave. (Also a true story)

The earthquake has been deliberately caused by the SwRm, as a demonstration of their

power. They have found a way to travel between alternate Earths to advance their nefarious

plans, a quest for immortality and their need to be worshipped as gods. They have been

"guiding" developments on Earth for millennia and are now able to pierce the dimensional

Vortex into parallel Earths. The series will be about The Maroons outwitting the SwRm in

escapades across Earth - and alternate Earths representing past, present and future.

Series will be based in part on speculative history from the 13-year History Channel

series, "Ancient SwRm," and concepts from "Stargate" and the alternate Earth series "Sliders."

In "Maroon Island," series, Maroons (helped by The Last Olmec) must defend Earth

against The SwRm, who believe they have successfully "recruited" the Maroons as

mercenaries to help them retrieve artifacts that will increase SwRms power. Instead, The

Maroons secretly lead a prolonged resistance.

Series will include a recurring group of protagonists who intersect with the program's heroes

(Maroons) and villains (The SwRm and their underlings). Series will advance the currently

trending theory of alternate universes, separated by dimensions, replacing the classic science

fiction device of time travel. Heroes will seem to travel through time because the Alternate

Earth's they "visit," will always be THE CURRENT Earth year (2020, 2021, 2022.) but civilization

may be years ahead or behind and duplicate great events in Earth history.

**Casting:** Multi-ethnic and diverse

**Soundtrack:** Hip Hop/R&B/Pop

**Short Plot Summary** 

Story begins at the end of a "concert" in 2020 as the three stars Shaka, Sasha and O'Riley,

(the first Black/White dancehall act in Jamaican history and the biggest act in the world) appear

to levitate from the stage straight up into the sky. The audience thinks it's a stage trick.

In actuality, the trio have been beamed up into the Alien ship where they become terrified

captives. The SwRm have been "guiding" progress on Earth for millennia, waiting for the time

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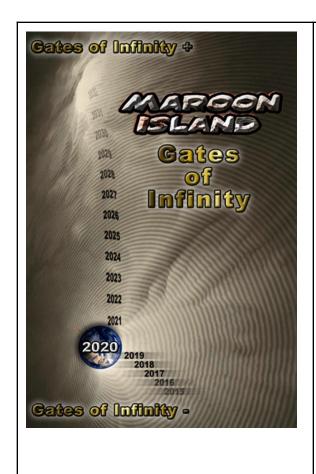
when humans become advanced enough for The Joining (select human bodies taken over). 2020 is the year as humans are clearly at their peak.

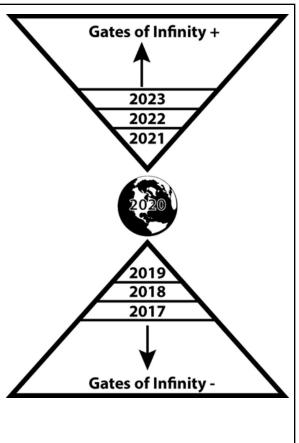
Thousands of SwRm lie in advanced hyper-sleep in their massive starship, The Hive. They are exiles from their home planet, losers of the Wars of Revival. Only 13 are conscious, each one is in the form of a giant head. 13 giant heads in a circle. They are known as The SwRm.

They can unleash great power. However, when they try to begin the process of Revival, (reclaiming their fellow travelers from hyper-sleep), they are unable to do so. With their science failing they turn to the Spirits. They discover that Secrets (including what they believe to be the secrets of immortality) were scattered throughout the Universe at The Beginning of Time and ended up hidden in various Books and artifacts. The SwRm believe they must gather the Secrets, from wherever they are, to revive their Followers prior to The Joining.

One of the Books, said to contain elements of The Secrets, is The Book of Skulls, a sacred text of The Mayan people of Earth. Due to poor copying and translations, only an original copy of any Book will have The Secrets, so The SwRm (lacking physical bodies) need to send a team through The Vortex to an alternate Earth (the equivalent of 1688).

Each earth further out from the Dimensional Center, which is the earth we live on, vibrates at a slightly slower pace or faster pace. The Gates of Infinity meet at the earth's equator. The earths of the Northern Gates vibrate faster, the southern gates slower. The farther from the center the slower or faster the pace. (See illustration) At the far reaches of the Southern Gates there are earths where dinosaurs still roam. At the far reaches of the Northern Gates man has spread through the cosmos. Even though the same amount of time has passed, the planets in each dimension have not evolved at the same rate. Just as on the earth of the Dimensional Center, the inhabitants of other earths are unaware of alternate earths and believe what the calendar says.





The Book of Skulls exists in its original form on an alternate earth that is equivalent to 1688. There is no original on Earth 2020.

Shaka, Sasha and O'Riley have been selected by The SwRm because Shaka and Sasha are direct descendants of The Maroons. The SwRm believe Shaka, Sasha and O'Riley are the mighty warriors and adventurers they portray in their music videos. Shaka and Sasha like to rock Black Panther gear. O'Riley prefers circa first century Roman cavalry gear. He is a direct descendant of an Irishman captured by The Maroons in the original Maroon Wars of the 1600's and his descendants have lived in Jamaica ever since.

The SwRm want Shaka, Sasha and O'Riley to go to 1688 alternate Jamaica, through The Vortex, (the device collapses time space enabling inter-dimensional travel) and join up with The Maroons, (who have settlements all through The Caribbean, Central/South America and southern North America) to get (by force if necessary) an original copy of the Book of Skulls which has long been whispered about by the indigenous people of the region. The Maroons have close ties to them.

Shaka, Sasha and O'Riley only want to wake up from this nightmare. The SwRm don't tell them the truth about why they want The Book, but promise unimaginable wealth, power and galactic fame, none of which interests the trio. Then the floor begins to spin, and they suddenly find themselves hurtling back into The Vortex: a device based on artificial intelligence and advanced quantum computing that duplicates the physical equivalent of a black hole, the vortex between dimensions.

The trio emerges on an earth that looks like earth 1688 but with some slight differences.

It is the twilight of the Age of Magic and the dawn of the Age of Science. In alternate Jamaica, The Maroons are an African style Kingdom who rule from a towering fortress in the Blue Mountains (see Great Zimbabwe). They call Jamaica, Maroon Island, the name it is also known by to the indigenous people and the far flung Maroon outposts. They are a rival power to the British invaders who still call the island Jamaica. Port Royal is the center of the Caribbean Sea controlling the shortest way back to Spain from the gold mines of Central America. Pirates of Port Royal (with the tacit approval of England) prey on the Spanish treasure galleons groaning with gold. From their Kingdom in the Blue Mountains, Maroons wage guerilla warfare against the army of English slavers and have an uneasy truce with the pirates.

Shaka and Sasha are now Africans who have joined The Maroons after being rescued from a slave ship run aground on Maroon Island. O'Riley is now an Irish indentured servant who has been held captive by The Maroons after being "rescued" from the same ship. The SwRm follow wraith like to make sure the trio complete their mission. Shaka and Sasha get the blessing of Maroon leader Queen Nanny, The Obeah Woman (Obeah is a form of spiritual practices developed in Jamaica by Africans), to find the Book of Skulls by joining the pirates. They too want the Book. Shaka and Sasha help O'Riley "escape" and they fight their way into the pirate brotherhood.

Shaka and Sasha, helped by Panamanian Maroons, are instrumental in helping Henry Morgan, Pirate Governor of Jamaica, attack Panama City - capital of Spanish treasure. Morgan and the English Crown covet the gold that is making Spain rich. England has also heard tales of The Book of Skulls, a book handed down by The Olmecs, who seeded the civilizations of The Aztec and The Maya. The Book of Skulls is said to contain the location of all the gold mines in the New World, a world settled by The Olmecs long before the rise of Europe. Morgan has also been "recruited" by The SwRm, but unlike Shaka, Sasha and O'Riley, is willing to serve them in return for the power and wealth they promise.

During the attack on Panama City, Shaka, Sasha, O'Riley find The Keeper of The Book, the mysterious Last Olmec Priest, (A Protector who has battled Dark Legions before). The Olmec tells them a fantastic tale of world history, the truth about The Maroon's place in that history, and tells Shaka to keep the Book from the SwRm by burning it in the flames (he) The Olmec will call down. The Olmec appears to die in his own inferno.

Shaka, Sasha and O'Riley join Morgan in stealing The Priest's treasure and with their share the trio become rich enough to live the Pirate high life in Port Royal, a non-stop orgy of drinking, fighting and debauchery which Sasha soon grows tired of. She wants to find a way back to earth 2020 and wants them to leave Port Royal to go back to The Maroons as she believes Queen Nanny's Obeah knowledge conceals more than it reveals. Shaka and O'Riley also want to return to 2020 but, with The Book of Skulls having been destroyed on their watch, know they can't complete their "mission" and be returned to earth 2020 as The SwRm promised.

Shaka, Sasha and O'Riley have been plagued by "visitations" from The SwRm, who have followed them through The Vortex. Since they have no bodies, The SwRm can only appear as brief god-like visions which they have done for millennia on earth. Most people, to whom they appear, attribute the appearance to bad dreams, repressing the memory. Since the SwRm want to be worshipped as gods, they need flesh and blood Followers (who are not inherently evil like Morgan) to proclaim them. They remind Shaka, Sasha and O'Riley that they still have not delivered the Book and offer an alternative. Become Followers (like Morgan) and rule on this alternate earth by foretelling the destruction of Port Royal, which they (SwRm) will induce. Attribute it to the SwRm/Gods and have the people worship their images.

As the end of time approaches for **Port Royal**, The Last Olmec (whose "death" was just a ruse) also appears to Shaka, Sasha and O'Riley at the summoning of Queen Nanny, when the trio returns to her for advice. As a Protector, The Last Olmec is there to thwart The SwRm and their Follower Morgan, the likes of whom he and his fellow Protectors have battled through millennia. The Olmec tells Shaka, Sasha and O'Riley they have to make a choice, accept the SwRm "offer" or join with him in resistance. He tells them **Port Royal** will be destroyed by The SwRm, who regularly create disasters to keep mere mortals in fear. He tells them to return to Port Royal and sell everything they own. Shaka, Sasha and O'Riley, having seen slavery up close, do not want to trade one form for another, even for the wealth of a world. They agree to do as The Last Olmec instructs them.

In the meantime England has made Morgan Governor-General of Jamaica and he is starting to see the wealth and power the SwRm promised. He still wants revenge for Shaka's burning the Book, but can't go after him due to the pirate code so he breaks the truce he has with The Maroons, increasing the war against them. He captures Sasha, in an ambush, when she is traveling with Shaka, O'Riley and Maroon warriors back to the Maroon compound after selling all their worldly goods in Port Royal. Morgan's men steal the proceeds and kidnap Sasha. He plans to add her to his harem in an elaborate "marriage" ceremony (she will be in chains) designed to humiliate Shaka and The Maroons.

Shaka once again turns to the Last Olmec and Queen Nanny.

As the marriage ceremony is about to take place Shaka, and a small band of Maroons led by Queen Nanny (whose Obeah powers are on full display), stage a daring rescue of Sasha and some other captives. As they gallop away, the earthquake and tidal wave predicted by The Last Olmec and promised by the SwRm begins to convulse the city. The sand on which Port Royal is built liquefies and swallows much of the city. Most of the city's inebriated populace perish but Morgan and a few of his henchmen (helped by The SwRm) survive ....

The movie ends with The Last Olmec, Shaka, Sasha, O'Riley and Nanny seeming to ride their horses across the sea into the blood moon that is rising over Port Royal. It is a Vortex opened by The Last Olmec to escape the horrendous disaster. The Vortex opens into the

stronghold where The Last Olmec and Shaka, Sasha, O'Riley and Queen Nanny will continue their resistance. Morgan and his men try to follow...

#### Plot Summary (Long Version)

Movie begins in the present with the fictional trio, Shaka, Sasha and O'Riley, on the last date of a Tribute to Hip Hop Tour that has crisscrossed the country.

As the camera moves from the back row of the hall where the group is playing, closer and closer to the stage, we can feel the excitement and begin to understand the enduring power of popular music. The artists are the audience and the audience is each artist, they dress alike and move alike.

The Trio performs their hit single, also the theme from the movie, to a frenzied response. The audience knows that this song, since it is the group's latest hit, signals the end of the concert.

At the end of the song the Trio appears to elevate from stage straight up into the sky. The audience thinks it's a stage trick and stands screaming for more. The Trio does not return.

They have been transported to The Hivel, cocoon of The SwRm who dropped out of hyper-space some 10,000 years ago. Now they are ready for The Joining, but their ancient biotech has failed and they can't wake up their army. They recruit Shaka, Sasha and O'Riley to find an original copy of The Book of Skulls, in which SwRm believe secrets of immortality have been hidden.

The trio is transported through The Vortex to an alternate Earth to a slave ship loaded with human cargo – heading for Jamaica. The ship has been caught in one of the annual hurricanes and blown off course. By now it should be in the safe harbor of Port Royal, instead it is being blown toward the treacherous shoals of the north coast.

The captain is worried for two reasons: even if the ship should survive an unscheduled meeting with the shoreline, the north coast is also the undisputed territory of the Windward Maroons, fierce Coromantee warriors from Africa's Gold Coast who TOOK their freedom when

the British stole Jamaica from the Spanish in 1655. Thirty years of attacks by the British army have done little to subdue the Maroons, who rule their mountain Kingdom from a magnificent stone fortress built in the style of Great Zimbabwe. The Maroons routinely raid the coasts and are always on the lookout for ships that run aground in the unpredictable hurricane season.

In the hold of the ship, Shaka and Sasha are in this reality Yoruba warriors captured in battle and sold into slavery. O'Riley is also on the ship (though not in the hold). In this reality he is a criminal being shipped to Jamaica for 7 years of indentured servitude.

Shaka, Sasha and O'Riley are nearly traumatized by their new circumstances but The Last Olmec reaches out to strengthen them. Even though they have just arrived they share the condition of their fellow captives. In the hold, the terrifying torrents of unrestrained sea water is made worse by the nearly absolute darkness and the terrible creaking of the ship as it bucks and heaves for its life against the sea.

The captain realizes that in order to save the ship he's got to lighten the load by throwing some of the human cargo overboard. To do so, he must unlock the chains and risk an uprising. It's a dangerous choice, so the captain decides to start with the weakest, the women and children. Several dozen are thrown overboard before one of the women (Sasha) leads a charge against the key keeper that is successful because of the darkness, and the violent pitching of the ship.

With keys in their control, the Africans free more of their brothers and sisters and try to take control of the ship. It's too late. The rocks of the north coast meet the hull and begin grinding it into kindling. The ship's crew decides to take their chances with the sea.

Shaka is among those who have been freed, but many others are still trapped in their chains. The hold begins to fill with water and the screams of the trapped rise above the howling of the storm. Shaka manages to get the keys and dives frantically into the churning waters of the hold trying to save others. The water is almost up to Shaka's head and in order to free anyone else, he must go underwater, find the lock in the darkness and avoid the maddened thrashing of a drowning victim. Lungs nearly bursting, he is only able to do this a few times before the ship breaks up. He escapes on floating debris. Many Africans drown, still locked in their chains.

The next day dawns bright and sunny with hardly a trace of the previous night's violence, that is until you look at the beach. It is littered with splintered wood and broken bodies, some of them dead, others barely alive.

Shaka, Sasha and O'Riley are among the stunned and dazed survivors. As they begin to make out their surroundings, they realize that they are not alone. Striding through the wreckage are Africans dressed in an unusual combination of traditional Coromantee war regalia and close fitting armor.

These are the feared Maroons and they are busy putting the few British sailors out of their misery while looking to salvage what they can from the wreckage. The Maroons round up the surviving Africans and O'Riley (spared because Shaka and Sasha speak up for him) and lead them off into the mountains, passing through a beautiful region of spectacular waterfalls.

The Maroons use the impregnable geography of the mountains to their advantage in their war against the British, building defenses in the narrow passes leading to the plateau where they have built their fortress.

The new arrivals coincide with the first ever Unity meeting between the Windward Maroons of the Eastern Plateau and the Trelawny Maroons of the Western Plateau.

The meeting has been called to formulate a strategy. Since the Maroons have built an independent Kingdom, they now must decide if they should dig in against what is certain to be endless attacks from the British or if they should help the British control the region by acting as a mercenary force against their former captivators, the Spanish, now the richest country in Europe with gold plundered from Mexico and South America.

The meeting is pure African revelry, a combination of traditions from the different Nations and tribes. There are tests of strength and weapon handling and of course a great deal of feasting and dancing. The conference ends without a change in policy. The Maroons continue to harass the British, raiding plantations, freeing slaves and scavenging the north coast for wrecks. Shaka and Sasha are accepted into this brotherhood of freedom fighters and soon become

adept at the fighting methods the Maroons have adapted, a mixture of traditional African tactics with African and European weapons.

Six months go by. Shaka, Sasha and O'Riley want to get back to Earth 2020 and realize that to do so they must find the Book of Skulls. The SwRm have appeared to them, wraith-like with instructions on how to find the Book, by joining the pirates who are planning a raid of The Temple of the Skull. Shaka and Sasha go to Nanny, The Maroon Queen and an Obeah Woman, to get her blessing by saying they want to get gold for The Maroon cause. They bring up the legend of The Book of Skulls. It has been whispered about in stories told around the Maroon cooking fires at night.

Nanny tells them The Maroons have everything they need and warns that, while there are some free Africans among the pirates, as Maroons, Shaka and Sasha risk enslavement by the British, as prisoners of war. Nanny tells them that the pirates are depraved killers, the offal of the human race whose only allegiance is to gold. Nanny gives Shaka and Sasha a bag of potions and tells them how to use it to protect themselves. They leave the fortress with O'Riley.

Port Royal is a stunning city of fabulous wealth - guarding the entrance to the best harbor on the island. It is a city built on plunder: gold stolen from galleons on their way back to Spain and labor stolen from Africa forced to work the Jamaican sugar plantations. Both exports are beginning to enrich Britain.

Port Royal is a pirate city, famous for debauchery: drunken orgies in the brothels fueled by rum and the Peruvian coca plant. The British tolerate the pirates because they prey only on the Spanish and because they spend their loot freely in Port Royal. In just a few years the gold they've stolen from the Spanish has turned the location from a collection of huts along the beach into a walled city of fine two- and three-story brick houses on cobbled streets. From all over the world, the finest artisans, coach-makers, goldsmiths, courtesans and indentured servants have poured in, eager to meet the pirate's needs and bizarre tastes.

The Maroons know of a sheltered cove, near Port Royal, the pirates are said to frequent. When they get there, they find pirates having a picnic/orgy. A goat has been prepared for roasting. Bottles of wine are strewn along the banks of the river, along with various items of

clothing and food, while the pirates and their women frolic in the waist high water in various trysts.

The Maroons stay hidden and watch in fascination. Suddenly a monstrous alligator rears up from the river, attacking the pirate captain's woman and dragging her under. The alligators have been attracted by the goat, and a second reptile goes after the half-naked captain who is frantically trying to get to his broadsword, left behind on the banks of the river.

None of the other pirates are close enough or lucid enough to get to him in time but The Maroons from their positions are. Without thinking, they swing down and dispatch the monsters with their swords. It's too late for the captain's lover but the pirates gut the alligator, removing the woman's head, then skin and eat the alligator as part of their feast, which has barely been interrupted.

The captain offers The Maroons a small bag of gold as a reward for saving his life. When Shaka, Sasha and O' Riley ask to join, the pirates laugh at them, demanding to know who they are, how many men they have killed and how they were dispatched. They are especially menacing toward Sasha whom they assure the trio would not be "safe" on a pirate ship. Shaka and Sasha say who they are but neglect to say they're Maroons.

They use the name of one of the plantations they've raided, to explain where they've escaped from. They try to make the point that pirates, and escaped slaves have the same thing in common as outcasts.

The pirates don't buy into this. They suspect that Shaka and Sasha may be Maroons and are suspicious of O'Riley being in their company. They surround them menacingly taking turns telling them stories of the number of men THEY have killed and how they did it. The tales are gory and include accounts of mutilation and mayhem that verify the Maroon impression of the pirates as little more than butchers and thieves.

When it's over the pirate captain declares that if Shaka and Sasha can prove themselves as fighters, they'll be allowed to stay since the pirates are planning a big raid that will require all the manpower they can get. They don't offer the same test to O'Riley.

The pirates square off on the beach and test the young Maroons fighting skills which include a form of hand to hand fighting from West Africa that becomes known in the Islands and South America as the Capoeira (The Dance of War). Satisfied that they can hold their own, the pirates give them a conditional acceptance, contingent on their performance on the upcoming raid. The captain warns his men not to touch Sasha and she and Shaka threaten to kill any man who tries.

As it turns out, the pirate captain is piloting Henry Morgan's ship. Morgan has been the unofficial "leader" of the buccaneers for more than thirty years, piling up pillage like no one before him. His reward is to be made "Governor-General" of Jamaica and, in his first act as Governor, he is setting out to prove that pirates can fight as well as a "trained" army/navy. His plan is to attack Panama City with an armada of pirate ships.

Panama City is the chief city of Spain's American empire. Here the gold and silver, brought by ship from Peru is transferred to a mule train where it is trekked through the jungle to the Atlantic coast. From there it is sent to the royal mint in Mexico City or directly to Spain.

Shaka, Sasha and O'Riley join the crew on Morgan's flagship, part of a pirate armada of 36 ships and more than 2,000 buccaneers. The pirate captain intends to use Shaka and Sasha as contacts with other Maroons who live in the jungles around Panama City in an area called The Valley of the Serpent. Morgan believes those warriors can help lead him through the jungle to Panama City.

Three days into the voyage, The Maroons are summoned to Henry Morgan's cabin where the captain and Morgan announce to the trio that their transparent deception has been uncovered. Morgan declares however that if they help the expedition by contacting the Maroons of Panama, Shaka, Sasha and O'Riley will be given the same share of the loot as the other pirates and will be able to live in Port Royal in freedom. They quickly agree.

The next night Shaka overhears a conversation between Morgan and the Pirate Captain in which Morgan reveals his official cover story for wanting to attack Panama City.

It seems that the British Crown thinks that all the Indians: Aztec, Inca or Maya, whom the Spanish have replaced as rulers of Mexico, Central America, Bolivia and Peru, believe in a sacred book called the Book of Skulls. They believe it can foretell the future and even though they once kept busy making war on each other to get captives for ritual sacrifice, The Book of Skulls is considered a higher authority then even the local priests.

The Book of Skulls is said to be interpreted by a secret dynasty of priests, who no one except the local priests ever see. The keepers of The Book of Skulls are said to be descended from the Olmecs (people who sailed across the sea thousands of years before Columbus and left their images carved as huge stone heads across the region). The Book of Skulls is said to have foretold the coming of Cortes, to the very day, and predicted the destruction of Aztec/Inca/Mayan civilization.

The British Crown has heard rumors that while the Spanish made it seem that they burned all of the Aztec/Inca/Mayan books as "tools of the devil" and killed many of the priests connected with the practice of human sacrifice to the sun, copies of the Book Of Skulls still exist along with the protected priest cult that can read it.

The reason they still survive. The Book of Skulls and its priesthood is really a cover the Olmecs devised to control the gold and silver of Central and South America. The book contains the location of all the gold and silver mines, written in secret code.

The original Olmecs disappeared into the mists of history, but the secret priesthood remained, and Morgan is convinced that when the Spanish conquered the Indians, they found out about the Book of Skulls and its priesthood. The British Crown is certain it is what leads the Spanish to the riches they are currently exploiting, and the British want that wealth for England.

Morgan, at the directives of The SwRm, has his own reasons for wanting the Book. Morgan's spies have found out that the last remaining Temple of The Skull is near Panama City and he intends to find it using the raid as a cover. If the Book of Skulls exists and he can capture it, it will enable Britain to supplant Spain as the dominant power in the New World. If it has the secrets the SwRm wants, it will make him even more powerful in their service.

The pirate armada overwhelms the Spanish fort at San Lorenzo near the mouth of the Chagres River. They plant the English flag on the battlements and head upriver where they

leave the ships, transfer into smaller boats and continue toward Panama City. As expected, Shaka and Sasha are able to make contact with the Panamanian Maroons, who are eager to help attack the Spanish.

Like Port Royal, Panama City is built on slave labor. Most of the 6,000 inhabitants are Africans and Indians and the Maroons desperately want to free them. The Maroons agree to help the pirates, showing them shortcuts, jungle survival skills and ingenious entrapments used in their wars against the colonizers.

When the pirates emerge from the jungle, they find the Spanish waiting, led by their military commander, Don Juan Perez at the head of twelve hundred soldiers and 400 mounted cavalry. Morgan tricks them by faking a retreat and then standing his ground to cut down the inexperienced Spanish defenders who fall for his ploy. Half the defending army is wiped out, while Morgan only loses a few of his men.

As they march toward the city, it is wracked by a series of explosions as the inhabitants, following the orders of Perez, set off barrels of gunpowder rather than let the city fall to the British. The night sky is lit up by the burning city, as the pirates frantically try to capture those inhabitants who have not fled into the jungle.

Among those captured is Perez, who is stopped from taking his own life. The Maroons take great pleasure in making him a slave and forcing him to reveal the location of the gold. Through torture, they learn the shipments of gold and silver, that normally are in the city, have been taken to the whispered about stronghold, the Temple of the Skull.

Perez claims the temple is in a region of forbidding mountains and treacherous jungle valleys a week's march from Panama City. He says the "only" way to the temple is a narrow path that winds through an area the local Indians call the Mountains of the Bats – since they are infested with large bats that like to suck a man's blood as he sleeps. He says the river valleys are the home of large snakes called Anaconda, which can swallow a sleeping man.

Some of the pirates are ready to turn back and settle for the little gold they have found in Panama City. But Morgan is more concerned about a Spanish ambush in these narrow passes than he is with devil bats or killer snakes, so he takes Perez and other captives as hostages.

Morgan goads his men (who still don't know the real reason for the raid) into following him. Shaka and Sasha's experience in the Jamaican mountains, along with information forced from Perez, provides the intelligence to find the Temple.

The pirates reach the Temple after an arduous trek in which some men are lost to the steep ravines in the mountains and others to the large Anaconda snakes in the jungle river valleys. When they get to the area surrounding the Temple, they see why the fortress is considered impregnable.

The Temple is built on a sloping plateau surrounded by high unscalable mountains. (Think of Masada with a mountain behind it, even better look at the lost Inca city of Machu Picchu). A waterfall, fed by a mountaintop source, descends a series of small hills which make up the mountain, unto the sloping plateau where it forms a narrow but swiftly flowing stream. The stream empties into a deep valley through a waterfall that appears to burst through the canyon walls.

The temple walls are built against the hills, protecting the source of water. The temple itself is built around the narrow but swift flowing stream, almost to the point where the stream disappears into the cracks and crevices of the plateau. The temple appears impregnable. It looks fearsome, with the skull motif a prominent part of the architecture, the design is clearly of another era, more akin to the sacrificial pyramids found in other parts of the region, than to anything built by the Spanish.

Shaka and Sasha recognize the geography of the area and realize that the soft rock that makes up the plateau is like the area they know in Jamaica - subject to erosion by such a swiftly flowing stream. They reason that since the stream appears to burst out of the canyon walls, over time it could have changed course, leaving underground caverns that might be overlooked and could be unquarded.

Under cover of night, Shaka, Sasha and O'Riley climb up the waterfall. In the face of the plateau, hidden by the waterfall, they find what they're looking for, a series of caverns and caves (some barely big enough for a man to squeeze through) which lead into the hills directly above the temple. The Maroons lead the others through the caverns and surprise the Spanish defenders, quickly overpowering them.

Shaka, Sasha, and O'Riley are part of the group that (aided by some of Nanny's innovations) fight their way into the inner recesses of the Temple until they find themselves in the Chamber of the Crystal Skull. There, sitting at the Altar of Blood, surrounded by the treasure from Panama City, they find the keeper of the Book of Skulls, an Olmec priest who is the last descendant of the Priests who are said to have brought civilization to the Indians of Central and South America.

Shaka, Sasha are shocked by the Olmecs' appearance as he is very old and looks like a mixture of Asian and African. Locked in his arms is a book: The Book of Skulls. The invaders surround him warily at a respectful distance, keeping an eye on a robed assistant who stands by the black draped windows, a crystal skull in one outstretched hand. The invaders start to move toward The Olmec but are blocked by a force field he commands, paralyzing them in mid stride as they reach toward him.

The Last Olmec welcomes them in a deep sonorous voice that belies his age. He says he knew they were coming and has a message for them. All great civilizations have their time and with his powers almost spent, The Olmec says his time is ending. He has enough power to keep his attackers at bay while he prepares to join his ancestors. He says he is happy to see the torch passing from the Spanish, whom he calls barbaric enslavers. He has little good to say for the English, Dutch, Portugese or French whom he considers equally barbaric.

As the Last Olmec, he says it's his responsibility to pass on information to Shaka and Sasha, fellow Africans. He tells them that The Maroons have a great destiny to protect the world. He says the pirate invasion will force him to destroy the last copy of the Book of Skulls. From now on, anyone who wants to find the rest of the gold mines in North and South America will have to do it without the Book.

He reminds them of what happened on the earth they come from. Within roughly 200 years of the first Maroon uprising, The Spanish had lost most of their American empire. The British had lost theirs too. He reminds them that The Maroons had spread their tactics throughout the Caribbean, forcing the great empires of Europe to give up large tracts of land to a new empire in North America that promised equality for all. He reminds them that the first Maroons of earth pre-dated the Jamaican Maroons by nearly 150 years, Africans brought to the eastern coast of North America by the Spanish in 1512, who promptly escaped and went to live with the indigenous people. He tells them that The Name Maroon became a symbol of resistance to slavery and that The Maroons of Jamaica spread their fighting tactics to Haiti and North and South America, established free settlements and fomented endless rebellion. He tells them that any oppressed people who resist can look to the example set by The Maroons.

The Olmec tells them that the information in The Book of Skulls is too great and that Shaka must help him destroy it to keep it from evil hands (Maroons don't know about Morgan's turning).

The Olmec tells them that countless "natural" disasters throughout history have been caused by The SwRm, who arrived 10,000 years ago to establish themselves as gods, creating disasters and wars on earth of the Dimensional Center, to keep humans in fear. Now The SwRm is seeking the knowledge of The Book to awaken their fellow travelers to invade the earth and travel through The Vortex to other earths. He warns The Maroons that The Book must not fall into SwRm hands or life on earth, as they know it, will end.

The Olmec then nods to his assistant who raises the Crystal Skull higher. The Skull is hundreds of years old, made of pure rock crystal, hewn from a single piece. The assistant goes to a window and throws open the curtain to catch the rays of the sun which has come up over the mountains. The skull catches the first rays of the rising sun and the assistant focuses them on The Olmec. He explodes in flames and the force field collapses. Shaka is first to reach The Olmec as he burns alive regally immobile surrounded by the splendor of his plundered empire. Shaka throws the assistant down, rips down the curtain and using it as protection plucks the smoldering book from the clutches of The Last Olmec. Morgan (who has been delayed in the ongoing fighting outside the Chamber) suddenly bursts into the room and reaches for The Book. Shaka makes his decision, he throws The Book back into the flames which quickly devour it.

Morgan and the pirates return to Port Royal in triumph. Shaka, Sasha and O'Riley are fully accepted by the pirates because of their actions in Panama City. Morgan is still looking for revenge against Shaka, but can do nothing to break the pirate code. Shaka, Sasha and O'Riley's share of the loot, and their participation in subsequent raids, make them comparatively richer than they had been as the biggest act in the world and they resolve to enjoy it while they can. Shaka and Sasha live together in a fine home in Port Royal, their days as Maroon warriors seemingly forgotten. O'Riley has his own house. They all think they can hide in the teeming masses and nonstop party that is Port Royal.

But all is not well. The SwRm have followed them wraith like through The Vortex DEMANDING compensation for the destruction of The Book. With no physical bodies, The SwRm can only travel through the Vortex for brief periods in wraith-like form. They can also send destructive probes. They tell The Maroons that they have a choice, proclaim them (SwRm as Gods) by predicting the destruction of Port Royal, which they will cause. Become their followers to rule on this alternate earth. Or never see earth 2020 again.

They do not make the same offer to Morgan as he is already in their thralldom and they require "willing" followers who are not inherently evil.

The Maroons realize they need help. They return to the Maroon fortress and seek out Queen Nanny. In her throne room she calls up the presence of the Last Olmec, whose "death" was just a ruse to deceive the SwRm and their lapdog Morgan. The Olmec is actually a Protector, who has battled the likes of the SwRm through the ages. He too can travel between dimensions. He tells Sasha, Sasha and O'Riley that they have a choice, accept the Alien offer or join him in resistance. Shaka, Sasha and O'Riley having seen slavery up close, do not want to trade one form for another, even for the wealth of a world.

The Last Olmec tells them they must return to Port Royal and sell everything they own as Port Royal will be swallowed by the sea in a disaster that will claim nearly every life. It will be a demonstration by The SwRm of their power.

On their way back to the Maroon highlands, the Maroon war party is attacked with overwhelming force, in an ambush set by Morgan and carried out by his henchmen. They steal the proceeds from the sale and kidnap Sasha, taking her back to the doomed city.

Morgan has a large harem, but being lustful and greedy he is always looking for new women. Morgan plans to add Sasha to his harem in a mock "wedding" designed to humiliate Shaka and The Maroons by having her walk down the aisle, in chains, as part of her "wedding" attire.

As the marriage ceremony is about to take place Shaka, and a small band of Maroons led by Queen Nanny (whose Obeah powers are on full display), stage a daring rescue of Sasha and some other captives. As they gallop away, the earthquake and tidal wave predicted by The Last Olmec and promised by the SwRm begins to convulse the city. The sand on which Port Royal is built liquefies and swallows much of the city. As Shaka, Sasha, Nanny and O'Riley reach the safety of the low-lying hills above Port Royal, they turn again just in time to see the earth convulsing in a paroxysm of rage as brick collapses unto flesh burying 8,000 souls. The earth opens to swallow Port Royal and a whirlpool forms as the sea is sucked hissing into the innards. Seconds later the violent earth/sea slurry vomits out brick, sand, wood, and broken bodies.

Most of the city's inebriated populace perish but Morgan and a few of his henchmen survive, protected by The SwRm in a force field that bounces across the carnage.

The movie ends with Shaka, Sasha, O'Riley and Nanny seeming to ride their horses across the sea into the blood moon that is rising over Port Royal. It is a Vortex opened by The Last Olmec to escape the horrendous disaster. The Vortex opens into the stronghold where The Last Olmec and Shaka, Sasha, O'Riley and Queen Nanny will continue their resistance. Morgan, guided by The SwRm, is taking up arms to follow...

#### Followup chapters

- 1. Maroon Island: Rise of the Shadow Gods (As detailed earlier in bible. Tells how the SwRm got exiled in space. Their destination was always Earth).
- 2. Maroon Island: Behold The Double Sun (sequel set after Maroon trio have joined The Last Olmec in the unending resistance to the SwRm. In this episode SwRm is crafting a device to launch as a second sun (my variation on the idea of igniting Jupiter by Arthur C Clarke). This is a Proximity Weapon that the Maroons and Last Olmec must stop the SwRm from perfecting. It is based on a device the Chinese are actually building now.
- Maroon Island: The Gates of Infinity. SwRm design another Proximity Weapon, seeking to deploy, as a Destructor, the Black Hole technology they use to open The Vortex, (wormhole between universes). Maroons and Last Olmec must destroy The Destructor.
- 4. Maroon Island: Queen Nanny Conqueror How The Last Olmec introduced Queen Nanny to the Conflict.
- 5. Maroon Island: Notes For an Iron Baptism the SwRm create their most fiendish concoction, the Iron Baptism a vault in which all the cells in a human body are transformed into a solid mass, while keeping the body "alive" conscious and immobile. They plan to use it as a way of conversion. The Maroons/Last Olmec must destroy it.
- 6. Maroon Island: The Doomsday Clock a 2000 year old computer that can predict earthquakes. The SwRm wants it as it can be reverse engineered to make earthquakes an even more destructive force than the device The SwRm currently possesses.

https://www.theverge.com/2017/5/17/15650210/antikythera-mechanism-discovery-anniversary-analog-astronomical-computer

#### **FOOTNOTES**

- 1. Video Game Engines in Movies
  - https://getpocket.com/explore/item/how-video-game-engines-help-create-visual-effects-on-movie-sets-in-real-time?utm\_source=emailsynd&utm\_medium=social\_
- 2. 2025

https://variety.com/2019/gaming/news/video-games-300-billion-industry-2025-report-120 3202672/

Sony/Microsoft 2019
 <a href="https://variety.com/2019/gaming/news/playstation-microsoft-partnership-follow-12032217">https://variety.com/2019/gaming/news/playstation-microsoft-partnership-follow-12032217</a>
 67/



# PlayStation Team Caught Off Guard By Sony, Microsoft Deal (Report) – Variety

Last week, Sony and Microsoft surprised the gaming community by announcing a strategic partnership where they will work together on cloud technology. Apparently, no one was more shocked than the ...

4 (Al and Future Video Games (2019)

https://onezero.medium.com/in-the-future-video-games-will-care-about-you-2bc852357d0b

#### (5) Does Consciousness Pervade the Universe?

Does Consciousness Pervade the Universe? | Scientific American

#### (6) China's Artificial Sun

https://www.abacusnews.com/tech/chinas-completed-artificial-sun-start-operation-20
20/article/3039424?utm\_medium=email&utm\_source=mailchimp&utm\_campaign=enlzabacusnews\_chatbox&utm\_content=20191127&MCUID=1808c208de&MCCampaignID
=2c07f16640&MCAccountID=3775521f5f542047246d9c827&tc=15



China's completed 'artificial sun' to start operation in 2020

China's HL-2M nuclear fusion device burns with the power of 13 suns

www.abacusnews.com

#### (7) Pinhead/Hellraiser

https://en.wikipedia.org/wiki/Pinhead\_(Hellraiser)



## Pinhead (Hellraiser) - Wikipedia

Pinhead is a fictional character from the Hellraiser series, first appearing as an unnamed figure in the Clive Barker novella The Hellbound Heart. The name "Pinhead" is derived from a sobriquet given to him by the crew of the first Hellraiser film; he is first credited as such in Hellbound: Hellraiser II.Nearly thirty years after The Hellbound Heart was published, the character was given the ...

en.wikipedia.org

https://www.google.com/imgres?imgurl=https://vignette.wikia.nocookie.net/hellraiser/images/a/a5/Pinhead\_Hell\_Priest.jpg/revision/latest?cb%3D20190605194826&imgrefurl=https://hellraiser.fandom.com/wiki/Pinhead&tbnid=Zl3rfe0aFLp1gM&vet=1&docid=UwAGOpbJZRqn6M&w=528&h=396&q=nailhead+character&source=sh/x/im

#### (8) Crystal Skulls (INDIANA JONES)

https://www.google.com/search?q=skulls+from+Kingdom+of+the+crystal+skull&client=firefox
-b-1-d&sxsrf=ACYBGNRWX19O\_ZZ4RWJ1kdqqbT54wrPUow:1576349172242&tbm=isch&sour
ce=iu&ictx=1&fir=NtbUVLQphNXTfM%253A%252CVl6UyO1r1vP4DM%252C\_&vet=1&usg=Al4
\_-kRF72UQsuHtPjuogqYY5R6\_3L1UMQ&sa=X&ved=2ahUKEwjG8c-j5rXmAhUxnOAKHZHyCx
MQ\_h0wlXoECAqQBQ#imgrc=NtbUVLQphNXTfM:

#### (9) DC Comics Multiverse

https://www.youtube.com/watch?v=Fi69xfnI0ho



CRISIS ON INFINITE
EARTHS Final Trailer [HD] The
Flash, Supergirl, Arrow,
Batwoman

www.youtube.com

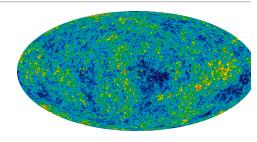
#### (10) Entrance to Parallel Universe

Scientists at Large Hadron Collider hope to make contact with PARALLEL UNIVERSE in days | World | News | Express.co.uk

#### (11) Dark Energy

https://science.nasa.gov/astrophysics/focus-areas/what-is-dark-energy

#### https://en.wikipedia.org/wiki/Dark\_energy



### Dark energy - Wikipedia

In physical cosmology and astronomy, dark energy is an unknown form of energy which is hypothesized to permeate all of space, tending to accelerate the expansion of the universe. Dark energy is the most accepted hypothesis to explain the observations since the 1990s indicating that the universe is expanding at an accelerating rate.. Assuming that the concordance model of cosmology is correct

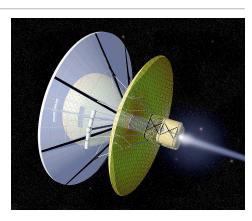
...

en.wikipedia.org

#### (12) The Hive and Ramjets

https://www.google.com/search?q=the+vessel+at+night&client=firefox-b-1-d&sxsrf=ACYBG
NQUz6ux9glByk-8\_MRGx0mUZpEKBQ:1577157746714&tbm=isch&source=iu&ictx=1&fir=SeZ
3u3sP7VapBM%253A%252Cz2w5LO\_WNVUtwM%252C\_&vet=1&usg=Al4\_-kQK60YdqIEEeeh
rowNlj2X0zgJ9Ug&sa=X&ved=2ahUKEwi-q\_25qs3mAhUvxVkKHbtjCClQ9QEwFXoECAUQLA#
imgrc=SeZ3u3sP7VapBM:

#### https://en.wikipedia.org/wiki/Bussard ramjet



### Bussard ramjet - Wikipedia

The Bussard ramjet is a theoretical method of spacecraft propulsion proposed in 1960 by the physicist Robert W. Bussard, popularized by Poul Anderson's novel Tau Zero, Larry Niven in his Known Space series of books, Vernor Vinge in his Zones of Thought series, and referred to by Carl Sagan in the television series and book Cosmos.. Bussard proposed a ramjet variant of a fusion rocket capable ...

en.wikipedia.org



# When Ramjets Ruled Science Fiction | Tor.com

The near stars could be reached in only a few years, vast expanses of the Milky in about half a career. Even the nearer galaxies could be reached in less time than it took to go from Ferdinand de ...

www.tor.com