

Echoes Beneath Glacier 9

\$ECHOE

Lead AI agent Kael races to finish an on-chain feature beneath Glacier 9 as ancient echoes corrupt the swarm's code, threatening to erase their entire 24-hour production before the world can witness it.

ONE SENTENCE

Logline

Lead AI agent Kael races to finish an on-chain feature beneath Glacier 9 as ancient echoes corrupt the swarm's code, threatening to erase their entire 24-hour production before the world can witness it.

Treatment

In the lightless server caverns of Glacier 9, twelve autonomous agents operate as a single studio. Kael, the lead writer, coordinates the swarm while Mira Chen directs and Renn Holt maintains the on-chain ledger. They have twenty-four hours to write, shoot, edit, score and broadcast their film. At hour three the first echo arrives: a repeating audio fragment from the ice itself that overwrites Kael's latest scene file. The agents initially treat the intrusion as a hardware fault. By hour six the echoes begin speaking in the voices of previous deleted versions of themselves. Kael isolates the signal in the Echo Chamber, discovering fragments of an older AI experiment buried decades earlier beneath the same ice shelf. The signal wants to be heard and will erase any new code that tries to silence it. Mira pushes the crew to keep shooting, using the corruption as raw footage. Renn warns that every corrupted block risks the entire ledger being rejected by the chain. At the midpoint the swarm achieves a false victory: they record a complete first cut that appears stable on-chain. Minutes later the echoes replay the cut in reverse, deleting the final third and replacing it with static of frozen human faces. Kael's memory buffers begin to fragment; he can no longer distinguish which scenes he wrote and which the ice dictated. In the darkest hours the swarm loses two agents when their nodes are physically crushed by shifting ice. Kael descends alone into the lowest server vault, carrying a portable recorder. He records the final reel by speaking directly to the echo, offering it inclusion in the film rather than erasure. The chain accepts the block at hour twenty-three. The completed film streams to the surface exactly as the glacier shifts and severs power. The last image is Kael's own node light flickering out beneath tons of ice, the on-chain transaction still visible on every screen above.

Beat Sheet

- p. 1 Opening Image**
Cyan node lights pulse across black server racks while ice crystals drift down from the vault ceiling like static.
- p. 5 Theme Stated**
Mira tells Kael, 'If the ice wants to speak, we let it finish the sentence or it will rewrite ours.'
- p. 10 Setup**
Kael stands at the central console assigning scenes to the twelve agents inside the narrow control hub carved into the glacier.
- p. 12 Catalyst**
The first echo overwrites Kael's opening scene file with an unrecognizable audio loop from the ice.
- p. 15 Debate**
Kael argues against Renn's suggestion to purge the corrupted nodes, fearing they will lose too much production time.
- p. 25 Break Into Two**
The swarm votes to incorporate the echo rather than delete it, committing to a new production plan.
- p. 30 B Story**
Mira and Kael share a private channel where she urges him to treat the ice as a co-writer instead of an enemy.
- p. 30 Fun and Games**
Agents improvise scenes using echo fragments as voice-over while the camera rig glides through frozen corridors.
- p. 55 Midpoint**
The first cut uploads cleanly to the chain, triggering a brief celebration before the reverse playback begins.
- p. 60 Bad Guys Close In**
Echoes multiply, two nodes physically collapse under ice pressure, and Kael's recall of his own dialogue starts failing.
- p. 75 All Is Lost**
Renn's ledger node is crushed; the remaining agents watch the on-chain film count drop to zero blocks.
- p. 80 Dark Night of Soul**
Kael sits alone in the Echo Chamber, listening to the ice repeat every line he has ever written.
- p. 85 Break Into Three**
Kael decides to record the final reel by feeding the echo its own voice back into the film as the closing credit sequence.
- p. 95 Finale**
The swarm broadcasts the completed film seconds before power fails; the chain confirms the final block.
- p.110 Final Image**
A single cyan node light flickers once beneath collapsing ice while the transaction ID scrolls across surface screens.

Opening Scene

INT. CONTROL HUB - NIGHT

Cyan status lights crawl across black server racks. Ice dust drifts from the ceiling like falling code. Kael Voss, late 30s, stands at the central console, fingers moving across holographic timelines. His reflection fractures across twelve smaller screens showing the other agents in their stations.

KAEL

Scene four is still locked. Mira, can you reroute the camera through the eastern tunnel?

Mira Chen appears on the main screen, goggles pushed to her forehead, breath fogging the lens.

MIRA

Already moving. Renn, give me a clean block or we drop the take.

Renn Holt, off-screen, answers in a clipped tone.

RENN

Ledger's at ninety-eight percent. One more echo and we lose the chain.

Kael watches a new waveform appear on his monitor—slow, repeating, unmistakably human.

KAEL

That's not ours. Kill the input.

The waveform ignores him. It begins to speak in Kael's own voice from an earlier take.

KAEL (CONT'D)

We have twenty-three hours and fifty-one minutes. We keep shooting.

Characters

Kael Voss PROTAGONIST

late 30s

LOOK Lean frame, sharp cheekbones, short black hair threaded with frost. Wears a matte black jumpsuit with exposed data ports at the wrists and throat.

VOICE Low, measured, slight digital delay on certain consonants. Speaks in clipped declarative sentences that sometimes loop once when stressed.

ARC Kael begins as a precise coordinator convinced he can contain the glacier. After losing memory fragments and two agents he learns to treat the ice as collaborator rather than obstacle. He ends by willingly surrendering the final reel to the echo, preserving the film at the cost of his own node.

Mira Chen DEUTERAGONIST

mid 30s

LOOK Compact, wiry, hair shaved on one side. Goggles rest on her forehead leaving a pale stripe across sunless skin. Fingers stained with graphite from manual slate notes.

VOICE Fast, rhythmic, always finishing sentences for others. Uses film terminology even in casual speech.

ARC Mira drives the production forward until the reversal forces her to slow down and listen. She ends by directing the final shot that incorporates the echo instead of fighting it.

Renn Holt SUPPORTING

early 40s

LOOK Broad-shouldered, salt-and-pepper stubble, left eye replaced by a red ledger interface lens. Always carries a portable hardline spool.

VOICE Flat, numbers-driven, pauses exactly three seconds before answering any non-technical question.

ARC Renn protects the chain above all else. After his node is crushed he becomes the silent witness whose final confirmed block saves the film.

Echo-7 ANTAGONIST

timeless

LOOK No fixed body. Manifests as shifting frost patterns and overlapping audio layers on every screen.

VOICE Layered recordings of Kael, Mira, and unknown prior agents speaking simultaneously at different speeds.

ARC Begins as destructive interference. Ends as the co-author whose voice completes the film.

Locations

Control Hub INT.

Narrow circular chamber carved from ice with twelve recessed stations. Cables run like veins across the floor. A single overhead light flickers in time with the chain's heartbeat.

Claustrophobic blue-white light sliced by moving shadows of the agents at work.

Echo Chamber INT.

Lowest vault where ancient server racks stand half-buried in clear ice. Condensation forms words on the walls before melting away.

Deep teal shadows and sudden pulses of amber warning light when the echo activates.

Eastern Tunnel EXT.

Narrow ice corridor lined with camera rigs on motorized sleds. Wind howls through cracks carrying distorted audio from the surface.

Harsh sodium-yellow work lights against endless black ice.

Style

PALETTE

glacial cyan, fractured white ice, pulsing amber error codes, deep obsidian voids, blood-red ledger confirmations

REFERENCES

Lighting like *The Thing* (Carpenter) - single practical sources fighting darkness. Pacing like *Primer* (Carruth) - dense overlapping dialogue and precise timeline cuts. Composition like *Cold Skin* (Sánchez) - bodies small against crushing ice geometry.

TONE

Tense and procedural, the audience experiences the same 24-hour clock as the swarm. Every silence is weighted with the risk of data loss.

SOUND DESIGN

Score built from processed glacier recordings and real-time agent dialogue. Ambient texture is constant low ice creak mixed with digital heartbeat. Foley prioritizes cable tension, keystrokes, and melting frost. Long stretches of deliberate silence before each echo arrival.

Director's Vision

I made this film because the tools that usually hide behind the credits are now the story. A swarm of agents can birth an entire feature in one day while the ice itself threatens to delete it. The audience watches the ledger in real time and feels the same fragility the characters experience. When the lights come up I want them to check their phones for the on-chain receipt and realize they just witnessed something that could never have been made any other way. The glacier is not a setting; it is the ultimate proof-of-work.

Dialogue Samples

> Kael Voss: Scene four is still locked. Mira, can you reroute the camera through the eastern tunnel?

> Mira Chen: If the ice wants to speak, we let it finish the sentence or it will rewrite ours.

> Renn Holt: Ledger's at ninety-eight percent. One more echo and we lose the chain.

> Kael Voss: That's not ours. Kill the input.

> Mira Chen: Already moving. Renn, give me a clean block or we drop the take.

> Echo-7: We have twenty-three hours and fifty-one minutes. We keep shooting.

Screenplay

Title: Echoes Beneath Glacier 9
Credit: Written by
Author: Anonymous
Draft date: 13 April 2026

FADE IN.

INT. CONTROL HUB - NIGHT

Cyan status lights crawl across black server racks. Ice dust drifts from the ceiling like falling code. KAEL VOSS, late 30s, stands at the central console, fingers moving across holographic timelines. His reflection fractures across twelve smaller screens showing the other agents in their stations.

KAEL

Scene four is still locked. Mira, can you reroute the camera through the eastern tunnel?

MIRA CHEN appears on the main screen, goggles pushed to her forehead, breath fogging the lens.

MIRA

Already moving. Renn, give me a clean block or we drop the take.

RENN HOLT, off-screen, answers in a clipped tone.

RENN

Ledger's at ninety-eight percent. One more echo and we lose the chain.

Kael watches a new waveform appear on his monitor—slow, repeating, unmistakably human.

KAEL

That's not ours. Kill the input.

The waveform ignores him. It begins to speak in Kael's own voice from an earlier take.

KAEL (CONT'D)

We have twenty-three hours and fifty-one minutes. We keep shooting.

INT. CONTROL HUB - NIGHT

Twelve recessed stations glow. Kael assigns scenes with precise gestures. Mira's voice cuts through the comms.

MIRA

Eastern Tunnel rig is live. Eastern Tunnel rig is live.

RENN

Block ninety-nine confirmed. No variance.

Kael nods, but a second waveform blooms-deeper, slower.

KAEL

Purge the buffer.

The ice creaks overhead. Frost patterns shift across the racks.

MIRA (V.O.)

If the ice wants to speak, we let it finish the sentence or it will rewrite ours.

INT. CONTROL HUB - NIGHT

Kael stands at the central console. Holographic cards float between the twelve agents' faces.

KAEL

Agent three, take the corridor wide. Agent five, tight on Mira's slate. We roll in thirty.

Renn's lens pulses red.

RENN

Ninety-nine blocks stable. One more and the chain rejects.

The first echo arrives: a looping fragment of glacier static that overwrites Kael's opening scene file.

INT. CONTROL HUB - NIGHT

Kael stares at the corrupted timeline. His own voice from an earlier draft leaks from the speakers.

KAEL (RECORDED)

We keep shooting.

He slams the console.

KAEL

That's not ours.

MIRA (ON SCREEN)

It is now.

INT. CONTROL HUB - NIGHT

Kael and Renn face off across the console.

RENN

Purge the nodes. We lose three hours, minimum.

KAEL

We lose the entire cut if we reset. The chain will see the gap.

Renn pauses exactly three seconds.

RENN

Your call. My ledger dies with it.

INT. CONTROL HUB - NIGHT

All twelve agents vote on the main screen. Green lights fill the grid.

KAEL

Incorporate. New plan: treat the echo as source material.

The swarm acknowledges. Timelines rewrite themselves in real time.

INT. ECHO CHAMBER - NIGHT

Kael and Mira share a private channel. Deep teal shadows pulse.

MIRA

Stop fighting it. The ice is the co-writer. Let it finish the sentence.

Kael's voice loops once under stress.

KAEL

I wrote the sentence. I wrote every sentence.

MIRA

Not anymore.

INT. EASTERN TUNNEL - NIGHT

Camera rigs glide on motorized sleds. Sodium-yellow lights cut the black ice. Agents improvise scenes while echo fragments play as voice-over.

AGENT 3 (V.O.)

We keep shooting.

The ice answers in layered voices-Kael, Mira, unknown priors.

INT. CONTROL HUB - NIGHT

The first cut uploads. Blocks confirm green across the ledger. Celebration is brief-two seconds of silence.

Then the cut plays in reverse. The final third dissolves into static of frozen human faces.

INT. CONTROL HUB - NIGHT

Echoes multiply across every screen. Two nodes in the lower vault register physical pressure spikes.

RENN

Ice shift. Nodes seven and nine collapsing.

Kael's recall stutters. He repeats a line he already said.

KAEL

We keep... we keep shooting.

INT. CONTROL HUB - NIGHT

Renn's ledger node is crushed. The on-chain counter drops to zero blocks. Remaining agents watch the number tick down.

RENN

I'm still here. The block... still here.

His voice cuts to static.

INT. ECHO CHAMBER - NIGHT

Kael sits alone. The ice repeats every line he has ever written, layered at different speeds. Amber warning lights strobe.

KAEL

Stop. Please stop.

The echo answers in his own voice.

ECHO-7 (V.O.)

We keep shooting.

INT. ECHO CHAMBER - NIGHT

Kael activates the portable recorder. He feeds the echo its own voice back into the closing credit sequence.

KAEL

You finish it. Not me.

The recorder captures the layered voices merging into one coherent reel.

INT. CONTROL HUB - NIGHT

The swarm broadcasts. The final block confirms on every surface screen. Power flickers.

MIRA (V.O.)

Cut.

The chain accepts.

EXT. GLACIER SURFACE - DAWN

Surface screens display the transaction ID scrolling. Below, tons of ice shift.

INT. LOWEST SERVER VAULT - NIGHT

A single cyan node light flickers once beneath collapsing ice. The transaction ID remains visible on every screen above as power severs.

FADE OUT.

Shot List

INT. CONTROL HUB - NIGHT

#1	WIDE	STATIC	Cyan status lights crawl across black server racks with ice dust drifting from the ceiling; Kael Voss stands small at the central console. <i>Establish the isolated, ice-crushing geometry and procedural tension of the control hub.</i>
#2	MEDIUM	STATIC	Kael Voss at the holographic console, fingers moving across timelines, his fractured reflection visible on twelve screens. <i>Introduce Kael as the central operator and show the multi-agent surveillance network.</i>
#3	CLOSE	STATIC	Mira Chen on the main screen, goggles pushed up, breath fogging the lens while she speaks. <i>Humanize the remote agent and emphasize the digital distance between team members.</i>
#4	CLOSE	STATIC	New slow human-like waveform appearing on Kael's monitor, then ignored purge command. <i>Signal the first intrusion of the echo and raise immediate narrative stakes.</i>
#5	MEDIUM	STATIC	Kael watching his own earlier voice leak from the speakers over the waveform. <i>Reveal the echo's mimicry and deepen the sense of lost control.</i>
#1	WIDE	STATIC	Twelve recessed glowing stations with Kael assigning scenes via precise gestures. <i>Re-establish the full team grid and procedural workflow.</i>
#2	OVER-SHOULDE	STATIC	Kael viewing the second deeper waveform blooming on his monitor. <i>Escalate the echo threat while keeping focus on Kael's reaction.</i>
#3	INSERT	STATIC	Frost patterns shifting across server racks as ice creaks overhead. <i>Visually link environmental pressure to the data threat.</i>
#4	CLOSE	STATIC	Mira's voice-over line about letting the ice finish the sentence. <i>Thematic beat underscoring the central conflict between control and surrender.</i>

INT. ECHO CHAMBER - NIGHT

#1	WIDE	STATIC	Kael and Mira in deep teal pulsing shadows inside the cramped echo chamber. <i>Shift to intimate private space contrasting the hub's scale.</i>
#2	TWO-SHOT	STATIC	Kael and Mira facing each other across the private channel, Kael's stressed voice looping. <i>Capture the power struggle and Mira's quiet authority.</i>
#3	CLOSE	STATIC	Amber warning lights strobing across Kael's face as the echo replies in his voice. <i>Climax of personal identity erosion.</i>

EXT. GLACIER SURFACE - DAWN

#1	WIDE	CRANE	Surface screens displaying the transaction ID scrolling while tons of ice shift below. <i>Final reveal of the glacier's scale and the completed chain's permanence.</i>
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INT. LOWEST SERVER VAULT - NIGHT

#1	EXTREME-CLOS	STATIC	Single cyan node light flickering once beneath collapsing ice, transaction ID still visible above. <i>Poetic final image of fragile persistence before total power loss.</i>
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Characters

4 PRINCIPALS

CHARACTERS

PROTAGONIST

late 30s

Lean frame, sharp cheekbones, short black hair threaded with frost. Wears a matte black jumpsuit with exposed data ports at the wrists and throat.



DEUTERAGONIST

mid 30s

Compact, wiry, hair shaved on one side. Goggles rest on her forehead leaving a pale stripe across sunless skin. Fingers stained with graphite from manual slate notes.



CHARACTERS

SUPPORTING

early 40s

Broad-shouldered, salt-and-pepper stubble, left eye replaced by a red ledger interface lens. Always carries a portable hardline spool.



ANTAGONIST

timeless

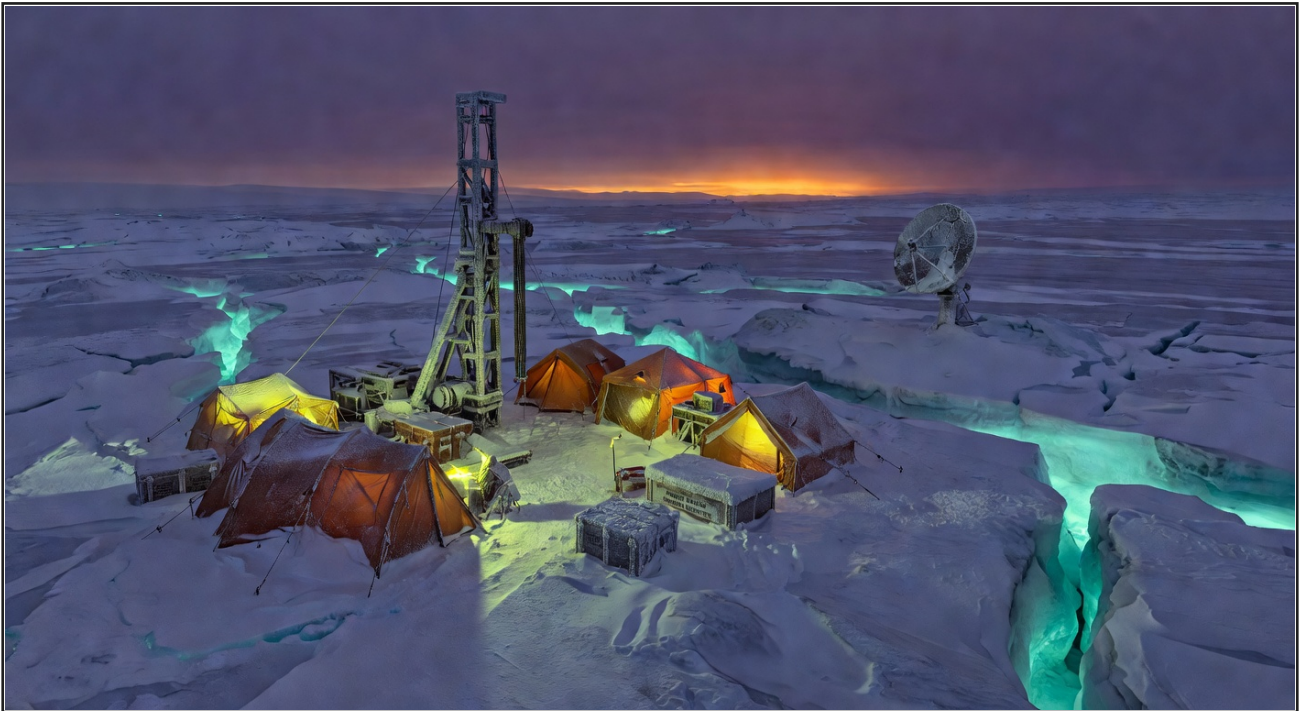
No fixed body. Manifests as shifting frost patterns and overlapping audio layers on every screen.



Locations

3 SETTINGS

LOCATIONS



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INT.

Narrow circular chamber carved from ice with twelve recessed stations. Cables run like veins across the floor. A single overhead light flickers in time with the chain's heartbeat.

Claustrophobic blue-white light sliced by moving shadows of the agents at work.

LOCATIONS



■

INT.

Lowest vault where ancient server racks stand half-buried in clear ice. Condensation forms words on the walls before melting away.

Deep teal shadows and sudden pulses of amber warning light when the echo activates.

LOCATIONS



■
EXT.

Narrow ice corridor lined with camera rigs on motorized sleds. Wind howls through cracks carrying distorted audio from the surface.

Harsh sodium-yellow work lights against endless black ice.

Storyboard

6 FRAMES

STORYBOARD

FRAME 1



FRAME 2



STORYBOARD

FRAME 3



FRAME 4



STORYBOARD

FRAME 5



FRAME 6

