

Aug 14, 97

From: Dial
To: Da Boys.

Random Thoughts on Quinn Mallory's Brother:

As we brainstormed yesterday, the brother is a combination of Forrest Gump, H. G. Wells in "Time After Time," and Randy Quaid in "Kingpin."

Suggested name instead of Colin, something Biblical or at least 19th century: CLETUS ALLGOOD. Could call him Clete when he's being a hero, and Cletus when Maggie or Remmy want to rub it in that he's still a rube. Or JEREMIAH (Jerry), ADAM, AARON, RUEL, EARL, ABSOLOM, etc.

What we talked about yesterday was that he lives in a world that is completely non-industrial. The folks live simple lives like the Hamish, but there is no religious overtone to the society. The Industrial Revolution just didn't happen here. Technologically speaking this is about 1820 on Earth Prime.

No internal combustion. Horses, wagons, buggies, maybe big wheeled bicycles. Farmers plow behind mules. Water power grinds corn, etc. No electricity per se, but the principal is known from lightning, etc. (Maybe Cletus is the Ben Franklin of this world, a kind of tinker/inventor/scientist. He did Franklin's jar/key/kit experiment in a thunderstorm confirming in his neighbors' minds that he's totally nuts.)

This Los Angeles is a small town. For the most part, simple, good folks -- farmers on the outskirts, and tradesmen in the town -- a general store, blacksmith, grist mill, maybe a little restaurant/bar.

Cletus is well educated for the time. He finished high school with honors. Maybe there's no college, or it's too far away in some big city like Chicago. (The cities, like cities in 1820, were thought of as crowded, dirty, noisy, dangerous crime-ridden places.)

Cletus works as an apprentice tinker. He fixes things. IN a shed behind the shop he has his "lab." There he studies the great thinkers like Aristotle, Galileo, Copernicus, Kepler, etc. Also dabbles in chemistry and metallurgy. He keeps trying to invent things that there is simply no technology for. So he's frustrated a lot of the time. It ought to be possible to communicate from one place to another by stringing a wire (he's done this with strings and cans), but can't get the information to go through the wire more than thirty or so feet....have to find some kind of "force" to "push" the data along the wire. Cletus has studied James Watt and is experimenting with using steam power to make various things go -- a buckboard (problem here is that you have to carry so much wood and water the engine

Duplicate of Mom

can only move the thing a couple of miles an hour -- easier and faster to walk, but Cletus persists). He designs steam powered plows and reapers, etc. He's dabbled with a sewing machine driven by a treadle, a rotary printing press, also driven by foot treadle (he tried to hook the press up to a steam engine and blew off the roof of the shed); also has rigged up an enormous Rube Goldberg prototype typewriter, also foot operated; he's tried to solve the problem of keeping food fresh with vacuum canning and with ice, experimenting with all kinds of insulation to keep the ice from melting, and believes that there should be a way to use a steam powered compressor to create refrigeration; he works on ways to refine running water, has invented a complicated flush toilet but can't get anyone to try it -- looks dangerous; constantly working with clocks and watches and barometers trying to figure out the weather; has devised a key calculating machine based on the digital machine invented by Blaise Pascal, etc. etc...

Cletus is basically a good-hearted naif, curious enough and smart enough to get hip very quickly to the new worlds he will be exposed to. He has a sense of humor, but he's very literal minded. Irony is not his strong suit...i. e. Remmy: Boy, it's hot as hell down here. Cletus: Whoa, there, not according to my reading. Quinn: If the Kromagg get that new weapon, we'll be up to our ass in alligators. Cletus: Really? It can do that?

Probably won't take long for Cletus to go from conservative, bashful bachelor to Hawaiian shirted swinger if given the chance.

Another thought about Hamish World. Maybe tobacco's not a cash crop. No smoking. When Cletus first discovers this weird habit might be fun to see.

Various and sundry things that would interest, baffle or freak Cletus out: anything electric or electronic from phones to televisions, computers, etc.; ATMs; automobiles; airplanes; newspapers, magazines, especially Penthouse; topless bars; gambling, lotteries, etc.; anything medical from antibiotics to MRIs and x-rays; contact lenses; appliances; motorcycles; ball point pens; zippers; Coca Cola; cameras; telescopes; frozen food; fast food -- tacos, pizza, etc.; sushi; basketball shoes; lawn mowers; garage door openers; helicopters; plastics; gas stations;....it's endless.

Cletus' favorite food: pizza. He loves Starbuck's frozen cappuccino and gets really wired on the stuff. Loves dark glasses, all kinds. Favorite television show: "Nash Bridges." Is a big fan of Chris Farley -- "Hey, fat guys falling down are funny." Doesn't understand professional football, but is fascinated by it. They had baseball in his world, but indoor stadiums and 90 mile an hour fastballs are new to him.

As mentioned above, this is free association, meant as a point of departure to talk about this guy. Jump in and fool around with it.

"Oh Brother, Where Art Thou"

Man Jured

TEASER:

EXT. A FIELD. The Sliders slide in, having just come from "World Killer" world. Maggie wants to know how they're going to hook up with Quinn's brother. He could be anywhere on the planet. Quinn tells her that, using Quinn2s machine he input detailed coordinates to the timer that pick up on the brother's "sliding signature." (This is the data that Quinn used on the previous world to determine which people had slid there from Quinn2's world.) Colin would, presumably, be the only person on this world with such a "signature." The timer tells them they have only a few hours to find him. Suddenly a hang glider swoops up behind them from over the lip of a hill. It circles them a couple of times. Then a group of angry farmers comes running over the hill, waving hoes, pitchforks, maybe a shotgun. Something goes wrong with the glider, and it crashes into some bushes a hundred yards away. The Sliders head for it, to help out the pilot. His name is COLIN and he looks a lot like Quinn, but before they can talk, the angry farmers are bearing down on them. They're yelling at him for spooking their livestock with his flying machine. These guys are very angry, ready to run Colin out of town. The Sliders try to intervene and a scuffle breaks out. There is a gunshot, and the town sheriff has arrived to break things up. The farmers move away. The sheriff warns Colin that he's got to put a stop to his experiments, or he will have to leave town. "You've just about worn out your welcome here, Colin Mallory." Quinn realizes he's found what he's been looking for. After the others have left, the Sliders help Colin gather up his wrecked glider. Then, Quinn faces him: "I'm your brother." Colin is stunned at the idea.

ACT ONE

EXT. TOWN. Colin lives on the California coast, a fishing village. He's a tinker, general handyman, and town eccentric. On the walk back into town, the Sliders learn from Colin that technology here has not advanced beyond early nineteenth century, ethics and morals of the place are on a par with the technology. Religious, conservative, superstitious folks. Colin tells the Sliders a little bit about himself as they go -- he was born inland, many miles from here. His parents died in an epidemic when Colin was a teenager, and he has moved from place to place, finally settling here. Colin tells Quinn he must be mistaken about this brother business. Quinn says he has a way to prove it, and by this time they arrive in town.

A crowd gathers as they move along toward Colin's house, and it's clear that the ill will the farmers held for Colin is shared by his neighbors. The Sliders' dress and manner also attract a lot of attention, amount of attention, especially Maggie, whose

*bring
him?*

outfit is somewhat shocking to these people. This community is a matriarchy, and when accosted by the town's woman elder, MOTHER WHITSON, Quinn explains that they are from San Francisco, which sort of explains their attire. The matriarch tells Maggie that women here don't make displays of themselves. Maggie promises to cover up. We also meet Mother Whitson's daughter, SUSANNAH. Clearly she has a thing for Colin, and he for her, but she is being forbidden to see him again or go to his "chamber of horrors."

INT. COLIN'S PLACE. Combination living quarters/workshop/lab. We see various experiments in progress. Colin explains his research, and the sliders are impressed by his cleverness and invention. With these inventions, and with Colin's scientific bent, there is quickly a bond between Quinn and Colin -- Colin being a 19th century version of his brother.

Quinn is fascinated with this stuff, but Rembrandt reminds him that they have little time left on the timer. He'd better get on with it. Quinn says he can prove his brotherhood. Here's the deal: "Our parents left a special message for me, they must have left one for you." They want to know if Colin has any of his parents' stuff. Well, some. A big Bible. They look it over. Urgently, Quinn rips off the binding. "Hey!" They find nothing. Then there's the father's watch. Quinn pulls off the back. Colin getting more and more upset. "You're tearing up my stuff." Quinn starts feeling Colin's arms. "My earth prime mother had it concealed in her arm. Do you have a sharp knife?" "You're quite mad, aren't you," Colin tells him. Anything else? The mother's locket, and there is the microdot device. Quinn wants to put it on Colin's forehead. He fights at first, but gives in. the device is absorbed, and Colin goes on a little trip in his mind getting the parents' message. Now he believes.

Quinn then shows Colin the timer and explains their mission. Colin now wants to go along with the sliders and find the parents and home world, joining Quinn's mission.

"Do I have time to get Susannah? She can go with us."

Not really. Only minutes to the slide.

"Can I take pack some of my experiments?"

"There'll be plenty of things to experiment with where we're going."

"Do I have time to get Susannah. She can go with us."

Not really...only second to slide. Colin is torn. Do I go with my brother, or stay and try to win over the town and marry Susannah.

Rembrandt: "Those people will never understand you. Susannah's

mamma will never allow the marriage."

The vortex opens. Colin makes up his mind and makes the slide with the others.

They are dumped right into heavy traffic on the 405. Colin's first look at this new world is the frightening sight of a semi bearing down on him at sixty-five plus. He freezes in place. Quinn manages to pull him to safety.