



AMELIA  
SINCLAIR  
AND  
THE  
ETERNAL  
CIPHER

PITCH PACKAGE CREATED BY BULENT HASAN





**THE YEAR, 1899.**

**THE PLACE; UPPER WESTMINSTER, NEW MANCHESTER,  
WESTERN BRITISH COLONIES.**

**THIS IS AN ALTERNATIVE HISTORY AND REALITY WHERE THE AMERICAS WERE STILL CONTROLLED BY THE BRITISH EMPIRE, SO BORDERS, CULTURES, FOCUS ON TECHNOLOGY GOES FROM INTERNAL COMBUSTION ENGINES AND STEAM POWERED IS KING, NOW TESLA COILS ARE THE MAIN SOURCE OF POWER HERE. PIRATES EXIST STILL AND AIR TRAVEL EXISTS THANKS TO FANTASTIC BRASS AND SILVER STEAM AND HELIUM POWERED DIRIGIBLES.**

**A PERIOD ACTION-ADVENTURE WITH A TOUCH OF STEAMPUNK, A YOUNG ARCHAEOLOGIST TEAMS UP WITH A BRILLIANT YET ECCENTRIC INVENTOR TO UNCOVER A LOST CIVILIZATION'S ANCIENT ARTIFACTS THAT HOLD THE KEY TO UNLOCKING A POWERFUL SOURCE OF ENERGY, BUT THEY MUST OUTSMART A RUTHLESS RIVAL AND NAVIGATE TREACHEROUS TRAPS TO SAVE BOTH THE PAST AND THE FUTURE.**





LOCATION: UPPER WESTMINSTER





JOURNEY INTO A REALM  
WHERE STEAM AND GEARS  
WEAVE A MESMERIZING TAPESTRY OF WONDER.

AMELIA SINCLAIR, A RECLUSIVE LIBRARIAN WHO LEFT THE  
WORLD OF ADVENTURE AND ARCHAEOLOGY AFTER THE TRAGIC  
LOSS OF HER PARENTS, WHO WERE ON THE BRINK OF  
DISCOVERING AN ANCIENT RELIC .

WHEN PROFESSOR WRENFIELD, AN OLD FAMILY ACQUAINTANCE,  
REVEALS THAT A NEW EXPEDITION HAS BEEN ORGANIZED  
TO FIND THE ETERNAL CIPHER, THE VERY SAME RELIC  
THAT KILLED HER PARENTS, THE OPPORTUNITY RISES TO FIND  
ANSWERS TO AMELIA'S QUESTIONS;

WHAT HAPPENED TO HER PARENTS,  
AND,  
WHAT IS THE

**ETERNAL CIPHER?**





# CHARACTERS : AMELIA SINCLAIR

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DR. AMELIA SINCLAIR IS DRIVEN BY A DEEP SENSE OF ADVENTURE AND A BURNING DESIRE TO UNCOVER THE MYSTERIES OF THE PAST. HOWEVER, SHE KEEPS THIS HIDDEN AT FIRST. WHEN WE FIRST MEET AMELIA SHE IS A LIBRARIAN AT UPPER WESTMINSTER UNIVERSITY. ISOLATING HERSELF IN BOOKS AND HISTORY, HER RELENTLESS PURSUIT OF KNOWLEDGE CAME TO A HALT BY A PERSONAL TRAGEDY—HER PARENTS HAD DISAPPEARED UNDER MYSTERIOUS CIRCUMSTANCES WHILE ON AN ARCHAEOLOGICAL EXPEDITION.

HAUNTED BY THE LOSS OF HER PARENTS, AMELIA CARRIES A MIX OF DETERMINATION AND VULNERABILITY. FIERCELY INTELLIGENT, WITH A KEEN EYE FOR DETAIL AND AN ENCYCLOPEDIA KNOWLEDGE OF ANCIENT CIVILIZATIONS GIVES HER THE EDGE SHE NEEDS TO SUCCEED.

HOWEVER, HER PAST TRAUMA HAS LEFT HER EMOTIONALLY GUARDED AND RELUCTANT TO TRUST OTHERS. THROUGH HER JOURNEY, SHE MUST CONFRONT HER FEARS, RECONCILE WITH HER PAST, AND FIND THE STRENGTH TO FORGE NEW CONNECTIONS.





# CHARACTERS : PROFESSOR AUGUSTUS WRENFIELD





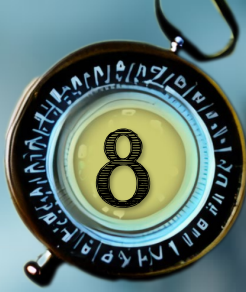
**THE BRILLIANT YET ECCENTRIC INVENTOR WHO IS A PART OF A SOCIETY CALLED “THE COGWORK COLLECTIVE”, A SOCIETY FOR EXPLORING AND SAFEKEEPING POWERFUL ANCIENT ARTIFACTS.**

**PROFESSOR AUGUSTUS WRENFIELD STEALS THE SCENE WITH HIS FLAMBOYANT PERSONALITY AND A PENCHANT FOR WILD IDEAS, BRINGING A WHIMSICAL TOUCH TO THE STORY. HIS VAST KNOWLEDGE OF STEAM-POWERED CONTRAPTIONS AND UNORTHODOX PROBLEM-SOLVING METHODS PROVE INVALUABLE THROUGHOUT THEIR ADVENTURE.**

**PROFESSOR WRENFIELD'S MOTIVATION STEMS FROM A DESIRE TO LEAVE BEHIND A LEGACY OF GROUNDBREAKING INVENTIONS THAT WILL SHAPE THE FUTURE, AND HE SEES THE ANCIENT ARTIFACTS AS A KEY TO UNLOCKING NEW TECHNOLOGICAL ADVANCEMENTS FOR THE BETTERMENT OF SOCIETY.**

**HIS BRILLIANCE AND INVENTIVENESS ARE TEMPERED BY HIS ABSENT-MINDEDNESS AND A TENDENCY TO GET CARRIED AWAY WITH HIS OWN IDEAS, SOMETIMES CAUSING COMPLICATIONS DURING CRITICAL MOMENTS.**





# CHARACTERS : CAPTAIN NATHANIEL BLACKWOOD





THE RUTHLESS RIVAL OF AMELIA  
AND HER COMPANIONS IS THE RUTHLESS, DEADLY,  
INGENIOUS, SWASHBUCKLING TREASURE HUNTER,  
AND MERCENARY,  
CAPTAIN NATHANIEL BLACKWOOD.

A MAN WHO STICKS TO A DEAL, AIMS FOR PROFIT, AND USES HIS ALMOST  
GENIUS INTELLECT TO GET A STEP AHEAD OF THE COMPETITION, CAPTAIN  
BLACKWOOD IS DETERMINED TO STOP AT NOTHING TO OBTAIN THE  
POWERFUL ARTIFACTS FOR HIS OWN, OR HIS CLIENTS,  
NEFARIOUS PURPOSES. NO OBSTACLE EXISTS IN HIS PATH, AND HE ALMOST  
ALWAYS DELIVERS.

WITH HIS CALCULATING MIND AND AN ARMY OF LOYAL MERCENARIES  
AT HIS DISPOSAL, WHILE TRAVELLING ON HIS ARMED DIRIGIBLE “THE  
KRAKEN”, CAPTAIN BLACKWOOD BECOMES A FORMIDABLE ADVERSARY  
FOR AMELIA AND HER COMPANIONS, ADDING TENSION AND HIGH-  
STAKES CONFLICT.





# CHARACTERS : LORD ARCHIBALD WHITMORE

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LORD WHITMORE IS A CUNNING, ENIGMATIC, ARISTOCRATIC MEMBER OF "THE COGWORK COLLECTIVE." WITH HIS REGAL DEMEANOR AND ATTIRE, HE EXUDES AN AIR OF AUTHORITY AND POWER. WHEN WE FIRST MEET HIM HE IS AN ALLY, AND FUNDS THE EXPEDITION FOR THE ETERNAL CIPHER FOR AMELIA AND PROFESSOR WRENFIELD.

AS A MEMBER OF HIGH SOCIETY, MANIPULATES THE POLITICAL LANDSCAPE PULLING STRINGS FROM BEHIND THE SCENES. INTELLIGENT, SHREWD, RESOURCEFUL, & ALWAYS STAYING SEVERAL STEPS AHEAD OF HIS ADVERSARIES. HE HAS BECOME A MASTER OF MANIPULATION, BUT HIS TRUE COLORS ARE SOON REVEALED

ABLE TO CHARM AND DECEIVE THOSE AROUND HIM TO FURTHER HIS OWN AGENDA, DRIVEN BY A THIRST FOR POWER AND CONTROL. HE SEEKS TO HARNESS THE IMMENSE POWER OF THE "CHRONOS SPHERE", A DEVICE OF WHICH THE ETERNAL CIPHER IS ONLY ONE PART OF, FOR HIS OWN GAIN.

BELIEVING THAT HE ALONE POSSESSES THE WISDOM AND AUTHORITY TO RESHAPE THE WORLD ACCORDING TO HIS VISION. HIS ULTIMATE GOAL IS TO ESTABLISH HIMSELF AS THE SUPREME RULER, WITH THE ABILITY TO REWRITE HISTORY AND BEND REALITY TO HIS WILL.



# AMELIA SINCLAIR AND THE ETERNAL CIPHER



## CHARACTER MOTIVATION & GOALS





AMELIA'S MOTIVATION TO UNCOVER THE ANCIENT ARTIFACTS IS DRIVEN NOT ONLY BY HER THIRST FOR KNOWLEDGE BUT ALSO BY A DESPERATE HOPE THAT THE CIPHER MAY HOLD CLUES ABOUT HER PARENTS' DISAPPEARANCE.

WRENFIELD'S MOTIVATION STEMS FROM A DESIRE TO LEAVE BEHIND A LEGACY OF GROUNDBREAKING INVENTIONS THAT WILL SHAPE THE FUTURE, AND HE SEES THE ANCIENT ARTIFACTS AS A KEY TO UNLOCKING NEW TECHNOLOGICAL ADVANCEMENTS.

CAPTAIN BLACKWOOD IS A PRIVATEER AND DOESN'T ASK MANY QUESTIONS IF PAID WELL ENOUGH, THE HAMMER TO THE NAIL IN ANY SITUATION.

LORD WHITMORE'S MOTIVATIONS ARE DRIVEN BY A THIRST FOR POWER AND CONTROL. HE SEEKS TO HARNESS THE IMMENSE POWER OF THE "CHRONOS SPHERE" FOR HIS OWN GAIN, BELIEVING THAT HE ALONE POSSESSES THE WISDOM AND AUTHORITY TO RESHAPE THE WORLD ACCORDING TO HIS VISION. HIS ULTIMATE GOAL IS TO ESTABLISH HIMSELF AS THE SUPREME RULER, WITH THE ABILITY TO REWRITE HISTORY AND BEND REALITY TO HIS WILL.



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WORLD BUILDING : DISCOVERING THE ETERNAL CIPHER





**“THE ETERNAL CIPHER“, A UNIQUE AND INTRICATELY DESIGNED KEY FROM AN ANCIENT CIVILIZATION KNOWN AS “THE PAU’KWA”, AND IS THE FIRST PART OF A LARGER, MORE POWERFUL, ANCIENT ARTIFACT.**

**IT’S SIGNIFICANCE BECOMES MORE APPARENT TO AMELIA WHEN SHE DISCOVERS THAT ITS POSSESSION CAN UNLOCK NOT ONLY THE SECRET TREASURE OF THIS LOST PAU’KWA CIVILIZATION; A TEMPLE MADE OF GOLD AND VALUABLE JEWELS, BUT ALSO POWER THESE ANCIENT PEOPLES MYTHICAL FANTASTIC FLYING MACHINES, WHICH IS WHY THERE IS NO EVIDENCE OF THEIR EXISTENCE ANYWHERE. THE LEGENDS SAY THE PAU’KWA USED THE ETERNAL CIPHER IN “THE TEMPLE OF NIGHT” UNLOCKING THE POWER OF THEIR ‘FLYING MACHINES AND LEFT FOR THE STARS”. THERE IN THE TEMPLE THE CIPHER REMAINS.**

**HOWEVER, IN THE WRONG HANDS, THE POWER OF THE "ETERNAL CIPHER" COULD BE CATASTROPHIC, LEADING TO THE POTENTIAL DESTRUCTION OF THE STEAMPUNK INSPIRED WORLD AND ALTERING THE COURSE OF HISTORY.**

**THE ETERNAL CIPHER IS ONLY THE FIRST PART OF THREE TO CREATE “THE CHRONOS SPHERE”. WHAT THE ANCIENTS CALLED “THE GOD MACHINE”.**



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WORLD BUILDING : DISCOVERING THE ETERNAL CIPHER



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WORLD BUILDING : ESCAPE AND ADVENTURE



# AMELIA SINCLAIR AND THE ETERNAL CIPHER



## WORLD BUILDING : STAND OFF & TOUGH CHOICES





THE "ETERNAL CIPHER" HOLDS DEEP SIGNIFICANCE FOR AMELIA SINCLAIR AS IT WAS THE HISTORICAL ITEM HER PARENTS WERE SEARCHING FOR.

HER PARENTS WERE ALSO KEY MEMBERS OF THE "COGWORK COLLECTIVE" BEFORE THEIR DISAPPEARANCE. UNBEKNOWNST TO AMELIA, HER PARENTS HAD FOUND, AND THEN HIDDEN, THE KEY FROM THOSE WHO PURSUED THEM, COSTING THEM THEIR VERY LIVES.

THROUGHOUT THE STORY AMELIA MUST PROTECT THE "ETERNAL CIPHER" FROM FALLING INTO THE HANDS OF THEIR RUTHLESS RIVAL, CAPTAIN BLACKWOOD, WHO SEEKS TO CONTROL THE POWER OF THE CIPHER FOR HIS OWN SINISTER MASTER.

THE SEARCH FOR THE MISSING PIECE BECOMES A RACE AGAINST TIME, WITH THE FATE OF AMELIA'S PARENTS, THE COGWORK COLLECTIVE, AND THE WORLD ITSELF HANGING IN THE BALANCE.





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