



PROJECT THRUSH

T R A N S M E D I A S T O R Y



The story:

A GOOD

PLACE TO DIE

When a jaded teen girl's prisoner squad gets stranded on a planet infested with blood-thirsty aliens, she must fight to survive... and protect a king who despises her.

A STORY FROM ANOTHER DIMENSION



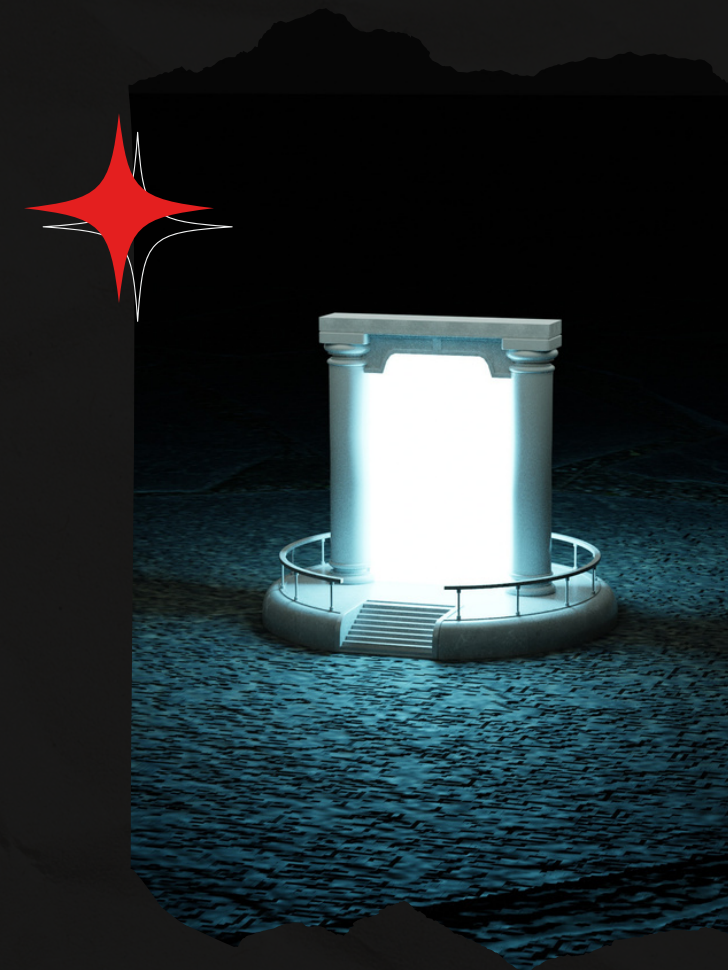
YOUNG ADULT

Parson, a teen girl



SCI FI / FANTASY

3042 A.D.



SHORT STORY

5,008 words

PORTFOLIO HUB

The Portfolio Hub gives readers a choice to choose their preferred starting point

A young adult sci-fi mystery unfolded over multiple platforms.

Pick a starting point; follow where it leads:

STORY

CAFE WALL ART



1 OF 3

POSTERS IN CAFES

BEST CHOICE BECAUSE: When the story wraps up, it leaves one loose thread in which Parson agrees to meet with a princess, Catherine, in a public cafe; however, unbeknownst to Catherine, meeting in public will get them killed by the dangerous Nightingale elite who watch. For this reason, Parson needs a way to catch Catherine's attention and communicate without making it obvious that she's doing so... a poster hung in the cafe.

STORY CONTENT: The poster features an unassuming picture of a nightingale that wouldn't catch most people's attention. However, this nightingale has a red "X" slashed across its eye, making it look dangerous or off. ("Nightingale" is the name of a space station and the dangerous governing body that runs it.) Beneath the bird is written "Nightingale: A songbird? While you sleep, they hunt." Below that, the poster reads: "Act natural. Call (769) 218-8237."

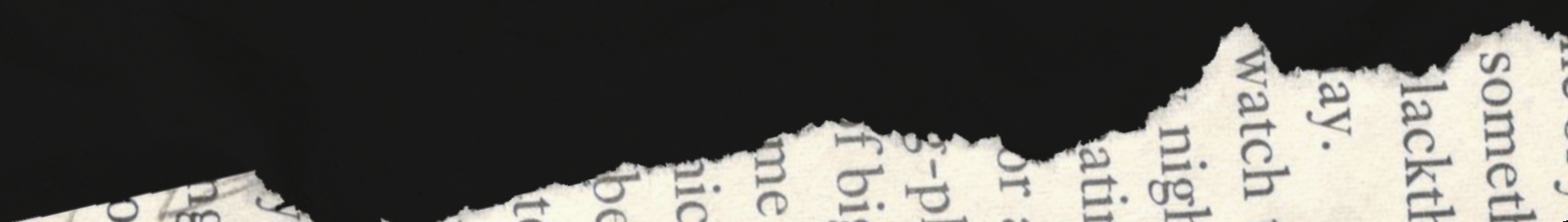
1 OF 3 POSTERS IN CAFES

ACCOUNT CHARACTER/ENTITY: The poster is created by Parson to communicate with Catherine.

IN-STORY MOTIVATION: Parson's sole purpose for the poster is to catch Catherine's attention without being too overt. She's planted the poster before their set meeting time, in lieu of meeting Catherine in person.

AUDIENCE DISCOVERY: The posters will be hung in cafes around Los Angeles as well as located on the back cover of the book. Copy from the poster can also be found in the Chat Fiction's description.

HOOK: Everything about the poster is *strange*—designed with an aura of intrigue, which should catch readers' attention. At its bottom is a call to action: "Act natural. Call (769) 218-8237."





2 OF 3

GOOGLE VOICE PHONE NUMBER

BEST CHOICE BECAUSE: Because this is a science-fiction/fantasy story set in a fictional space, things like social media and YouTube don't fit in the story world. A recorded message from a phone number works well because it's a simple connection point from the poster that quickly relays urgent and intriguing story details.

STORY CONTENT: The message will begin with "Catherine?" to establish early-on that this is a fictional story without having to outright say it. The recording will then tell listeners to "act natural" and walk them through key moments in which they should laugh, talk, or take a sip of coffee so that anyone "watching" won't know what's really going on. The message will then inform "Catherine" that she's in danger and describe why the speaker couldn't meet with her in person. The speaker will give her a link to an interactive map and the story itself. Lastly, the recording will tell the listener "Don't trust Nightingale. Don't trust anyone."

ACCOUNT CHARACTER/ENTITY: The phone number and recording belongs to Parson.

IN-STORY MOTIVATION: Parson has made this recording for Catherine to inform her that she's being watched, that Parson didn't show up because she couldn't, and to relay the link containing the story of how Catherine's brother really died and evidence to back it up.

AUDIENCE DISCOVERY: The phone number is listed at the bottom of the poster.

HOOK: Listeners will be hooked by the strange and urgent introduction telling them that they're being watched and guiding them through some quick responses to throw anyone watching off their trail.

3 OF 3

GENIALLY INTERACTIVE MAP

BEST CHOICE BECAUSE: "A Good Place to Die"'s world is a cross-section between futuristic earth and a fictional, alien-inhabited solar system. A map will not only help create a greater understanding of setting, but it will also hold vital story information that Parson would want to relay to Catherine about what's actually going on in the planetary system Catherine is supposedly head of.



3 OF 3

GENIALLY INTERACTIVE MAP

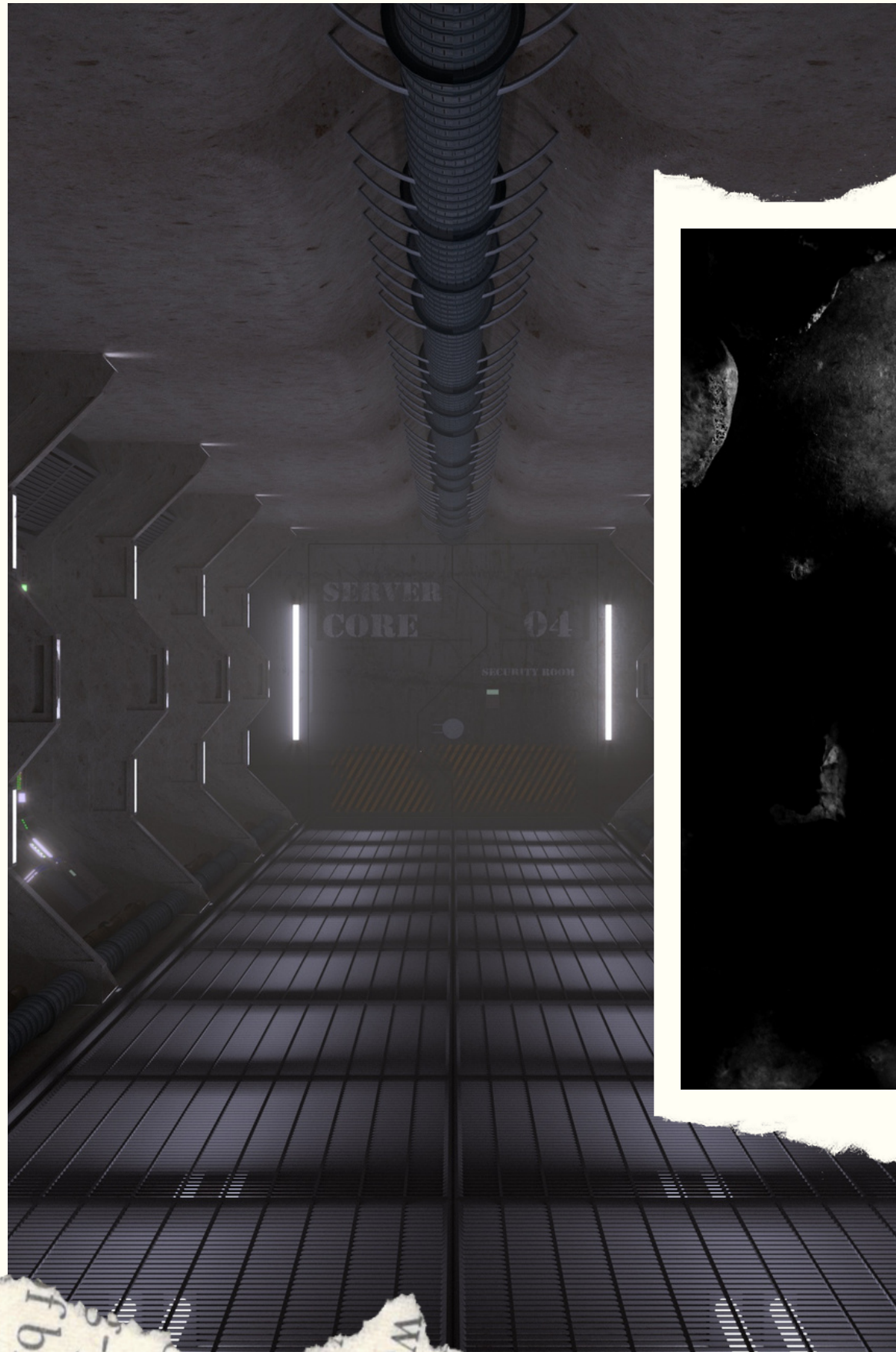
STORY CONTENT: The map will have about a dozen planets on it; five planets will have vital story information attached to them. Each begin with the planet's story as told by Nightingale. Below, will be the truth. The first four planets will contain brief pieces of information about the aliens that inhabited those planets before Nightingale's "diplomatic missions" destroyed them: the rough alien populace, alien traits, planetary traits, and Parson's account of how the planets were over-taken. Pictures will accompany at least several of these, depicting what the planet looked like pre-Nightingale, along with pictures of mass graves and destruction. The fifth planet is Indwen. Clicking on Indwen will uncover a sound bite in which Parson reveals the truth of Catherine's brother's assassination. Each of the five planets will have a large, red "X" drawn over them to show that they have already been successfully "colonized" (read: wiped out).

ACCOUNT CHARACTER/ENTITY: The map belongs to Parson and the few other underground rebels led by Commander Pierce.

IN-STORY MOTIVATION: Commander Pierce, Parson, and the rebels created the map to track Nightingale's missions. Their long-term goal is to protect the galaxy by stopping Nightingale's violent spread. Because Nightingale carries out their violent take-overs under the guise of diplomacy, the map is a rare and vital piece of evidence that stores the truth of their ruthlessness. Parson shares it with Catherine to help her understand the gravity of their treachery and to reveal Catherine's lack of safety on Nightingale's space station.

AUDIENCE DISCOVERY: The map is discoverable by a link given in a Google Voice recorded message.

HOOK: The interactive map will have clickable images and soundbites with captivating content. It will reveal information from both before and after the story's hub.



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PROJECT THRUSH

A GOOD PLACE TO DIE?

... WE'LL LET YOU DECIDE

