

Echoes of Forgotten Memories

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Logline

When a small-town scientist accidentally uncovers the secret to time travel, she must use her newfound powers to uncover her boyfriend's past before the government finds them outside of their correct timeline.

Characters

Betsy M. Sinclair - Betsy (23), after graduating as Glenford Community College's Valedictorian, was scouted to intern for the top secret Department of Intermomental Travel, the 16th government branch. Quick-witted, intelligent, and always three steps ahead of everyone else, she quickly became the favorite intern of the Department's Chemistry division, creating a rift between her and her childhood best friend/co-intern, Gwen Cerberus. Betsy is easily identified by her bulky glasses, and the turquoise sweater she wears underneath her white lab coat, along with her caramel-colored hair, styled in soft curtain bangs. She has always had a sense of security in her small town, as she's always had a path laid out for her—her work at the Department is incredibly outside of her comfort zone, and pushes her, especially as she grows closer to Hugo Jenkins.

Gwen Cerberus - Gwen (24), is Betsy's lifelong best friend. Their friendship began in second grade science class, when Gwen fiddled with her plastic test tube so anxiously that she broke it, and was made fun of by her classmates. Betsy bravely sat next to Gwen and offered to complete the project together—foreshadowing both their deep value for one another, and Gwen's underlying feeling that Betsy was always better than her. Since then, she grew to be straightforward, ambitious but creative—she wants to know the way things work. Her dark hair is always slicked back, and her sharp eyebrows peak to the corners of her face. Her shadowy almond eyes contribute to her dark features, yet she wears a bold red lip, and her lab coat rests over a high turtleneck. After Betsy was scouted for the Department, she brought Gwen along with her to the Chemistry division, yet Gwen was more interested in catching the time-traveling rebellion group

Chronos. Often, she works late at the lab, tinkering with potions, trying to understand the mechanics of time-travel—all the while developing a hatred for Hugo and Betsy's relationship.

Hugo Jenkins - Hugo (24) is a security officer for top secret local government property—so classified he doesn't know what he's guarding. He attended college along with Betsy and Gwen, but only got to know the pair every morning when they enter the government property in lab coats. Hugo doesn't care enough about his job to try and figure out what he's guarding, although he is incredibly interested in going out with Betsy. Charismatic at first impression, his subtle cockiness and sexism is revealed to Gwen, but not Betsy, through conversation. Every morning, his curly brunette hair, bushy eyebrows, and security officer uniform ask Betsy on a date, and every morning, she says no—until one morning, she says yes.

Story Overview

Setting: The small town of Glenford, Ohio, population 160. Betsy, Gwen, and Hugo all grew up together, attending the same school from kindergarten to 12th grade, then Glenford Community College. The characters begin in the present day—the federal government has picked Glenford, the most humble and unassuming town in America, as the location of the top-secret 16th Department of Intermomentary travel. Along with their overarching responsibility of maintaining the stability of the timeline, they have three divisions: The Chemistry division, who experiment with time science, the Pursuit division who chase the time-traveling rebellion group Chronos, and the Hourglass division, who record archives of breaches of timeline safety. Overall, they ensure that everything occurs as it should in time—if anyone finds out about the Department, their memories are erased.

Act 1:

Betsy and Gwen get ready to leave the Department after a long day of work. As they exit, Hugo routinely asks Betsy on a date, and finally, Betsy says yes. In her shock and anger, Gwen storms back inside the lab and begins working on the time-travel potion she is illegally brewing. Betsy comes back to check in on her, they have an argument, the potion spills on Betsy, and Betsy

acquires the power to time travel. She runs to Hugo for help, and her touch transports them to a different time zone. While in another time zone—Betsy is shocked that Gwen achieved the time travel potion, hurt that she didn't tell Betsy, and scared of her new abilities. Back at the lab, the Pursuit division is called to follow Betsy and Hugo through time. Gwen is faced with the decision of taking accountability for her illegal potion or blaming it on Hugo and Betsy.

Act 2: She tells the division that it was their fault, and they love her for it. Meanwhile, Hugo is beginning to complain about his discomfort, acting like a baby and a jerk while Betsy attempts to be resourceful. She sees the Pursuit division, along with Gwen, appear in the time zone, so she grabs Hugo, and takes him through a multitude of time zones while the Pursuit division follows. Along the way, Hugo begins to show his true, rude, nature, and Betsy begins to think Gwen was right. Finally, Hugo and Betsy are exhausted—in an attempt to get on Gwen's good side, Betsy travels to the day she met Gwen. She realizes that Hugo was the one bullying Gwen in second grade, and that she should have listened. Gwen sees how good of a friend Betsy was once again and they reunite. The division is about to arrest Betsy when Gwen explains everything. To prove it is all true, Betsy is given the choice to erase the memory of either Gwen or Hugo.

Act 3: Betsy, Gwen, and Hugo return to the lab as though nothing had happened, yet, when talking to Hugo, Gwen realizes that Betsy chose her. The Pursuit department offers Gwen a promotion but she doesn't take it without Betsy. They both leave the lab that evening successfully, Gwen as an official member of the Pursuit division, and Betsy the head of field research in the Chemistry division. They leave hand in hand, with Hugo confused in their wake.

Detailed Description

Act 1

Betsy and Gwen have been best friends since grade school, and simultaneously competed for the top of the class throughout college and beyond. Betsy is quick-witted, always three steps ahead of everyone else, while Gwen remains the most driven person Betsy has ever met. They have been working as lab interns for the past four months, tinkering with time-travel equipment in Glenford's secret Department of Intermomentary Travel lab. Their higher-ups chase Chronos

members—the illegal rebellion group that travels through timelines, attempting to cause so many butterfly effects that they gain control of the lives of others, allowing them to rule time and space—through timelines. The Department doesn't know how Chronos' time travel technology works, and uses stolen equipment to chase the group—but they always carry memory-erasing equipment. Betsy begins to grow close to Hugo, the security guard stationed outside of the lab. Despite his quiet nature at first glance and the time he spends with his nose in philosophy books, he opens up to Betsy every morning when she enters the lab, and every evening when she leaves, but he ignores Gwen. Betsy becomes infatuated with Hugo, but Gwen begins to notice that he has a controlling personality, and insists Betsy change. Gwen continuously tells Betsy that Hugo is bad news, but Betsy brushes her off. One night, Betsy and Gwen are working late at the lab, alone, and Gwen sneaks off to work on a set of mysterious, glowing, blue potions. She is trying to discover how Chronos has harnessed their power to time travel, and thinks it may be through chemistry, but it is highly illegal for interns to work this closely on time science. Betsy notices Gwen leaving and follows her—Gwen, startled, tries to usher Betsy out of the room. Betsy wants to stay, and asks Gwen about the potions, but Gwen pushes her out of the way. Betsy grabs onto the table as a reflex and accidentally knocks the time-travel potion over onto a loose wire, which causes a chemical reaction displayed through a burst of blue light, and smoke filling the room.

Hugo, concerned, walks into the lab, and sees Betsy coughing. Gwen tries to run to Betsy, but Betsy runs to Hugo, a betrayal of trust that solidifies the growing rift in their friendship. Gwen grabs a class C fire extinguisher, and by the time the smoke clears, Hugo and Betsy have disappeared.

Act 2

Betsy and Hugo arrive in a small downtown Betsy starts to panic and is disoriented. Hugo turns to Betsy, confused. Betsy slowly realizes that Gwen was illegally brewing a time-travel potion, and grows even angrier at her friend for conducting this experiment behind her back, despite the fact that, if it worked, the government would be after her. Betsy leads Hugo into a shaded spot under a tree and they sit together. While Betsy freaks out and tries to jump back to the original timeline, Hugo has a guarded expression and tries to block Betsy from the couple sitting across the street. Betsy mutters something about Gwen being right and Hugo grows angry, but quickly masks his emotions. Betsy is oblivious. Finally, Betsy returns to the lab with Hugo,

where Gwen stands, anxiously awaiting. She sees them holding hands and gets annoyed. Betsy asks Hugo if he's alright, but suddenly, he can't remember who she is anymore. Betsy pleads Hugo to remember her and their relationship, but he remains confused. Betsy and Gwen begin arguing, Gwen's point being that he was incredibly controlling and took time away from their friendship, while Betsy tells Gwen that she thinks she was in love. Angrily, Betsy takes Hugo's hand and vanishes again, this time with purpose. This time they arrive at an art museum. Hugo rushes Betsy into a different exhibit room. Betsy turns around confused by Hugo's actions, and sees their younger selves on a date. Before she can think more of it, Betsy sees the sunglasses-clad Intermomenta Travel Chronos squad in the museum, and she realizes that the department thinks they're rebel members of Chronos. When she looks closer, Susan sees Gwen with the group, and thinks she's purposely betrayed Betsy. Betsy vanishes with Hugo again, and reappears at a zoo. Again, Betsy sees a younger version of herself behind them and realizes they are being transported through different dates with Hugo. She stops and stares for a minute at the younger couple and realizes it is the end of this date. She watches herself walk off while Hugo stays. When younger Betsy walks away from view. Young Hugo suddenly disappears. Betsy's heart drops. If Hugo has jumped time that can only mean he is a part of Chronos. Betsy looks at the shell of the person she thought she knew, unknowingly denying everything she believed in. She reluctantly realizes that Gwen was right, and the predicament she is in now that the government thinks she's a rebel. Throughout every time jump, Betsy and Hugo's bodies weaken, and it becomes clear the time travel takes a physical toll. Betsy and Hugo are transported to a ball, the time where she and Hugo first met. Betsy sees the government rush in and she has to make a split decision. She can either go back and never meet Hugo, or accept her relationship with Hugo. The government handcuffs them, but Gwen speaks up for Betsy, advocating that she's not a rebel and that it was Gwen who made the potions. The government makes Betsy prove she's not a spy on the loose with her lover by making her choose one person to bring back to the original time zone: Gwen or Hugo.

Act 3

The next day, Betsy wakes up in her own bed, but she seems weaker. Uncomfortable with who she chose, she gets dressed in her lab coat, washes her face, and brushes her teeth. She arrives at the lab, and Hugo is stationed out front. She ignores him. He looks confused, and she

sighs and walks inside. Gwen is working, her back to Betsy—she turns around and gives her a cold, unknowing look. A person walks between them, and when she sees Gwen, Betsy breaks into a smile. She runs to Gwen and gives her a hug. They both tell each other they're sorry, and that the other person was right. They exclaim about how Gwen's time travel potion actually worked, and Gwen tells Betsy they offered her a promotion from intern—but she wouldn't take it unless Betsy got it too. They pushed the limits of the government's regulations, but they did exceptional work in developing time-travel technology and have greatly helped the chase for Chronos. At the end of the day, Gwen and Betsy leave the lab with upgraded black lab coats and sunglasses, along with the rest of the Department of Intermomentary Travel Chronos-chasing squad.