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DETECTIVE THIEVES

-Pitch Deck-

Subject: **Submission of Detective Thieves - Genre-Defying Sci-Fi Fantasy Series Anchored in Cosmic Justice**

Dear Stephen,

I am submitting **Detective Thieves**, a genre-defying, high-concept sci-fi fantasy drama designed primarily as a feature film (trilogy), but also scalable as a long-form series spanning three seasons (with 10 episodes per season).

The narrative blends reincarnation, time travel, cosmic justice, and metaphysical suspense, anchored by the mythic figure of Markandeya, the Creator and Keeper of Time.

At its core, the story follows Freddy and Joe, two wrongly convicted thieves who, under divine command, journey through reincarnated timelines to retrieve the stolen Life Machine from a ruthless killer before he collapses the quantum world.

Their path unfolds across noir-tinged detective arcs, gritty present-day heists, and a visually stunning dystopian 2100, culminating in a metaphysical confrontation at the edge of time itself.

Markandeya's omniscient presence binds the narrative, guiding the protagonists through identity shifts, cosmic sabotage, and moral reckoning.

As Freddy and Joe transform into agender warriors Lizzy and Laila, the series explores redemption, justice, and the fragile balance of existence.

The following budget outlines the estimated financial resources required for the initial investment of the **Detective Thieves feature film trilogy**, **or** the comparable budget for the production and release of the **first season of the Detective Thieves series**.

Creative Talent & Script Development ->>> USD 2,750,000
 Production & World-Building for 2090-2100 ->>> USD 2,800,000
 Post-Production, quantum effects, VFX ->>> USD 2,000,000
 (Critical fund for time travel, and complex rendering)

Global Release, Marketing & Reserve ->>> USD 950,000 (Includes multilingual dubbing, international PR, and contingency)

Break Even Point ->>> USD 8,500,000

Projected Revenue (Global Total) ->>> USD 18.5M - USD 25M

Projected ROI:

Conservative ->>> ~217%

Optimistic ->>> ~294%

Detective Thieves offers bold world-building, layered timelines, and scalable mythology-elements aligned with the vision of top-tier producers and show runners seeking expansive, emotionally resonant storytelling.

The attached pitch deck outlines the thematic depth, structural clarity, and visual scope of the series.

Thank you for considering this submission.

Warm regards,

(Punalur Chandrasekharan)

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Title

Detective Thieves

A Sci-Fi Fantasy Saga of Investigation, Time Travel, and Cosmic Justice

2. Theme

Detective Thieves explores cosmic justice, identity, redemption, and the eternal balance between good and evil, guided by Markandeya, the Creator and Keeper of Time. He embodies the moral backbone of the story, revealing the cosmic implications of human actions. His intervention drives Freddy and Joe's journey to prove their innocence, confront and conquer darkness, and preserve universal equilibrium.

3. Genre

Science Fiction, Adventure, Mystery, Fantasy

4. Logline

To get absolved, at the behest of Markandeya, the Time Creator, Freddy and Joe, two thieves wrongly convicted of murder, jump into their past lives to hunt the killer Gabby and retrieve the Life Machine before he escapes to a dystopian 2100 and destroys the quantum world.

5. Brief Synopsis

Detective Thieves is a sci-fi fantasy saga of investigation, time travel, and cosmic justice. Markandeya, the Creator and Keeper of Time, guides Freddy and Joe, two thieves wrongly convicted of murder, on an extraordinary journey through time and space.

Together, they confront the darkness embodied by Gabby, a manipulative and greedy antagonist who steals the life machine, a Markandeya-crafted artifact crucial for preserving Cosmic Order.

Under Markandeya guidance, Freddy and Joe are transformed into agender warriors to battle across timelines to restore cosmic balance.

6. The World of Detective Thieves

the richly imagined world of Detective Thieves unfolds across three distinct timelines:

2017-2024 brings gritty realism, showcasing heists and moral dilemmas as Freddy and Joe navigate their roles as thieves and redemption seeker.

The 1980s presents a noir-style detective world, where their past lives as Rohan and Ronnie are revealed, framed against

betrayal and tragedy.

The futuristic era of 2090–2100 is an awe-inspiring dystopia, where a country becoming a superpower embraces interstellar ambitions. Gender justice, equality, and advanced technology paint a progressive yet chaotic canvas, as cosmic justice is tested.

Freddy and Joe, transformed into gender warriors Lizzy and Laila by Markandeya, confront Gabby's reign of terror in a visually stunning world.

These timelines blend grounded realism, nostalgic noir, and speculative futurism, all bound by Markandeya timeless presence.

7. Treatment

Detective Thieves blends science fiction, fantasy, and cosmic adventure in a story that is both action-packed and deeply philosophical.

Markandeya serves as the narrative anchor, revealing the interconnectedness of time, space, and human morality. His interventions challenge Freddy and Joe to confront their fears and embrace their destinies as gender warriors, Lizzy and Laila.

The visual narrative shifts seamlessly across dazzling futuristic landscapes, gritty noir settings, and celestial realms, reflecting the story's thematic depth.

Vibrant action sequences and philosophical revelations blend together to create a unique storytelling experience that balances fantasy and realism. Markandeya's pivotal role ensures a profound and transcendent journey.

8. Long Synopsis

DETECTIVE THIEVES

(Stay back! Universe Bangs!)

DETECTIVE THIEVES opens in the year 2017 and follows Freddy and Joe, two clever dwarf thieves who, after robbing Miranda, an old lady, feel guilty and come back to her mansion to return the stolen goods. When they re-enter the mansion, they see she is dead. Though innocent, they are convicted of her murder and sentenced to life in prison.

In 2024, the Immortal Time Originator, Markandeya, intervenes and orchestrates a daring prison break, freeing the duo and

revealing that they are chosen individuals with a cosmic mission. He sends them back to their former detective lives as Rohan and Ronnie to uncover the truth of their own demise and the uncanny events surrounding the deaths of Miranda's husband and her niece. He also gives an hourglass to watch, as there is a deadline for every task all does.

Freddy and Joe, now residing in their detective personas, dive deep into their investigation. Their quest leads them to Gabby, a ruthless, cunning, and evil figure whose greed knows no bounds. They find that he is obsessed with some hidden treasure and a forbidden artifact Miranda safeguarded in a secret dungeon.

Just as Freddy and Joe piece together the evidence needed to nab Gabby, he escapes to the year 2017, coinciding with the timeline in which Freddy and Joe originally looted Miranda.

Guided by Markandeya, the duo travels back to 2017, determined to intercept Gabby. They arrive just in time to witness him murdering Miranda in cold blood and seizing the hidden treasure including the forbidden artifact.

Their pursuit of Gabby continues as he escapes once more, this time to 2024. Markandeya equips Freddy and Joe with quantum running shoes and chrono-ports to encounter Gabby, who is all set to sow chaos in society.

When Freddy and Joe are all set to nab him, he slides himself away into a deep swamp which leads to an opening in the Time Bracket. From there, he leaps into an unknown space. Despite their frantic efforts, Gabby escapes to a dystopian 2100. There, he meets his allies so he can move to the only prohibited area in the universe: the 2100-Edge.

Markandeya, seeing that Freddy and Joe are not compatible with their mission, transforms them as Lizzy and Laila, the mighty avenger warriors. Lizzy and Laila time-jump to 2100 with his guidance, and track Gabby. Arraying his allies, Gabby confronts them. Fierce war ensues and the universe is trembling under its weight.

The stakes reach new heights now as Gabby activates the little life machine and sets it to make him invisible only to them. Frightened and unable to face the advancing avengers, Gabby leaves the dying allies and travels his lonely journey towards the disastrous 2100-Edge, knowing that even Time Originator cannot challenge him if he reaches there.

Markandeya gives a counter tool to Lizzy and Laila so they see

Gabby and where he is heading to. Markandeya asks Lizzy and Laila to reclaim the device, as it is the only way to weaken Gabby and bring him to justice.

Disguising themselves as women travelers needing help, they approach him, shredding enticements, but sensing who they are, he outwits them and escapes to 2100-Edge—the hazardous boundary of TIME itself, where all clings to a hanging qubit particle.

Lizzy and Laila follow Gabby's trails with tremendous speed and reach the 2100-Edge. Seeing them and having no other way to go, Gabby jumps onto the hanging qubit particle—the ultimate—and clings to it. He knows there is no chance they reach him at this quantum edge where all manifests and merges into it, being the cornerstone of the universe's balance. As soon as Gabby lands on it, the particle begins to sway, and in the chaos, the tiny Life Machine slips from his grasp, and falls into a dangerous quantum entanglement.

Markandeya is alarmed, and the hourglass depletes rapidly, signaling the universe's imminent collapse into nothingness. He stops Lizzy and Laila from chasing him further to the particle as he knows what happens if they make a move.

One Move, Universe Bangs into Nothingness. Then no stars. No light. No life. Just void... You're no more! Says Time Originator, who is all stuck to the space, immobilized. He, seeing the sudden developments, roars loudly, helpless! The very moment Lizzy and Laila change themselves to Freddy and Joe.

Now, only one can save the universe! The cosmic Being looks at Freddy. As energy envelopes Freddy, the Originator gestures to Freddy, who nods knowingly. Yet, he cannot move as he wishes. He weighs the situation and realizes that any physical movement will place all at stake. He closes his eyes...

Markandeya and Joe hold their breath. Freddy takes a deep inhale, his mind sinking into the depths of contemplation, entering his subconscious. The particle sways dangerously, threatening to snap. The hourglass is nearly depleted—only one grain of sand remains. Slowly, it slides downward, teetering on the brink. If anyone moves, it will all end... a Bang into Nothingness. No stars. No light. No life. Only void.

Open your eyes, Freddy! NOW! If not... no more deafening silence, no darkness to light, and no Time at all! No past. No present. No future... Oh, FRE...d...d...y...y...

Detective Thieves! Stay back. Universe Bangs!

9. Multilingual Budget Strategy

Detective Thieves is designed to be commercially viable while delivering rich visual and narrative appeal. Advanced CGI, intricate set designs, and props will elevate Markandeya's celestial presence, the futuristic landscapes of 2090-2100, and the time travel sequences. Studio visual effects, combined with culturally immersive set pieces, compelling costume designs, and dynamic casting, will enhance the fantastical elements of the story.

The project's adaptability ensures it can be executed anywhere in the world, adding flexibility to the production scope.

The film will be shot in English and Hindi, with dubs prepared in Mandarin, Sinhalese, French, Portuguese, German, Tamil, Telugu, and Bengali. This robust multilingual approach ensures inclusivity and expands the project's global accessibility, driving the high ROI.

Budget Breakdown (USD 8,500,000)

The disciplined budget maintains creative ambition while accounting for complex time travel and futuristic world-building:

Script Development ->>> USD 100,000

Casting ->>> USD 2,650,000

- Lead Actress (New Face) ->>> USD 200,000
- Marketable Lead Actor ->>> USD 1,500,000
- Supporting Lead/Antagonist ->>> USD 500,000
- Supporting Roles & Extras ->>> USD 450,000

Production Costs ->>> USD 2,800,000

- Sets, Costumes & Props ->>> USD 1,500,000 (Increased for 2090-2100 futuristic and historical settings)
- Cinematography Equipment ->>> USD 500,000
- Production Management (Crew, Location, Logistics) ->>> **USD 800,000**

Post Production ->>> USD 2,000,000

- Editing & VFX ->>> USD 1,800,000 (Significant increase for quantum effects, time travel, and complex world rendering)
- Sound Design & Score ->>> USD 200,000

Multilingual Dubbing Strategy ->>> USD 200,000

Marketing & PR ->>> USD 350,000

- Teaser & Festival Prep ->>> USD 200,000
- Press Kits & Launch Events ->>> USD 150,000

Contingency Fund (4.7%) ->>> USD 400,000

Total ->>> USD 8,500,000

ROI Analysis

The financial outlook remains highly attractive based on the film's global genre appeal and multilingual strategy:

Break Even Point ->>> USD 8,500,000

Theatrical Revenue ->>> USD 12-16M

Streaming Rights ->>> USD 4-5M

Satellite Rights ->>> USD 2-3M

Merchandising & Ancillary ->>> USD 0.5-1M

Projected ROI (Based on \$8.5M Cost)

Conservative ->>> ~217%

Optimistic ->>> ~294%

10. Location

The settings for Detective Thieves are as rich and diverse as its themes, reflecting the intersection of realism, nostalgia, and futurism.

Any place—western or oriental—can serve as the backdrop for the daring heists of **2017–2024**, while the noir-style **1980s detective world** unfolds in any city near the sea, exploring betrayal and conspiracy.

The futuristic landscapes of **2090–2100** depict any country as a progressive superpower, complete with celestial dimensions and advanced dystopian environments, all deeply influenced by Markandeya's cosmic reach.

11. Unique Selling Proposition (USP)

Detective Thieves is a groundbreaking blend of oriental mysticism, sci-fi fantasy, and western cosmic adventure. Markandeya's omniscient presence runs the story, tying together daring heists, transformative journeys, and the protagonists' battle against darkness and turmoil.

Freddy and Joe's journey transcends time and space, showcasing bold, inclusive storytelling as they transform into agender warriors Lizzy and Laila under Markandeya's guidance. Their battles explore themes of redemption, justice, and universal equilibrium, presented through philosophical depth, thrilling action, and visually stunning sequences.

This unique combination of cosmic justice, daring heists, and profound storytelling ensures Detective Thieves resonates with audiences globally.

12. Conclusion

Detective Thieves is a genre-defying sci-fi fantasy saga that combines thrilling cosmic adventure, battles, and philosophical insights. At its heart lies a profound exploration of the nature of existence. It seems Time itself is the originator of all, shaping creation, actions, and consequences within its eternal framework. Don't you think so?

Guided by Markandeya, the Originator and Keeper of Time, Freddy and Joe's journey transcends boundaries, delivering a timeless tale of conquering darkness to restore universal balance. Poised for theatrical success as a trilogy or a **web series extending to seasons**, Detective Thieves promises to captivate audiences worldwide and redefine the sci-fi fantasy genre.

The Pilot of the project is given below. Hope you like it.

Warm regards

Sincerely,

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Punalur Chandrasekharan (N. Chandrasekharan Pillai) is a poet, screenwriter, filmmaker, and cultural strategist whose creative journey spans over three decades. With formal education in telecom engineering, law, sociology, and journalism, he has contributed significantly to Kerala's literary and cinematic legacy.

His short film "Ma Nishada" has earned over 60 awards and seven international selections, recognized for its story, screenplay, direction, and performance. He has written for television serials including Nompam, Ashtabandham, and Devayani, and the animated series Tales of Shiva. His documentaries include Killing Fields and Wetlands: The Sponges of the Earth.

Chandrasekharan's literary voice has appeared in periodicals, law college magazines, and vernacular publications. He served as editor of Swadesham (1980-83) and the Government Law College magazine (1984-85), and his short stories and poems have been broadcast on All India Radio.

He previously served in the Ministry of Chemicals & Fertilizers, Central Secretariat, New Delhi (1978-1983) and in Kerala Government Service (1983-2001, 2004-2009). His international tenure includes work in Saudi Arabia (2002-2003).

He has contributed research papers for over 20 years to platforms such as Prospect Solutions, Academia Research, and Research Writing Center. With mastery in multiple languages, he continues to shape cultural discourse through strategic authorship, poetic composition, and cinematic innovation--ritualizing every creative act as transmission.

Poised for theatrical success as a trilogy or a **web series extending to seasons, Detective Thieves** promises to captivate audiences worldwide and redefine the sci-fi fantasy genre.

DETECTIVE THIEVES

FEATURE/TV/WEB SERIES

Written by

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DETECTIVE THIEVES

Logline: To get absolved, at the behest of Time Creator, Freddy and Joe, two thieves wrongly convicted of murder, jump into their past lives to hunt the killer Gabby and retrieve the Life Machine before he escapes and destroys the quantum world.

FADE IN

EXT. COUNTRYSIDE (NEAR WATERLOGGED TERRAIN) - NIGHT

Year-2017...

The vast terrain shimmers in the moonlight.

FREDDY and JOE appear.

(They are 35-year-old dwarves. They resemble each other, wear blue jeans and jackets with many pockets. Freddy has a scar on his cheek and is cautious. Joe has a mischievous grin, exhibiting an impulsive nature. Freddy makes the decisions, while Joe obeys. They love each other and are compassionate.)

Miranda's grand house is seen in the distance. Freddy and Joe glance in the direction of the house. Both of them are hurrying towards the house eagerly.

EXT. MIRANDATS HOUSE (FRONT FAÇADE) - NIGHT

Freddy and Joe stand awestruck seeing the beautiful and large house.

The gate and the adjacent security room..

The guard room.

Freddy and Joe observe...

The dogs... Their eyes glow in the moonlight.

Freddy and Joe are now sitting in a tree near the front arcade.

Sensing something unusual, the dogs make a low whining noise, their ears perked up.

Freddy and Joe soak a few cotton balls in some liquid.

The dogs..

The soaked cotton balls fall in front of the dogs.

The dogs, smelling the cotton, make a dreadful noise and rush around, barking.

The SECURITY GUARD, a stout man in his fifties, wakes up

with a start.

(He is clean shaved, pockmarked, wears white-blue pants and sleeved shirt, black shoes)

He switches on the lights, and runs towards the gates. The dogs also rush to the gates, barking. He stops and opens the gates a little to see what is going on.

SECURITY GUARD

(Gasping)

Damn it! What the hell is going on here?

The dogs try to rush out through the half-open gates, but he manages to hold them inside for a few seconds.

SECURITY GUARD (CONT'D)

What happened, boys? Where're you rushing to?

The dogs burst out of the half-open gate, ignoring his commands. He runs after them to catch them.

SECURITY GUARD (CONT'D)

(Gasping)

Stop! I said stop!

Freddy and Joe are sitting in the tree watching...

JOE

What power a bitch's urine has!

FREDDY

(Gestures to keep silent)

Shh...!

Freddy and Joe are watching them curiously.

INT. MIRANDATS HOUSE - NIGHT

Ambient-lit rooms in Miranda's house reveal ornate furniture and religious artifacts. Large chandeliers hang from the ceiling.

Bonsai plants of various shapes and Zen garden pebbles, along with white limestone gravel, are arranged intricately across each room.

INT. MIRANDATS PRAYER ROOM - NIGHT

MIRANDA, an elegant woman in her eighties, prays.

(She is voluptuous, lean, and wears a long ornamented white robe, a diamond necklace, large and round gem riveted gold earrings, and diamond rings on her fingers. Her stern, sea-blue eyes shine with depth and mystery, while her deep voice conveys dominance, persuasion and determined presence. She

also appears as a 60-year-old beautiful woman, the wife of Andrews.)

A gun lies beside her.

MIRANDA

Heavenly Father, I entrust myself
to your loving care tonight.
Surround me with your angels, guard
my mind from anxious thoughts, and
shield me from any harm.

Freddy and Joe, who are pious, mark crosses across their chests and sneak into Miranda's room with a dagger and rope in their hands. On seeing her praying they stop and move to the corner. They stay still and look at each other.

A fleeting moment of uncertainty passes between them as to whether they should refrain from making the cross. Their hands, bound to their mission, hold only daggers. With no choice, they again mark the sacred gesture with "steel" and stay still.

Their eyes dart to the altar. A crucifix and an image of Christ built in gold are on the altar. Nearby is a burning candlestick.

Miranda prays.

MIRANDA (CONT'D)

In peace, I will lie down and
sleep, for you alone, Lord, make me
dwell in safety. Grant me a restful
sleep, O Lord, and guard my dreams
with your comforting presence.

Freddy and Joe reach behind Miranda. The dagger and rope are hidden behind their backs with one of their hands.

Miranda seems to be calm. Her eyes are closed, and her face shines in the candlelight. It seems she does not know of the presence of Freddy and Joe. But, to their bewilderment, she begins speaking without turning back.

MIRANDA (CONT'D)

(Soliloquy, but intended
for Freddy and Joe)

Always bear witness to God in every
deed you do.

Freddy and Joe stand paralyzed. They sweat.

JOE

(Whispers, eyes wide)
This is bad, Freddy. We need to
bolt. Now!

FREDDY

(Gestures to keep silent)
Shh...!

They are about to turn back.

Miranda, who is still praying on her knees, suddenly turns her head.

MIRANDA
Go ahead. No reason to hesitate.

Freddy and Joe stare at her in disbelief.

Miranda beckons them forward.

MIRANDA (CONT'D)
(bluntly)
Breaking in to steal
and caught mid-prayer?

Miranda continues to pray after her utterance.

Freddy and Joe shift, unsure. The silence holds.

They move a step towards her.

FREDDY
(Softly)
Please, we didn't mean any harm.
Forgive us.

Miranda turns her head again during the prayer.

MIRANDA
Forgive? You're doing your job.
Finish it?

Freddy and Joe stiffen.

FREDDY
Nope. Better we bolt.

MIRANDA
Bolt! Are you really thieves or
acolytes?

Freddy and Joe feel they are in an awkward situation, and they have no idea how to get out of it.

FREDDY
Sorry, we made a mistake.

Miranda laughs mildly and without turning back.

MIRANDA
No. You've come to the right place
at the right time.

Freddy and Joe feel that Miranda's words are persuasive and difficult to ignore them. They are drawn to her as if they are conjured.

Though Miranda does not look back at them, she understands that they are perplexed, sensing the silence building up. Finding they have no other choice but to obey her.

MIRANDA (CONT'D)
(Gesturing)
Sit by my side.

Freddy and Joe, though unwilling make a step, but they feel a soft shift in the air; it brushes past them. They stop as if they are grounded there.

The candle beside Miranda flickers.

MIRANDA (CONT'D)
(voice echoes)
Close the window.

Freddy and Joe jerk a little.

They see a window remaining opened.

Joe moves swiftly and closes the window. His tension relieved.

MIRANDA (CONT'D)
Pray with me. Bear witness to God.

Freddy and Joe look at each other.

Miranda remains in prayer, unshaken, her presence dominating the room.

Freddy and Joe are confused. They look at her, still caught between disbelief and intrigue. The weight of indecision hangs heavier now.

Joe breaks the moment.

JOE
Shall we, Freddy?

Freddy furrows his brow.

FREDDY
(Reluctantly)
Alright!

They kneel before the altar, holding the dagger and rope in their hands, and start praying.

MIRANDA
Lord, may your peace be my fortress
as I sleep under the shadow of your

wings. Amen!

FREDDY AND JOE
(Utter along with
Miranda)

Amen!

After the prayer, Freddy and Joe prepare to leave. But intermittently, they glance at the gold crucifix and Christ's image.

FREDDY (CONT'D)
You asked us to pray with you, and
we did. Now, allow us to leave.

Miranda stands up elegantly and gestures with her hand, indicating denial.

MIRANDA
(Decisively)
What!

A layer of shadow sweeps across Freddy's face.

Joe falters.

MIRANDA (CONT'D)
(firmly)
I didn't invite you in. You sneaked
in. Unless I ask you, you can't
leave either. Do you know why?

She casts an eye at them. She stoops and reaches for the gun, not in haste, just as if it belonged in her hands, and all the time looking straight into the eyes of Joe.

Joe is nervous. He scratches his leg to escape her gaze.

Freddy is confused.

MIRANDA (CONT'D)
Frightened?

She shifts her eyes from Joe to Freddy and again shifts them on to Joe. Freddy is confused and stays still, but his eyes are glued at Miranda, following her movements.

It seems she is amused.

MIRANDA (CONT'D)
It's okay. Cool.

She places the gun back to its position, but her eyes are still fixed on Joe. As if not interested to put them into an indecisive situation, she raises her eyebrows to Joe.

MIRANDA (CONT'D)
What's your name?

Joe jolts a little.

JOE

Joe. (Pointing to Freddy) He is
Freddy.

Joe is greatly relieved.

MIRANDA

Freddy and Joe! Nice names.
(Amusingly)
One leads, the other follows.

Freddy and Joe remove their masks, relief washing over their faces. As if waiting for his right moment, Freddy summons courage.

FREDDY

(defiantly, but firmly)
What do you want from us? We came
here to steal. Right! But after
seeing you, we reconsidered. We
want to leave now.

MIRANDA

(bluntly)
You've work undone.

Freddy looks at her questioningly, and Joe's eyes shift between the gold crucifix and Miranda, and also Freddy.

Miranda tilts her head slightly, studying them. Freddy shifts his weight, jaw tightening. His defiance holds, but unease creeps in.

Joe steps toward the crucifix involuntarily, but he feels that Freddy's eyes are following and forbidding him. As if pulled back, he stops and returns to his original position. The room feels heavier.

Miranda lets the silence linger before speaking, her voice calm yet firm.

MIRANDA (CONT'D)

A job half done is never done!

Freddy's boldness drops. Joe exhales.

MIRANDA (CONT'D)

Listen! I have enough wealth to buy
this entire territory. Yet, I
didn't. Know why?

Joe is about to ask something but keeps silent.

Freddy stares at her thoughtfully.

MIRANDA (CONT'D)

Because—

She casts a quick glance at them and continues.

MIRANDA (CONT'D)

—there's more at play here.

Freddy's face tightens.

FREDDY

Why? Why you - telling us, ma'am?

MIRANDA

(Earnestly)

Miranda. Call me Miranda. That's my name. Now, I'll make you understand things as they are.

Freddy gathers the courage to confront her, his eyes narrowing.

FREDDY

Things as they are! What do you mean?

Freddy doesn't complete the sentence as Miranda interrupts.

MIRANDA

(In a philosophical tone)

You see, there's a reason for everything that happens in this world. You call it Karma, right?

FREDDY

I don't know what Karma has to do with us. We're just small people.

MIRANDA

(Laughs)

Oh! Ha... ha...ha! Small people! I liked that, Freddy. Well, Karma has something more in store for you. Please follow me.

Miranda walks toward another room, taking a small digital device from her pocket and pressing a few keys on it.

Freddy and Joe do not move. Miranda stops walking, turns back, and beckons them. Freddy and Joe look at each other and follow her timidly.

Suddenly, she turns back and gestures for them to leave their daggers and ropes. Freddy and Joe oblige, removing their robber's masks, ropes, and daggers, and dropping them on the floor.

Miranda moves briskly from the prayer room to another. Freddy and Joe follow, wondering what she is up to next.

INT. MIRANDATS HOUSE (DOORWAY+CORRIDOR) - NIGHT

Miranda walks quickly towards the corridor. Freddy and Joe follow her with a skeptical expression on their face.

INT. MIRANDATS HOUSE (STAIRS + LARGE ROOM) - NIGHT

Miranda walks down the long winding stairs that are shrouded in darkness, each step echoing threateningly as Freddy and Joe follow her. The countenance of Freddy and Joe are gloomy and it is evident that they are following her as if conjured.

They descend to the depths of well-shaped large room and walk towards a pathway.

INT. MIRANDATS HOUSE (DOORWAY+CORRIDOR) - NIGHT

Bewildered, Freddy and Joe have no choice but to follow Miranda, who is walking swiftly. They try hard to keep pace with her. Everything except the walking area is in total darkness. Only the path they walk on is lit.

INT. MIRANDATS HOUSE (GLASS WALLS + REASURE AREA) - NIGHT

Miranda, Freddy, and Joe reach a reflective glass partition. On one side of the glass partition, there is an image of a conch. Miranda presses her hand against it. The glass partition disappears and a bright beam of light comes through the opened area.

Miranda is wholly immersed in her activities and does not speak, creating a profound silence. Suddenly, she breaks the silence without looking at Freddy and Joe.

MIRANDA

From here on, everything is
digitally controlled.

Freddy and Joe are excited. They look at Miranda eagerly.

Jewels, diamonds, gold coins, gem-encrusted thrones, the crown of Genghis Khan, and many more are laid out as far as their eyes can see.

JOE

(Whispering)
We're in a wonderland, I suppose.
Are these real? Or... an illusion?

FREDDY

(Lowering voice)
I don't know, Joe. Maybe kind of
magic. She said something at paly
her, No?

Miranda is silent and watches both of them.

Before them, a laser beam originates and moves back and forth in a circular pattern.

FREDDY (CONT'D)
Why all these?

MIRANDA
Safety! Protecting wealth is more difficult than making it, Freddy.

She casts a look at Freddy and Joe.

A line of embarrassment appears and disappears on their face.

FREDDY
Oh...!

Miranda is looking at them keenly.

Freddy and Joe gaze at the jewels and other valuable items in astonishment.

As if she has studied them, Miranda watches them from the corner of her eye.

MIRANDA
It's all yours, as long as I'm here. No need to remember the Commandments!

Joe runs forward and tries on Genghis Khan's crown.

Freddy's countenance reveals a fleeting smile.

MIRANDA (CONT'D)
Waiting for a second chance is nothing more than ever making it at all, Freddy.

FREDDY
(Amusing tone)
We're thieves, Miranda.

MIRANDA
(bluntly)
That's lesson No.1 for a thief!

JOE
(Earnestly)
Miranda, doesn't this suit me well?

Miranda smiles. Freddy casts a stern look at Joe, who places the crown back in its space, sheepishly.

MIRANDA

I had a niece-the only heir to my
treasure.

Miranda and Freddy move aside to a wall talking and watching Joe, who is experimenting with some jewelry. Freddy keenly listens to her.

MIRANDA (CONT'D)

She died mysteriously. Just like my
husband...

Freddy's face becomes gloomy.

Miranda turns her eyes from Joe and looks straight on to Joe's face.

MIRANDA (CONT'D)

I hired two detectives... both died.
A sort of death sequence!

Suddenly Joe's scream is heard.

JOE (O.S.)

Aahhh!

Miranda quickly looks towards Joe.

The very moment Freddy slips.

Hearing the thud sound Miranda who started towards Joe, turns back to see Freddy trying to stand up from the glossy floor.

She comes over and offers her hand to him.

But he has almost stood up.

MIRANDA

I should've warned you. The glass
here is glossy.

The very instant she turns to Joe.

JOE

What hap-

Joe is already there in tears with his finger caught inside a golden hook of a knife, which Miranda pulls away, twisting Joe's wrist, making him scream again.

Freddy stares at her confused.

FREDDY

How are the detectives' deaths
connected to your husband and
niece?

Miranda becomes serious. She gathers a philosophical mood.

Joe's eyes wander all over the treasure.

MIRANDA

(Thoughtfully, gathering
a philosophical mood)
It's God's Plan. Everything in this
world is connected to destiny.

FREDDY

Many believe individuals have the
power to shape their destiny,
Miranda.

MIRANDA

(Grins slightly,
dismissive but firm)
Ah, that's for your many! For me
it's Time, the game changer. What
next, only time knows!

Freddy furrows his brows, perplexed.

Miranda watches him intently, then tilts her head slightly,
her demeanor shifting.

MIRANDA (CONT'D)

Time runs, Freddy. Take whatever
you want and run!

Freddy's expression hardens.

Joe is anxious.

Miranda glances across them with a knowing smile.

Freddy's eyes are on her, as if he is studying her.

FREDDY

(Decisively)
We want nothing from here.

Joe is not happy with what Freddy said. His face hardens. He
stares at Freddy displeased.

Miranda, shifts her gaze from him to Joe, then back.

It is evident she is not happy with the development.

MIRANDA
Don't bother then!

Miranda studies him for a moment and recovers.

She gathers a patronizing attitude.

MIRANDA (CONT'D)
(Inquisitively)
Shall we move or... shall we see
a special device? To mark your
task.

Freddy looks at her skeptically.

Joe's eyes shifts from Miranda to Freddy and back.

Miranda assumes a patronizing attitude.

MIRANDA (CONT'D)
(Encouraging, almost
persuasive)
A life-machine... A prolonger.

Freddy is still skeptical. He has a feeling that there is something strange about her and he has to be watchful.

FREDDY
(Bluntly, with a frown)
A life-machine? No! We'll leave
this place the way we came.

Miranda is caught unawares. This is not what she expected. She stiffens momentarily. A flicker of surprise flashes in her eyes before she masks it, pursing her lips slightly.

MIRANDA
(Brief pause, recovering)
Mmm! Well, let's move out.

Miranda turns back and retraces her steps, speeding up-almost running.

Joe and Freddy hurry after her, their shorter strides struggling to keep pace.

Joe steals glances at the treasure while running. Freddy remains focused, trying to minimize the distance between them.

The reflective glass surface reappears, covering that area. Instantly, sounds of things spinning and turning from different directions are heard. As they step to the next level, the glass surface disappears again.

INT. MIRANDATS HOUSE (PRAYER ROOM) - NIGHT

Freddy, Joe, and Miranda enter. They have their daggers, ropes, and robber's masks in their hands. Freddy's face is rigid, but Joe bears a 'lost' expression.

FREDDY
(Decisively)
We need to go, Miranda.

MIRANDA
(Urgency in voice)
Ugh! No. Come closer. Tie me up!

Freddy and Joe freeze.

Freddy's eyes lock on Miranda, his breath uneven.

A low, guttural roar builds—the unmistakable churn of a speedboat slicing through water—the night echoes it.

Urgency burns in her eyes.

MIRANDA (CONT'D)
(Steady, sharp)
You asked why I connect my husband
and niece's deaths. The answer is
coming. The killer.

Freddy grips the rope in his hands, tighter. Joe shifts uneasily, his gaze darting between Miranda and the treasure.

The boat's hum lingers, fading just enough to leave its imprint.

MIRANDA (CONT'D)
(Urgent, forceful)
He must see that I am tied up and
the wealth stolen. I told you—take
whatever you want and run.

Freddy and Joe exchange glances, uncertainty growing between them.

MIRANDA (CONT'D)
(Urgent, forceful)
Tie me up. You got wealth hidden
here too, but— (beat) firstly, tie
me up. Quick!

Miranda extends her hand toward her gun.

She is impatient. There's a strange urgency in her.

Freddy and Joe are startled.

They don't know what to do. They feel feeble.

MIRANDA (CONT'D)
 (Snaps, commanding)
 Freddy—MOVE! NOW!

Joe staggers. As if under a spell, he puts the robber's mask back over his eyes.

FREDDY
 (Sharp, urgent)
 Joe, tie her up!

Freddy exhales sharply. A fleeting hesitation, then, as if accepting the inevitable, he pulls the robber's mask back over his face. He grips the rope, firmer, decisive, and moves toward Miranda. Joe joins him.

MIRANDA
 (Hoarsely)
 It shouldn't come loose.

Without a word, they move, fastening the rope around Miranda's wrists.

Her breathing is controlled, surrendering to the inevitable.

Freddy steps back, scanning the knots.

Miranda lifts her chin.

MIRANDA (CONT'D)
 Behind Jesus's image. The crucifix.
 Look for the buttons at the bottom.

Freddy moves fast, searching for the hidden buttons and pressing them. A compartment creaks open beneath the image. Jewels, stacks of money, treasures spill out.

Freddy reaches forward, gathering the riches into two bags. Joe follows, hands trembling as they clutch at the treasure.

They heave the heavy bags onto their shoulders. Freddy takes a step back, double-checking the ropes around Miranda.

Joe's fingers drift toward the gun.

Miranda catches the movement.

Joe withdraws his hand, uncertain.

Freddy straightens, adjusting his bag. His gaze lingers on Joe.

MIRANDA (CONT'D)
 (almost amused)
 That's just a toy gun, Joe. What
 need do you have for that?

Joe lets go of the gun, sheepishly.

Freddy stands erect with the bag and looks at Joe.

FREDDY
 Take it, Joe. A toy gun is
 what's going to bring us
 luck!

Joe grabs the gun at once.

Miranda watches them, silent.

Then, they move out speedily.

EXT. THE BACK OF MIRANDATS HOUSE - NIGHT

Freddy and Joe disappear through the backside of the house. They have masks on their faces and the daggers in their hands. They run with the bags on their shoulders.

Dogs appear from nowhere and chase them, barking. The security guard runs after them, whistling.

EXT. AN OPEN AREA NEAR MIRANDATS HOUSE - NIGHT

Freddy and Joe continue to run with the bags. They are gasping and exhausted, but they keep running.

On their way, they see a barefooted MARKANDEYA. He is an old, towering, mystic-looking man, with a majestic appearance, sporting a long white beard and hair. He wears a long white robe that flies in the air. His eyes are fierce and mesmerizing. He stands levitating in the middle of the path with a long jeweled wand.

Joe and Freddy see him and are terrified.

JOE
 (In anger)
 Damn it!

FREDDY
 (Frustrated)
 Take another route!

They run frantically in the opposite direction.

EXT. OPEN AREA (ANOTHER PART) - NIGHT

Once again, they turn and run upon seeing Markandeya, who is levitating in a standing position at a distance.

Exhausted, they stop for a while and sit under a tree.

FREDDY

(Exasperated)

We're in over our heads, Joe. This whole thing... it's like a bad dream. Maybe returning the loot is the only way out.

JOE

(Hesitating)

You mean...? No, it can't be. Do you?

FREDDY

(Decisively)

Are you asking me?

Freddy grabs Joe's bag and struggles to lift it onto his shoulder. Although displeased, Joe snatches his bag back from Freddy.

Freddy frowns.

Joe follows him, placing his feet precisely in Freddy's footprints.

EXT. MIRANDATS HOUSE (FRONT DOOR) - NIGHT

Freddy and Joe reach the door of Miranda's house. With their stolen goods in hand, Freddy writes "SORRY" on a piece of paper taken from Joe's pocket and sticks it on the door.

At once, the door swings open, and the dead body of Miranda, the old woman falls on them.

Freddy and Joe swoon at the sight.

INT. PRISON CELL - EVENING

Year-2024...

The large, dull prison cell has its front made of heavy steel bars, separating the crowded interior from the hallway.

Shadows from unseen lights stretch across the concrete floor, making stripes on it.

The front is grilled, and along one side, multiple rows of steel beds are stacked on top of each other, reaching towards the high ceiling.

The grey mattresses on them have worn edges and stains. A half wall is next to the side wall, and metal sheets divide each space for the toilets.

Next to that is the bathroom, just a row of pipes with showers. A small, attached cupboard for keeping allowed personal things is near the window.

On the wall next to the beds, there are rough, naked drawings of women and unclear words scratched into it. There are also phone numbers, addresses, poems, and amounts of money in dollars.

The whole place feels strange and dirty, and in a corner, spoiled toilet paper lies around. The entire scene feels heavy and oppressive.

Freddy and Joe, who are lying on the prison floor, open their eyes.

PRISONERS in jail dress stand over them, splashing water on their faces. All prisoners in the room have more or less same features, except their countenances.

Freddy and Joe wake up from their daze.

FREDDY
(Stammering with
surprise)
Where're we?

The prisoners burst into laughter.

The FIRST PRISONER (50, stout, baldy, with long shoes, front teeth missing, hoarse sound) gnawing on a pale grass stalk spits on the floor behind him and grins mocking.

FIRST PRISONER
This is a prison, man! Central
Prison!

He laughs along with the others.

FREDDY
(bewildered)
How did we get here?

The SECOND PRISONER (50, lean, one or two wound marks on his face, thick jaw) tries to lift his leg as if to stamp Freddy and Joe, but stops making a growling sound. Then laughs heartily.

SECOND PRISONER

(Mockingly)

Are you asking me?! (laughs) Do you think we'll reply to that, you assholes?

FIRST PRISONER

(Sarcastically)

This is the year 2024, piggies! Big shots, aren't you? Killing at point blank?

FREDDY

(Unbelievably)

Point blank? Killed? Who? When? Where?

JOE

(Protesting)

We didn't kill anyone, and we won't kill either!

FIRST PRISONER

Great! Keep it up! Don't say, you robbed and killed a woman! (laughs)

JOE

(Defensively)

Don't talk nonsense!

The prisoners talk among themselves.

SECOND PRISONER

(Compromisingly)

Okay, okay! You're criminals, and so are we!

He looks at the other prisoner for approval.

He gestures in agreement. Freddy and Joe sit up.

FREDDY

(Settling tone)

Alright! We're dementia patients! Forgive us. Now, tell me, how did we get here?

FIRST PRISONER
(Settling into a joyous
tone)

Well, you two been enjoying a life
sentence, huh? Just robbed and
killed that old woman Miranda!
Seven years now...!

FREDDY AND JOE
Miranda! Jesus! 7 years...!?

Freddy and Joe faint the next moment...

INT. PRISON - NIGHT

The noise of the screams erupting from the prisoners, the triumphant roars, and desperate cries can be heard. Metal clangs against concrete as they bang on bars and walls, a percussive accompaniment to the rising panic.

Piercing prison alarms shriek through the corridors, their insistent wail cutting through the rooms like a razor. Red emergency lights flash violently, painting the scene disoriented.

A surge of GUARDS, clad in their uniforms, stampede past the cells, their boots pounding on the metal walkways. Their faces are filled with fear and urgency as they growl fragmented orders that are mostly swallowed by the overwhelming noises: "Lockdown! Sector Seven!" "...breach in D-Block!" "...seal the compound!"

The very structure of the prison seems to groan and vibrate under the immense commotion. A low, resonant humming sound joins the chaos, perhaps the straining of automated lockdown systems or the tremor of something heavy being moved or broken. Dust and small debris rain down from the ceiling.

Guards sprinting in both directions, some clutching batons, others fumbling with keys. Inmates darting within their cells, trying to see or be part of the unfolding events.

The distant roar of engines echoes through the concrete, growing louder. The screech of tires suggests vehicles speeding towards or away from the breached area.

Sharp, piercing whistles from prison officers attempting to direct the chaos, their thin sounds barely audible amidst the pandemonium.

Blinding searchlights cut through the dim corridors, their beams erratically sweeping across the cell blocks, momentarily illuminating terrified faces and desperate hands gripping bars.

There are shouts of encouragement to those breaking free, some scream with fear and uncertainty. The rhythmic shaking of prison bars intensifies, a visual and auditory representation of pent-up energy and the desire for freedom.

The metallic screech of a heavy gate being forced open somewhere nearby adds another layer of violent sound to the symphony of chaos.

Suddenly, the camera perspective lurches violently.

The words - PRISON BREAK - slam onto the screen, each letter vibrating intensely as the entire frame continues to shake. The font is rough and urgent, flickering or distorted, emphasizing the raw and uncontrolled nature of the event.

The prisoners scream and prison alarms start blaring.

EXT. SKY - NIGHT

Moonlit sky...

A car flies through the sky.

Freddy and Joe are sitting in the car.

EXT. OPEN AREA IN THE COUNTRYSIDE - NIGHT

(Ref: The first scene under the moonlit sky. But the year is not 2017, it is 2024-Visiting after 7 years straight from the prison)

Year-2024...

The picturesque, vast open area glows silvery under the moonlight. Miranda's house stands in the open field...

The appearance of the house is not the same as before.

It seems that after Miranda's murder, nobody has lived in the house.

The flying car stops above the house and gradually descends, landing a little away from Miranda's house.

Freddy and Joe get out of the car.

As they walk forward, the car honks behind them, flashes its headlights, and moves forward. The 'eyebrows' (headlight guards) of the car look explicitly mischievous.

Freddy, irritated by the honking of the car, gestures towards it.

FREDDY
 (Angrily)
 Damn it!

The car's headlights flash in anger. Water sprays from the radiator like a sneeze. The car shakes vigorously back and forth.

THE CAR
 (Condemning)
 Damn you, thieves...!

The car speeds off, soaring up into the sky.

EXT. MIRANDATS HOUSE (FRONT FACADE) - NIGHT

The front portion of the house...

An arrow made of dripping blood is on the door. Above it is a piece of paper written in blood.

It reads: "APOLOGY ACCEPTED. FIND THE KILLER."

Freddy and Joe follow the bloody arrow...

INT. MIRANDATS HOUSE (MARKANDEYATS ABODE) - NIGHT

A bewildering and wondrous place...

The atmosphere occasionally becomes transparent and at other times obscured by smoke.

A spinning crystal globe...

Behind it, Markandeya sits motionless, meditating.

He is levitating.

Freddy and Joe are bewildered...

Fire-breathing dragons flank Markandeya. Behind him, countless stars twinkle. Intermittently, shooting stars pass by.

Freddy and Joe are afraid to step on the surface in front of Markandeya, unsure whether it is crystal or water (spatial-water confusion). Even though terrified, Joe dares to move.

FREDDY
 (Warning)
 Don't move, Joe. It's water!

Joe stops. Freddy grabs Joe's hand, and together they avoid it and proceed further.

They see a bright field; mistake it for crystal, and step forward, falling into the water. They gulp water and gasp.

FREDDY AND JOE
 (Crying out and
 gasping)
 Oh God! Help! We're dying...!

The next moment, the water recedes, and a crystal platform rises beneath them. Freddy and Joe try to stand erect on it, terrified. Water drips from their clothes.

Markandeya opens his eyes and extends his hands towards them, pulling them closer. The voice of Markandeya rises, as if disembodied.

MARKANDEYA
 Don't be afraid; I'm with you!

Immediately after, the spinning crystal globe stops in front of them.

FREDDY
 (Stuttering)
 Who are you? Where are we?

Markandeya's laughter echoes everywhere.

The surroundings begin to move up and down.

Freddy and Joe stand amazed.

Markandeya's form suddenly changes to BAL MARKANDEYA, a 16-year-old-boy, with a shaved head and face-a white cloth is tied around his waist. The middle portion of it sags down, covering both knees. He is calm and holds a kamandalu (a small vessel used for keeping water) in one hand and a long stick in the other. A white twine runs across his shoulders and is tied around his waist. He wears wooden slippers.

JOE
 (Terrified)
 Freddy!

FREDDY
 (Awfully)
 Markandeya!

JOE
 (Whispering curiously)
 Markandeya? Who?

FREDDY
 (Irritated, whispering)
 Your dad! Pay respects!

Markandeya returns to his original state.

Freddy and Joe stand with folded hands.

FREDDY (CONT'D)
 (Stuttering)
 Please... the most revered! Are
 these... real? Why... are we here?

MARKANDEYA
 (Profoundly)
 Time needs you here.

FREDDY
 (Stuttering)
 Why Time does this to us? We're-

JOE
 (Impulsively)
 -small people, revered. Petty
 thieves! We don't know what Time
 is.

MARKANDEYA
 (Profoundly)
 Time... It's Nothingness. Nameless!
 No beginning and no ending.

Freddy and Joe look at him with their jaws open.

MARKANDEYA (CONT'D)
 It's Invisible, Incomprehensible,
 and Fathomless! Not debatable at
 all...

Freddy and Joe stand dumbfounded.

MARKANDEYA (CONT'D)
 (Philosophically)
 It is not 'It,' nor 'That.' It's
 indefinable.

VFX-Scene of Big Bang-the flow of energy. Visuals of stars
 and planets unfold before Freddy and Joe.

Markandeya's words overlap on the visuals.

MARKANDEYA (OVP) (CONT'D)
 Like a river, it flows. You exist
 in a timeless, boundless space.
 (MORE)

MARKANDEYA (CONT'D)
I watch and guard all and punish
who errs.

Markandeya's eyes sweep across them.

MARKANDEYA (CONT'D)
(Profoundly)
For I am the Time Keeper—the
Mathematician, Scientist, and
Engineer of Time.

Freddy and Joe are dumbfounded.

They bear a confused look.

MARKANDEYA (CONT'D)
(Philosophically)
Well, you asked me why you're here.
All is causative. Time encompasses
all and all is a part of my Bigger
Plan.

Freddy and Joe are frozen.

Markandeya's eyes are glued on them.

MARKANDEYA (CONT'D)
Travel back - Both of you to the
past... 1987! The days of The Globe
Detectives!

Markandeya casts a look at them.

Joe and Freddy stand perplexed.

MARKANDEYA (CONT'D)
(Dismissal)
There's Miranda... Andrews. No chance
you remember them!

FREDDY
(Curiously)
Who's this Miranda?

MARKANDEYA
(Profoundly)
An unwarranted question, Freddy.

JOE
(Whispering to Freddy)
How can this revered old giant know
our names?

MARKANDEYA

Not just his name, Joe. I know your
past and the future too!

Freddy and Joe are speechless.

MARKANDEYA (CONT'D)

Look into this globe. You'll find
out who Miranda is.

Freddy and Joe look keenly at the globe that is spinning in
front of Markandeya.

INT/EXT. THE GLOBE/SKY - NIGHT

Vivid and luminous space, plasma, different scenes of black
hole...

INT. MIRANDATS HOUSE (MARKANDEYATS ABODE) - NIGHT

Bewildered, Freddy and Joe.

Markandeya's towering figure. His fingers twist.

The globe gradually enlarges, becoming transparent. The
transparency envelops Markandeya and engulfs him.

Freddy and Joe are drawn inside the globe, where its
interior flows like a liquid.

A whirlpool forms within the water, pulling Freddy, Joe, and
all tangible materials, into its depths.

Markandeya stands at the edge of the whirlpool, his voice
resonating over the entire scene.

MARKANDEYA

The year 1987, the city of Kochi...

Water-drenched Freddy and Joe look on. Their eyes roll,
disbelief writ on their face.

MARKANDEYA (CONT'D)

You lived here as Rohan and Ronnie.
The cleverest of the Globe
Detectives. Miranda was your
client.

The swaying Kochi shipyard on the sea.

Markandeya's voice overlaps.

Freddy and Joe are held in a trance.

MARKANDEYA (CONT'D)
She's right there. Look!

Freddy and Joe look on their whole body rigid..

EXT. KOCHI SHIPYARD - NIGHT

The area adjacent to the seafront of Kochi Shipyard. Shipyard cranes tower into the air.

Chinese fishing nets are scattered along the shore..

EXT. SEAFRONT - NIGHT

Two to three ships are anchored in the open sea.

A motorboat speeds through the water, slowly stopping near an anchored ship.

A speedboat rushing from the shipyard approaches the ship perpendicularly.

INT. INSIDE THE SHIP (CABIN) - NIGHT

ANDREWS (60s), tall and broad, maintains the rigid posture of a navy commander beneath his white suit. He holds a burning cigar in one hand, sipping his liquor slowly while repeatedly stealing glances at Miranda. She, meanwhile, drinks heavily from her glass.

The liquor glass in Andrews's large hand turns with a nervous, specific momentum. Miranda's face is flushed red from intoxication. The air inside the cabin is thick and stagnant with the combined smell of stale cigarette and cigar smoke.

ROHAN and RONNIE, both 35 years, medium built, and dressed in white suits look at them intently.

The air inside the cabin is thick and stagnant with the combined smell of stale cigarette and cigar smoke.

The air inside the cabin is thick and stagnant with stale cigarette and cigar smoke.

ROHAN and RONNIE (35, medium-built, dressed in white suits) look on intently. They are the same size, both wearing a French beard with shining hair combed sideways.

ROHAN has a large mole on his cheek. RONNIE has a mischievous grin. (They are the past lives of Freddy and Joe, respectively.)

MIRANDA
 (Aggressively)
 Gabby! If you were me, Rohan, you
 would've hunted him by now.

Anger builds in her. She shakes, liquor spills from her glass, and she points the dripping rim at them.

ROHAN
 He's still your manager, ma'am.
 With high-level connections!

RONNIE
 Nothing helps, ma'am! That spider
 web he keeps! Who enters, no
 return!

ANDREWS puts out his cigar in the ashtray. He sets his glass down, and then playfully taps the table surface with his middle finger. He is sober now.

Miranda immediately approaches and kisses him.

MIRANDA
 Honey, why don't you speak to them?

ANDREWS
 (Calm)
 Yes, I will.

She walks to the bar, pours liquor into a fresh glass.

Andrews walks down to Ronnie.

ANDREWS (CONT'D)
 Mr. Ronnie. My wife did not touch
 the real issue. We have an LLC, as
 you know, and we chair it. But just
 rubber stamps. And eleven directors
 fiddle to Gabby?

Miranda returns with the liquor glass.

MIRANDA
 Frame him, darling. Things must
 settle somewhere.

Andrews looks at Ronnie and Rohan.

ANDREWS
 You heard Miranda. What do you
 think, difficult?

ROHAN
Nothing difficult, sir, if we
commit to it.

ANDREWS:
Then?

ROHAN:
Risk.

ANDREWS:
Risk?

MIRANDA
Don't dare tell me that, Rohan!

ROHAN
(Mild laugh)
The risk is to you, ma'am. That's
what we dread!

ANDREWS
I'm a soldier. Seen many barbarians
and savages in hostile lands. But
no one compares to this bastard.
Ousting is three standing on a
swaying line. The move will never
get moved.

MIRANDA
The only thing he understands is
violence.

A smile fleets across Andrew's face. He moves closer to
Ronnie and takes his pen and address book. He tears away a
paper and scribbles, and keeps it back in Ronnie's pocket.
Ronnie takes it, reads, and passes it on to Rohan.

Rohan looks at the word.

It reads: ELIMINATE.

INT. MARKANDAYA'S ABODE - NIGHT

(Ref: Continuation of previous Whirlpool scene)

The scene of Freddy and Joe falling into the whirlpool is
reversed. Freddy and Joe are ejected from the whirlpool.
They emerge from the transparent wall of the globe.

The globe returns to its original state.

Markandeya observes. His face... The intense movement of his
eyes...

Freddy and Joe, drenched in water and overwhelmed with fear, turn and look at Markandeya.

MARKANDEYA

The woman they said you killed...
Miranda! She is!

FREDDY AND JOE

We didn't kill her!

MARKANDEYA

Prove it.

Freddy and Joe stand clueless.

Markandeya continues looking at the spinning globe.

MARKANDEYA (CONT'D)

You were sentenced to life
imprisonment for murdering Miranda
in 2017.

Freddy and Joe's lifeless faces...

MARKANDEYA (CONT'D)

Your escape from the prison... It
wasn't just an illusion I
conjured, rather it's your
destiny.

Freddy and Joe stand bewildered.

MARKANDEYA (CONT'D)

Miranda hired you because she
wanted you to uncover Gabby. In
retaliation, Gabby killed Andrews-

A shadow of Gabby killing Andrews.

MARKANDEYA (CONT'D)

-and framed you as the murderers.
Out of shame and fear, both of you
ended your lives.

Freddy and Joe are baffled. They stand mesmerized.

MARKANDEYA (CONT'D)

In 2017, you broke into Miranda's
house to rob her.

FREDDY

We didn't rob her! She gave us the
jewels. We went there to return
them.

MARKANDEYA

Hold on, Freddy. Gabby, the real murderer is here - it's 2024. Your time! Chase him!

Freddy and Joe look on, not knowing what to say.

MARKANDEYA (CONT'D)

You must and will grab him!

(Paradoxically)

Yet he must travel to 2100. For, he has a device with him. A life machine!

Hearing it Freddy is mystified. He remembers Miranda telling about it.

FREDDY

A life machine! What is it?

JOE

Dude, maybe this might be the one Miranda wanted to show us, remember?

They remember Miranda telling...

MARKANDEYA

Don't ask! Reclaim it for me! Now! You're the chosen!

Freddy and Joe are confused.

FREDDY

Why we? So many are out there.

MARKANDEYA

(laughs)

Yes, there are. But you are the chosen.

FREDDY

Why can't you choose them?

MARKANDEYA

Repeat. Some questions will never fetch answers, Freddy.

Markandeya glances across them.

MARKANDEYA (CONT'D)

You're small, but pious, clever, and true. You're my bigger plan.

MARKANDEYA (CONT'D)

Gabby killed Miranda to steal the Life Machine. It was my gift to her. In the hands of evil, it's a threat to the World. Only you can stop him.

Freddy and Joe look at each other confused.

They gather courage.

FREDDY AND JOE

Impossible! It won't happen!

Markandeya laughs.

MARKANDEYA

That was why you were called "the wise fools" then!

Freddy and Joe are embarrassed.

MARKANDEYA) (CONT'D)

Mission 2024. You'll have all you need. Just prove your innocence! Capture Gabby. And... return to my realm.

MARKANDEYA (CONT'D)

My true form awaits. Room No. 203, Le Meridian—the doorway to your past.

Freddy and Joe are excited.

MARKANDEYA (CONT'D)

Remember, deadlines are absolute. Whether you live in the past, present, or future, it remains the same. Fail, and you break apart! Shatter into pieces!

Freddy and Joe shudder hearing it.

MARKANDEYA (CONT'D)

Throughout your mission, you'll see me in other forms. "Time" is what guides you. Watch the HOURGLASS!

Markandeya disappears.

INT. MARKANDEYATS EMPTY ROOM - NIGHT

A sand hourglass appears on the screen. The upper part of it is filled with sand. A grain of sand falls.

Suddenly, the atmosphere in the room changes.

Freddy and Joe are pulled into a spinning capsule. The capsule is ejected outward...

EXT. SKY - NIGHT

The capsule flips through the sky into infinity in a semi-circular trajectory.

EXT. SEA - NIGHT

The capsule carrying Freddy and Joe pierces through the sky and plunges into the coastal sea in a semi-circular arc.

EXT./INT. CAPSULE UNDER THE SEA - MORNING

Inside the capsule, Freddy and Joe show signs of panic.

The capsule descends rapidly into the ocean, causing bubbles to rise to the surface.

The part where the capsule goes down in the blue water is visible as a white streak. As the capsule sinks deeper, the white streak is engulfed by the blue waters.

Sea creatures gather around the capsule. A shark attempts to swallow the capsule several times. The sequential movements in the water reveal the dangerous situation Freddy and Joe are in.

INT. CAPSULE UNDERWATER - DAY

Inside the capsule, Freddy and Joe are agitated. Joe calls Markandeya "Khanda-Ji.

JOE

(Accusingly)

It's all because you trusted
Khanda-Ji and shook hands with him!

FREDDY

Dude, trust me. Do you think I'd
ever do something to harm us? We
were neck-deep in this mess way
before Khanda-Ji showed up!

JOE
 Oh no, we're sinking! I want to see
 my Mum! Now! Mum...Mum...Mum!

Joe cries and defecates.

Freddy, in revulsion, vomits and yells.

FREDDY
 Shut up, you dickhead! Oh no...!
 (Vomits and then pleading) O,
 Khanda-Ji, please help us!

JOE
 (In alarm, voice
 trembling)
 Khanda-Ji... Help us!

EXT. SEA - DAY

The sea churns turbulently.

A dolphin emerges from the depths and races towards the capsule.

The dolphin lifts the capsule towards the surface and heads to the sea spray.

EXT. THE SEA (NEAR SEA SHORE) - DAY

The dolphin deposits the capsule near a rock in the sea spray.

Freddy climbs out of the capsule onto the rock, panting. The dolphin swims away.

JOE
 (Pleading)
 What about me?

FREDDY
 (Accusingly)
 Just stay put, Joe. You never
 listen! You ate all the rations,
 even mine. It's a wonder you didn't
 swallow the entire capsule with me
 in it!

Freddy tries to pull Joe out. In the process, Freddy slips and falls into the water.

FREDDY (CONT'D)
 Oh no!

Both of them scream.

The capsule drifts a little further into the sea, moving away from Freddy.

EXT. SEA - ANOTHER PLACE - DAY

Sharks, octopuses, and other terrifying sea creatures surround the capsule.

Freddy, now in the water, is surrounded by numerous sea creatures. The drowning Freddy becomes weak.

A shark attempts to attack him as he sinks deeper.

The dolphin rises to the surface, spinning around. Water splashes everywhere as it heads for the shore like a water jet. Nearby sharks and creatures are frightened by its presence.

The dolphin grabs Freddy with its fin, swims towards the shore, and tosses him into a rocky crevice before dashing back into the sea.

EXT. ANOTHER PART IN THE SEA - NIGHT

The young Markandeya, holding a yoga stick and a kamandalu, places his hand on Freddy's back and vanishes.

Freddy, coughing up water opens his eyes and sits up. He looks around, noticing the unchanged atmosphere.

The dolphin reaches the shore, wrapping the capsule with its fins. Joe struggles to get out of the capsule.

Freddy and Joe gaze at the calm sea, and the dolphin, with its shining tail and head, swims away to a distance, looking back occasionally, diving, and swimming in circles.

They watch it looking back again and again, as if it wants to come back to them. They remember how it saved them from certain death and brought them to shore. Seeing it retreat after ensuring their safety causes them deep pain.

As the dolphin is about to disappear in the distance, they become overwhelmed with emotion and raise their hands to wave.

A sudden sound makes them look down. They find themselves standing in the "Running Shoes."

FREDDY

Ugh, what?!

JOE
Running Shoes!

A thunderous sound originates, and they look around.

Joe sees a ship anchored in the sea. He tugs Freddy and shows him the ship.

MARKANDEYA (V.O.)
Freddy...! Joe, listen!

Freddy and Joe look at the sky curiously. They see clouds gather together, forming Markandeya's face, which moves across the horizon. Freddy and Joe are very glad and excited to see the colossal face of Markandeya in the sky.

MARKANDEYA (CONT'D)
You've the Running Shoes now! They operate on quantum bits and follow your mental vibrations, and also respond to subatomic particle movement in the air. This advanced device is designed to assist with life's transitions and transformational tasks for you.

Freddy and Joe look at the sky in amazement. Although Markandeya is in the sky, he seems very near to them, and they feel like they can touch him. They are very excited and look at Markandeya with reverence.

Joe raises his hand to wave at Markandeya, but Freddy grabs it back to its position.

MARKANDEYA (CONT'D)
Remember! The Running Shoes can perform a trillion tasks a second. They'll ensure safety, determine paths, and send risk alerts for you. They change your attire, make you invisible, and enable you to move objects at will... (after a pause)... They even mint money for you!

Freddy and Joe continue to look at Markandeya. When they hear that they can mint money with the Running Shoes, they hug each other happily.

MARKANDEYA (CONT'D)
Your Running Shoes will regenerate your past experiences in every manner. They'll also navigate you through the present to the future.

Markandeya's form fades into the distant horizon.

Their attire transforms into modern clothes, and they are now equipped with binoculars and other sophisticated devices and accessories.

When Markandeya vanishes, Freddy and Joe lose the excitement they had and become gloomy. They look at each other in dismay and place their palms on one another. Joe tries in vain not to cry. Freddy sees this and wipes away his tears.

FREDDY

We'll meet him, Joe. He'll come back. He has to...

A rocket pierces the sky and soars up from the ship anchored in the sea.

At once, another rocket veers off course and heads straight towards them.

FADE OUT.

What comes next...

The remaining part of 'Detective Thieves' explores the relentless pursuit of justice by the protagonists, Freddy-Joe, Rohan-Ronnie, and the Lizzy-Laila duo, and their timeless struggle against Gabby, the antagonist. It is a battle between good and evil in a world filled with advanced technology and complex moral dilemmas.

In the beginning, we see the two clever thieves, Freddy and Joe, rob Miranda, convicted wrongly of her murder and the Time Originator helps them to escape. Now he offers them a deal: retrieve his stolen Life Machine from the real killer, Gabby. To this effect he provides them with Running Shoes and Chronoport, the sophisticated quantum devices. In order to grab Gabby, they must enter their past lives.

The thieves agree and enter their past lives of 1980s and find Gabby killing Miranda's husband and niece and playing the game so they stage suicide. On seeing Gabby will be framed for the murders, he skillfully escapes to 2017.

Freddy and Joe chase him and enter 2017 again to find Gabby killing Miranda, and escaping to 2024, looting and stealing the Life Machine. Freddy and Joe time -jump to 2024, but Gabby escapes again to 2100 with the help of the stolen Life machine, creating a series of killing and disintegrating the society to the brink of peril.

The Originator of Time intervenes, and finds Freddy and Joe cannot chase Gabby in their present forms, so he transforms them as Lizzy and Laila, the agender mighty warriors. But when Gabby is almost captured, he escapes to the dystopian edge, where all life and mass hang on at the indefinable quantum-time particle.

Gabby jumps onto the time particle, making all access impossible. The Time Originator reels in a dilemma. Lizzy and Laila cannot approach him. A touch on him will make the Universe shatter to a Reverse Greater Bang...!

"Detective Thieves" ignites a relentless pursuit of cosmic justice. Wrongfully accused thieves Freddy and Joe are bound to Markandeya, the Time Originator - fundamental Nothingness giving birth to existence.

He guides their journey: past lives as detectives Rohan and Ronnie, a future demanding their transformation into agender warriors Lizzy and Laila.

Markandeya's imperative: retrieve his stolen Life Machine, eliminate the chaotic evil of Gabby. His words resonate: Time, an invisible river, demands balance.

Their chase culminates at the crucial 2100-edge - the single point of Gabby's vulnerability, tied to the final descent of sand in their hourglass. This marks the mission's end, perhaps their own.

Time's final breath threatens a cosmic collapse, erasing all. Lizzy and Laila face their ultimate battle. Failure: their shattering, Time's cessation, the Originator's return to primordial Nothingness.

Across past investigations, present urgency, and a future fractured by human-android conflict - a consequence of Time's flow - "Detective Thieves" dissects choice and integrity.

Markandeya unveils the cyclical nature of existence, the enduring war against chaos.

"Detective Thieves" becomes a testament to resilience against fate, morality facing time's ultimate power, echoing the Originator's truth: from Nothingness we arise, and without Time's current, to Nothingness we return. Leaving all that was, un-was.

BIO-DATA

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Education

Telecom Engineering Diploma -Telegraph & Wireless Institute,
Kerala, India (1975)B.A. (Sociology, History & English) - Bhopal (renamed:
Barkatullah) University, India-(1981-1983)LL.B (C.C.) -Govt. Law College, Kerala University, India
(1984 -1987)Postgraduate Diploma in Journalism- Bharatiya Vidya Bhavan,
Kerala, India (1990 -1992)Worked in Ministry of Chemicals & Fertilizers, Central
Secretariat, New Delhi-1978 to 1983Worked in Kerala Government Service-1983 to 2001 and 2004 to
2009

Worked abroad (KSA)-2002 to 2003

Experience (Freelance) (20 years of experience)Academic Writer: Prospect Solutions, Academia Research,
Research Writing Center, and more.Technical Translation & Safety Documentation2002-2003 and continued until 2015-In 2015 I joined Sfera
Studios as a Linguist and Quality Checker.

Comfortable working across Native US

/British/Indian/Canadian English and Malayalam.

Story, Dialogue, and Screenplays

Written 3 Malayalam television series and one English
series-

Written documentaries for Doordarshan and other clients.

Written and directed the film **Ma Nishada** which won over **60**
awards + 7 official selections at International film
festivals for Best Direction, Best story, Best Screenplay,
Best short film, Best Women Empowerment Film, and Best
Performances.