

STORY SYNOPSIS for 'MAIN SCENE'

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(excerpted from IIDENT, a feature film)

In the future, identity is everything.

In the year 2048, at the end of the North American War, the United States, Canada and Mexico are no longer separate countries but a massive area known as the Five Territories, controlled by The Confidence, a government body that maintains control of its population through the use of IIDENT, a bio-electric identification system that is implanted in the body at birth. The IIDENT implant records everything from a person's education, work history, and known associates to his or her credit rating and criminal record and no child born within the borders of the Five Territories is not recorded, implanted and tracked.

The Confidence maintains that the IIDENT system is 'hack-proof,' however the criminal underground (called Faktory) has found a way to steal clean IIDENTS (read: children) and sell them on the black market. By using human mules, whose own IIDENTS have been stolen from them (thus preventing their escape) the Faktory has grown into the boogeyman of the era. There is speculation that The Confidence is complicit with and perhaps even runs Faktory, but no proof.

The only place that still exists outside of the Five Territories is called Under, literally functioning outside of mainstream society *under* the massive waste dumps that surround the cities. Under is by no means utopic – food and resources are scarce; but in Under no one has been subjected to the IIDENT system and a life outside of the watchful scrutiny of The Confidence appeals to enough people to keep Under alive and kicking.

Living somewhere between these two 'worlds' are the escaped mules and the safe houses they operate. Hiding from both Confidence and Faktory alike, they rescue as many mules as they can and circulate their stolen cargo out into the black market. Our main character, Beta, is one of these mules. Kidnapped at age 12, her IIDENT sold and forced to be a mule for 6 years, Beta is on a mission familiar to many mules – the hunt for her own IIDENT and her eventual reunion with her family.

We encounter Beta the night she discovers who owns her IIDENT. After her safe house is compromised while she is delivering a cargo of recently extracted IIDENT contraband, she is forced to travel to Under to find help for the only survivor of the attack, a young doctor named Ryan. Pursued by both Confidence Proxies and Faktory agents through the labyrinth of Under, Beta becomes racked with guilt as those who continue to help her are hurt or killed. When Ryan is finally killed, she turns her vengeance onto the person who compromised the safe house, Emily, a young girl who posed as a mule to gain access to the safe house and reveal its location.

A media darling, prodigy, and the daughter of a highly respected Confidence Envoy, the traitor Emily becomes an unlikely ally to Beta when she is captured and reunited with her own IIDENT, which actually carries the potential for a self replicating, copy-able IIDENT – one that would eliminate the need for mules altogether in creating counterfeit identities.