

THE CLEANSED COMPANION

SEASON 1 (LIMITED EDITION)



WELCOME and thank you for purchasing this limited edition boxed set of Season 1 of *The Cleansed*.

You have joined a moment in audio history - the creation of a work that eviscerates the 21st century and uses sound alone to tell a story that could never fit in a motion picture.

DIRECTOR'S NOTES FOR THE FIRST SEASON

You hold in your hands one of 100 copies of this limited edition boxed set - a journey that started as a reaction to the post-apocalyptic fiction of the late 90s.

Confronted with sensationalized blockbusters of the time - the alien wreckage wrought on D.C. in *ID4*, the saccharine savior Bruce Willis in *Armageddon* - I imagined an apocalypse full of dark, poisonous grit, as grinding and unremitting as the heavy metal bands that ushered in the sound of the new millenium.

I imagined a world collapsing of our own doing: no aliens, no asteroids, not even an atom bomb. Just the slow snap, snap, snap as little bits of normalcy unravel. That this undoing would be related to energy was only natural - what aspect of the 21st century is not predicated on energy? And in 2012, just over a decade into the new century, is it not an addiction to this energy that pushes us to dig deeper, slash more virgin forest, fight more distant armies all in an attempt to continue some unsustainable fantasy?

The world of *The Cleansed* is a frightening place. It depicts the harrowing consequences should we fail to solve our resource challenges. It depicts – at slant – the consequences of an environment that turns on its inhabitants, of blind belief in so-called saviors, of letting the things good and right about society fall by the wayside so that monsters can take root.

It is also a hero's journey – of three heroes – Luke, Maria, and Marc, three young people whose inheritance is this ravaged world. They will not get their driver's license at 16. They will not fret about where to go to college or take the SATs. But they will sit outside on deep autumn nights and gaze at the stars. They will fight and love and lose and face the miraculous. Life goes on, even when the rest falls apart. And that is what this story is about. I'm glad to have you join me.

- Frederick Greenhalgh

THE BREAKING - MAKING OF THE UNMAKING

Politicians, oil men, scientists - no one had the courage to tell anyone about it. After all, technology would prevail. *How could the world be running out of oil?*

In denial, society continues to chug through 27 million barrels of oil a day to continue business as usual. That is, until "usual" is just not possible any more.

Severe oil rationing paralyzes America's commuting culture and stresses the underdeveloped public transportation system. Food can no longer be economically shipped across the country. Costs of basic staples like bread and milk skyrocket while state and local governments struggle to reengineer their infrastructure. The federal government's response is anemic and inadequate. National Guard forces are stretched thin and focus on major metropolitan centers. Those in remote areas are largely left to fend for themselves.

The OPEC cartel takes advantage of this one last mad dash for oil and pits the major powers against each other in a great bidding war with unimaginable stakes. China flexes their industrial machinery and people power against the West. The U.S. enters into a war that can only end in stalemate, as two military machines, both anemic without oil, fight for the reserves that are found in the distant desert. Billions suffer at home.

The War in the Emirates is a dreadful, bloody war of a scope America has not fought in a century. Qualms about using chemical and biological warfare disappear as both sides become increasingly desperate. No one wants to fight this war on their own land, but while it is happening overseas, the powers that be avert their eyes from the suffering they cause. The beleaguered troops come home to an America that treats them much like the vets of Vietnam.

And the worst has not yet happened.

THE REFUGE

During the raging fires of the "Breaking," safety was a distant dream. Food? Scarce. Shelter? Rare. So when a beleaguered group of refugees finds an abandoned military base in Northern Maine, it is no wonder they call it the "Refuge."

Fifteen years later, the Refuge has suffered through attacks, famine, disease, drought, brutal winter storms and even freak tornados. But there is still food in the ground. Water is pumped by solar panels and scrappy wind power gets the lights on for minutes at a time. A bounty of linseed turns into biodiesel. Life is tenuous but it *is* life.

And it's to the Refuge that John Prophet charges in and changes everything. Prophet - an ex-soldier and ghost of the past - comes bearing news of a coming war that will leave no one unscathed.





THE REPUBLIC

Ask any survivor of the Breaking, and they will tell you, "The cities were the worst." So it was with New York; the city was so brutalized that those who survive rename it "Corinth."

It is to Corinth that John Prophet came during the Breaking, and the hardened soldier brought order to the chaotic place. Sure, order was a hard thing. But there was hope, there was a chance for freedom, a chance for civilization to rebuild - and then the Republic arrives.

During the Breaking, those with resources fled, and 15 years later, they are ready to return, and ready to take power back. As for the masses, they are ready to cede control. Because after many years of madness, electricity and rules are comforting.

But freedom is a casualty of comfort. And the promise of power proves too tempting for darker forces to ignore.

THE DWELLERS

The Dwellers are a tough group of survivalists who live in the woods, and would like to generally be left alone. While holed up in a 'BOL,' the Dwellers live much closer to the land than those in the Refuge. They espouse a libertarian philosophy prizing individual choice and the minimal government of the tribe (an association of free individuals). An "eye for an eye" is their mode of justice and they plan to enact vengeance on the Refuge when they find they have harbored John Prophet, a wanted murderer of their people.



MAJOR CHARACTERS

THE REFUGE

DAVID - Patriarch of the Refuge. Resourceful leader and ex-National Guard.

SAM - Fiercely protective combat medic. David's wife; Maria's mother; Luke's adopted mother. Staff Sergeant who served under John in Saudi Arabia.

MARIA - Tomboyish, rugged 15-year-old girl who has grown up in the Refuge.

LUKE - Fragile 20 year-old who lost his father and mother in the Breaking.

David and Sam's adopted child; Maria's adopted brother.

JOHN PROPHET - A ghost from the past of David and Sam. Fought in Saudi Wars with Sam but left the group during the Breaking to fight for freedom.

DWELLERS

CHAD - Patriarch of the Dwellers

CAITLIN - Matriarch of the Dwellers

MARC - Son of Chad and Caitlin

THE REPUBLIC

RICHARD - Navy admiral, commands The Citadel which returns to New York.

SAUL - Starts as a soldier in John's army, but double-crosses them and sides with the Republic, but it's clear his devious aims don't stop there...

PAUL - Charismatic evangelical leader who hails from the West, followed by his group of Believers,

ZEKE - A young boy who follows John, but is left behind in the Soup (sewers).

LUCIAN - A worker in the Republic, whose life is changed when a friend is killed. An ex-Sewbie himself, he takes Amos under his wing.

AMOS - A "Soup" waif befriended by Lucian. Together, they join the Believers.



THE PRODUCTION

ON THE ART

"It was important that the art keyed in with the images conjured in listener's minds. Saul, for instance, was a challenge because the visualization of insidious evil is different for each one of us. I have tried to create a sense of urgency and intensity in the illustrations."

- Simon Adams, Illustrator

ON THE MUSIC

"Inspiration for the music comes straight from the performance of the actors - such as [arch villain] Saul's themes that highlight his menacing inner evil, which were deliciously fun to write."

- Hubert Campbell, Composer

ON THE SOUND

"In audio, sound is your set, your props, your lights, your scenery, it is the lens through which the listener sees the world ... Season 1 began with the idea of people sitting around a campfire telling the story."

- Matthew Boudreau, Sound Designer

