

June 28, 1996

To: David, Tracy
 Fm: Nan

Re: Dream Masters -- Fax dated: June 28

 Here's my two cents on the new outline:

Overall note: It seems too easy for the Dream Masters to terrorize people. Can we set it up so that the more they invade other people, the greater the toll on the Dream Master's own mind? In a way, then, Geski's obsession with the Sliders is part of Geski's undoing. Just a thought.

Otherwise, I think this was much improved.

Specific Notes:

Teaser:

1. Isn't it a bit too coincidental that Wade is already having nightmares and sleeplessness -- before the confrontation with Geski? Or, I could buy it if on this world, there's something upsetting all of their sleep patterns and Wade is just more susceptible than the guys.
2. Why the strange POV, has the man been touched? And, if it's just the flashing of the palm that leads to the POV, why, when Geski flashes at Wade (twice) does she not experience this strange visual thing?
3. As soon as the Sliders aid the man, we should see Geski stop skating, turn around and snarl. He's livid that they're helping. And then it seems more threatening when he skates over to Wade and smashes the phone.

Side note on this, Wade's reaction would more fearful than furious. I don't believe women get mad at strange men who attack them. We usually retreat to protect ourselves (not that I've been attacked by a lot of strange men...)

4. When cop says it's a suicide. Our people should exchange a look. Suicide? That's the act break.

We don't need Rembrandt hating the place. We don't need to establish we're here for 4 days, especially since at the end of Act One, we want to buy the dream of the guys leaving without her and, also, a minor point, but I believe that as written, we're actually only here 3 nights.

ACT ONE:

Beat 2: Minor Note. What's the commercial for -- a game? A product? It just wasn't clear.

Act One/Cont'd:

Beat 3: If Wade is having trouble sleeping, why didn't they guys just her they're going out. And if she was asleep -- the guys would have left her a note explaining where they've gone.

Beat 4: Again, on the flashing on the palm, if it causes people to see weird things (w/out direct touching) Wade should experience this as well.

Beat 6: There's more of a contradiction in behavior if the Librarian, at first, is kind and helpful and then, when Quinn draws the symbol, she turns weird and kicks them out.

Beat 10: Again, if we're to buy the dream that they're leaving here, we can't set up that they're here for 4 days in teaser.

ACT TWO:

Beat 3: I don't think it's a good idea to use the phrase: "the two white boys..." -- even in an inhouse outline.

ACT THREE:

Beat 1: I'm still having trouble with the Wade being attacked part of the story -- mostly because, in the teaser, a man is attacked and dies instantly. But Wade, her attack lasts 5 beats and she's barely hurt.

I think we get the same thing if the guys awaken her at the hotel (saving her) and then take her to hospital, who can still refuse to help her because her injuries came from a Dream Master. Lujan can still come forward, etc, etc.

As written, Wade is asleep for all of Act Three. Do we really want to do that?

Beat 6: Quinn to Geski. Why is Geski so free with the back ground information on Dream Mastering. It makes no sense, especially if he knows from Wade that Quinn is a genius, to invite him into the group. Quinn, a good looking genius, should be a threat to this geek.

If you want to get info out, wouldn't it be more interesting if Quinn coned the guy, saying he wants to join. The guy tells him all and then Quinn belittles the geek. Then, the geek will want Wade and Quinn, which is more of a general threat to our people.

Beat 8: Rembrandt manages to beat the snot out of the Dream Masters... Without being touched by the guy's palm?? I really doubt this set up, unless Rembrandt does something clever to protect himself.

Act Three/Cont'd:

Beat 8: Also, Dr. Lujan puts them under with hypnotic suggestion. Do we want to bring that in as an element. Doesn't it suggest that our people are possibly confusing reality with suggestive mind states?

Also, why not just use gas, afterall Dr. Lujan does gas them later. Wouldn't it be better, more on point, if we know the later gas won't kill, but put them to sleep, making them vulnerable??

Beat 12: Feels like this is the act end. Better to go out on our people. Beat 13 should be moved to 4th act.

ACT FOUR:

Beat 2: Wade returning the WideAwake. This seems too convenient. After what they've just been through, she wouldn't want to go out.

Beat 3: Do we really want to go from attack to attack?

Beat 5: By now, I'm feeling like this attack stuff is too much and not that interesting.

Beat 9: Arturo saving Lujan. This seems too easy... a few lines save her? Why not establish something earlier between Arturo and Lujan, something personal about her. Maybe Arturo can use that to lure her his way.

Or, if we go with Geski losing power by doing too much Dream Mastering in a short period of time, maybe Geski's losing power here is what tips Arturo on how to beat him later.