

The PharmsTech Trilogy

Deoxyribonucleic acid (DNA) is a nucleic acid that contains the genetic instructions used in the development and functioning of all known living organisms and some viruses. The main role of DNA molecules is the long-term storage of information. DNA is often compared to a set of blueprints, or a recipe, or a code, since it contains the instructions needed to construct other components of cells, such as proteins and RNA molecules. The DNA segments that carry this genetic information are called genes, but other DNA sequences have structural purposes, or are involved in regulating the use of this genetic information.

Chemically, DNA consists of two long polymers of simple units called nucleotides, with a backbone made of sugars and phosphate groups joined by ester bonds. These two strands run in opposite directions to each other and are therefore anti-parallel. Attached to each sugar is one of four types of molecules called bases. It is the sequence of these four bases along the backbone that encodes information. This information is read using the genetic code, which specifies the sequence of the amino acids within proteins. This code is read by copying stretches of DNA into the related messenger RNA, in a process called transcription.

Within cells, DNA is organized into long structures called chromosomes. These chromosomes are duplicated before cells divide, in a process called DNA replication. Eukaryotic organisms (animals, plants, fungi, and protists) store most of their DNA inside the cell nucleus and some of their DNA in organelles, such as mitochondria or chloroplasts. In contrast, prokaryotes (bacteria and archaea) store their DNA only in the cytoplasm. Within the chromosomes, chromatin proteins such as histones compact and organize DNA. These compact structures guide the interactions between DNA and other proteins, helping control which parts of the DNA are transcribed.

random][plasmid

DNA exists in many possible conformations, which include A-DNA, B-DNA, and Z-DNA forms, although only B-DNA and Z-DNA have been directly observed in functional organisms.^[10] The conformation that DNA adopts depends on the hydration level, DNA sequence, the amount and direction of supercoiling, chemical modifications of the bases, the type and concentration of metal ions, as well as the presence of polymer solutions.^[29]

The first published reports of A-DNA X-ray diffraction patterns—and also B-DNA used analyses based on Patterson transforms that provided only a limited amount of structural information for oriented fibers.^{[30][31]} An alternate analysis was then published by Wilkins et al. in 1951 for the B-DNA X-ray diffraction/scattering patterns of highly hydrated fibers in terms of squares of base functions.^[32] In the journal, Watson and Crick presented their molecular modeling analysis of the DNA X-ray diffraction patterns to suggest that the structure was a helix.^[7]

Although the B-DNA form is most common under physiological conditions, it is not a well-defined conformation, but a family of related DNA conformations^[33] that occur at the high hydration levels present in living cells. Their corresponding diffraction and scattering patterns are characteristic of molecular paracrystals with a significant degree of disorder.^{[35][36]}

Compared to B-DNA, the A-DNA form is a wide, tight, hand-cranked spiral, with a shallow, wide minor groove and a narrow, deep major groove. The A-form predominates under non-physiological conditions in partially hydrated samples of DNA, while in the cell as well as in enzyme-DNA and RNA-DNA complexes of DNA where the bases have been chemically modified by methylation may undergo a large change in conformation and adopt the Z

A place where morality doesn't exist, and profit is everything.

THE PHARMOTECH TRILOGY

Proposal for three feature film

THE KAMENKA EXPERIMENT (1980s)
SURVIVING THE MAZE (Present Day)
BLUE GREEN YELLOW... DEAD! (In the Future)

The screenplay rights lie with Anthony Straeger.
All enquiries and correspondence should be directed to:

Anthony Straeger – Producer/Writer

Telephone - +49 151 5145 0356
or +44 7722 405 978

For more information, please visit our website at www.anthonystraeger.com

The PharmoTech Story

PharmoTech is a mysterious and elusive pharmaceutical development company that has managed to keep a low profile despite being possibly the leading company in its field. There is no information to be found about when the company was established, but it is evident that its owners are some of the wealthiest and most influential people in the world.

These people enjoy protection from governments and banking establishments. The company operates in secrecy and without scrutiny, and through its influence, it can make anyone's life a living hell.



The company's drug development industry is shrouded in mystery, and it is unclear how they conceal its corporate nature. However, it is evident that they run controversial drug enhancement programs that never come under scrutiny or evaluation, indicating that their practices and experiments may not be in the best interests of humanity. Their focus is profit, and they have the ability to suppress information through legal tactics or control of the media.

A new CEO, Cameron Thatcher, took over in the 1980s, and his mission was to take the company deeper into the world of military enhancement drugs. After all, the one business that is always thriving is war. Their first major breakthrough came with Kamenka 194, a gas that targeted sleep deprivation and strength augmentation. The Kamenka Experiment was born. But after a major tragedy, the results were locked away, far from public view.

A setback but not a deterrent, Kamenka 194 saw the company begin testing even more dangerous drugs. By the early 2020s, life - Well death, had gotten out of hand. PharmoTech found itself with an underground vault filled with dead men walking. With billions spent, and still no ultimate weapon in sight, the situation was becoming intolerable. A stroke of genius by Thatcher's right-hand man, Shay, resulted in a hideous project to help them recoup some collateral. A snuff game where the contestants had to destroy as many of the walking dead as possible in order to win a cash prize. The game proved a major success for them, and over the following decades, it flourished, recouping the company billions of dollars through the Dark Web.

Fast-forward to Japan. 2086. Zombies are real, and they're on television. PharmoTech has bought the rights from a Japanese TV company and the 'leftovers' from the COVID-35 zombie outbreak. Now they are providing the world with the most popular killer zombie game show in the history of television:

Blue Green, Yellow... DEAD! The future is bright for PharmoTech, and greed wins in the end.

THE KAMENKA EXPERIMENT (Part 1)

OVERVIEW

WRITER: Anthony Straeger.

GENRE: Thriller/Horror.

STYLE: *Das Experiment* (2001) meets *Hunger* (2005)

FORMAT LENGTH: 83 minutes movie

LOCATION: North Yorkshire Moors in England or similar.

TIME: Recent Past - 1980s.

LOGLINE: Who knows what doors are unlocked when you are trapped without sleep?

SUMMARY:

The *Kamenka Experiment* account is spawned from an infamous rumour about a Russian Sleep Deprivation experiment. According to legend, this experiment took place in the 1940s. But the myth has persisted. We are sure there is no smoke without fire. One of the world's leading pharmaceutical development companies is the subject of this rumour. The owners are some of the wealthiest people on the planet, but it is a company that never makes the front pages of the news.

In the 1980s, a research centre financed by *PharmoTech* experimented on five soldiers. The test lasted 21 days, and they treated them with a sleep deprivation gas called *Kamenka 194*. This experiment aims to build a more resilient soldier capable of extreme endurance without sleep. As the ordeal unfolds, the lab technicians witness the unnerving and horrific side effects of the gas upon the soldiers. The cost and damage to the company, its employees and the soldiers are life-changing.



SURVIVING THE MAZE (Part 2)

OVERVIEW

WRITER: Anthony Straeger.

GENRE: Thriller/Horror.

STYLE: *[Rec]* meets *31* in an underground maze.

FORMAT LENGTH: 83 minutes movie with Transmedia possibilities
Based on the live-action game BGYD...LIVE!

LOCATION: North England or similar/Studio.

TIME: Present Day

TAGLINE: It's a killer of a Gameshow.

LOGLINE: 1 game show, 6 contestants, 24 hours to play and £250,000 to the winner... It's dead easy!

SUMMARY:

PharmoTech has a problem - One of their performance-enhancing drugs developed for military purposes has some unfortunate side effects - Dead soldiers do not stay dead. *PharmTech* has invested a small fortune in developing this new program, and the owners are less than happy - Something has to be done!

A plan hatches to solve the problem and recoup the money. What could be better than a snuff gameshow? *Surviving the Maze* is born. The show is pitched as an investment-entertainment opportunity to some of the company's wealthiest associates - who willingly take the bait. Six contestants go through what appears to be a legitimate casting process. But what seems like a good fun idea quickly becomes a nightmare. Trapped in a maze with 24-hour surveillance cameras, the contestants literally have to fight for their lives. It is game on! Who will win or more to the point - Who will survive?



BLUE GREEN YELLOW... DEAD! (Part 3) OVERVIEW

WRITER: David Scullion & Anthony Straeger.

GENRE: Sci-Fi/Horror.

STYLE: *Running Man* with a hint of *Manga*.

FORMAT LENGTH: 90 minutes movie with Transmedia possibilities.

LOCATION: Studio

TIME: 2146

TAGLINE: A Game of life and death... and *zombies*.

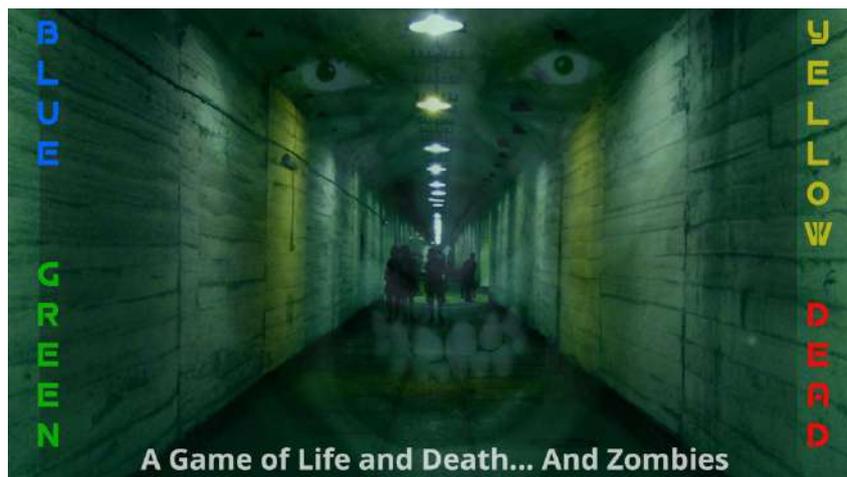
LOGLINE: Having signed their lives away in the past, ten strangers wake up in a demented future world gameshow. It features infectious paintballs, psychotic opponents and a horde of ravenous zombies. But what is *Blue Green Yellow... Dead?*

SUMMARY:

Japan. 2086. Zombies are real, and they're on television.

In 2051 international super company *PharmoTech* acquired the rights to use the 'leftovers' from the 2035 zombie outbreak and instantly put these shambling corpses into a sickening paintball gameshow, pitching cryogenically frozen 'volunteers' against hordes of the undead. In 2086 a group of 'volunteers' cryogenically frozen in 20203 are awakened. Having no idea why, they have to face the unmitigated chaos of the game, not realizing what madness awaits..

Like the denizens of ancient Rome, the world audience lapped it up and became desperate for more necromantic violence and gore. The 'survivors' are revered and adored. The losers just joined the ranks of the living dead. Japan's "*Man versus Zombie*" gas evolved into a global phenomenon. The participants are the stars and *Blue Green Yellow... DEAD* – Smile – You're on TV.



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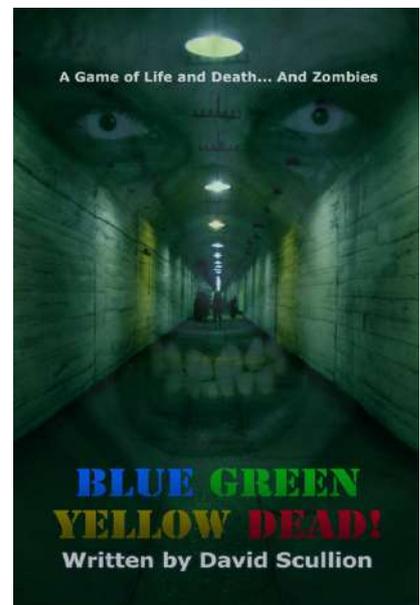
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CONTACT:

Anthony Straeger
Matternstrasse 11
10249 Berlin
Germany

Email: info@anthonystraeger.com
Mobile: +44 7722 405 978 or
+49 151 5145 0356



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