

THE PAST SPEAKS

SERIES BIBLE

One-Hour Serialized Science-Fiction Mystery Thriller

Created by Geoff McCue

Based on the novel and feature screenplay by Geoff McCue

Series at a Glance

Format: One-hour serialized drama with a science-fiction mystery engine and thriller escalation.

Season One: 10 episodes, approximately 55-65 minutes each.

Genre: Science Fiction / Mystery / Technology Thriller / Drama.

Series Question: If nothing ever said is truly lost, is there such a thing as a secret anymore?

Logline

When obsessive inventor Martin Clement creates a machine capable of recovering conversations that vanished years - or even decades - ago, he and his small research team begin using the past to solve mysteries in the present, only to discover that every recovered secret makes their revolutionary technology more valuable to governments, corporations, criminals, and killers.

The Hook

Martin Clement begins with a deceptively simple question inspired by a church sermon: when spoken words fade below the threshold of human hearing, are they truly gone? His experiments lead to an impossible breakthrough - a device that can recover voices from the past at the place where they were spoken.

At first, the invention is a wonder. Then it becomes useful. Then it becomes dangerous. A lost conversation can repair a family, identify an abductor, expose a lie, solve a mystery, or reveal a crime. But the same technology can also destroy privacy, rewrite history, expose governments, compromise corporations, and make every private conversation potentially recoverable.

THE PAST SPEAKS is ultimately not about a machine. It is about the human consequences of a world in which the past can testify.

Tone and Storytelling

The series combines grounded, character-driven science fiction with mystery and conspiracy. The technology is treated seriously but not buried in impossible physics. The dramatic emphasis is on experimentation, verification, signal-versus-noise, ethical choices, and the consequences of success.

Episodes balance a continuing mythology with recoveries that create their own human stories. The audience experiences the same progression as Martin's team: skepticism, wonder, temptation, fear, and finally the realization that the invention may be impossible to contain.

The World

The series begins in ordinary places - Martin and Sarah's home, a basement workshop, an electronics workplace, a university lab, family homes, parks, schools, offices. That normality is essential. The extraordinary technology is born not in a secret government laboratory, but among people who initially have no idea how radically it may change the world.

As the season progresses, the world expands toward DataQue, law enforcement, patent offices, government interest, corporate surveillance, and eventually a national struggle over who controls the invention.

Core Characters

Martin Clement

Late 50s. Electronics technician, lifelong tinkerer and obsessive inventor. Martin asks questions other people dismiss, then refuses to stop until he finds an answer. He is curious, stubborn, funny, loving, and increasingly convinced that responsibility for the invention rests on him personally. That belief becomes his greatest flaw. His instinct to protect others by withholding information creates the very mistrust and danger he hopes to prevent.

Sarah Clement

Late 50s. Martin's wife and emotional counterweight. Warm, practical, perceptive, and unwilling to be impressed merely because something is technologically possible. Sarah loves Martin's mind but understands the cost of his obsession. She becomes the series' clearest moral voice, repeatedly asking the question Martin would rather postpone: just because you can hear the past, should you?

Sophie

Early 20s. Brilliant programmer, skeptical by nature and unimpressed by authority. Sophie becomes Martin's intellectual challenger and eventual second lead. She is fascinated by the technology but deeply alert to its privacy implications. Her relationship with Martin evolves from student-like admiration to genuine partnership, including the willingness to confront him when his need for control becomes dangerous.

Walt

Late 60s. Audio and electronics expert, analog enthusiast, friend, humorist and emotional ballast. Walt brings decades of practical experience and an intuitive understanding of sound. Beneath his jokes is a man who understands grief and therefore understands the seductive danger of using the machine to revisit voices that should remain memories.

Luke

Early 30s. Precise, capable electronics engineer connected to DataQue Corp. Luke helps miniaturize and stabilize the device. His employment becomes an early vulnerability when DataQue notices his unexplained outside work. Martin's suspicion of Luke strains the team, even as Luke becomes essential to making the technology reproducible.

Richard Gauthier

The controlled, sophisticated head of DataQue. He initially appears as a distant corporate presence, but quickly recognizes that Luke is involved in something potentially transformative. Gauthier represents the institutional hunger surrounding the invention: if a technology can recover secrets, then controlling it means controlling information itself.

Detective Mara Vega

A sharp investigator introduced through the missing-child case. Vega notices that an anonymous caller knew words no documented witness heard. She becomes an external thread capable of connecting apparently impossible evidence to Martin's hidden technology.

Season One Arc

Season One escalates through five stages: wonder, proof, application, exposure, and survival. The team begins by asking whether the device works. By midseason, the question becomes whether they have the right to use it. By the end, the question is whether they can survive the people who want it.

Episode Guide

1. WORDS NEVER DIE

A church sermon about words never passing away reignites Martin's childhood fascination with where sound goes after it fades. He recruits Sophie, Walt and Luke and begins a series of experiments. After repeated failure, the team detects something that should not exist: recoverable speech from before the experiment. Martin secretly pushes the machine farther and hears voices from his own basement thirty days earlier.

2. THE VOICE

The team proves the result is not contamination and begins controlled blind testing. An accidental alteration in the electronics becomes the key to repeatable recovery, but Martin withholds the crucial configuration. A field test proves the technology works outside the basement, while Luke's DataQue connection begins attracting attention. Martin reaches still farther into the past.

3. YESTERDAY

The team expands testing to Martin's grandparents' home and workplace, discovering that recovered voices can reopen deeply personal memories. When a nine-year-old girl disappears, the team breaks its own rules and uses the device to identify her abductor, helping police find her alive. Martin finally reveals the fused circuitry he has been hiding. Meanwhile, DataQue identifies Martin by name and orders an investigation into what he has built.

4. GHOSTS

Martin proposes a historic range test in California, forcing the team to confront whether the dead have privacy. Their first major historical recovery appears to answer a famous question - but creates a more disturbing one about what happens when recovered speech contradicts accepted history. Detective Vega continues investigating the impossible anonymous tip, while DataQue quietly closes in on Martin's circle.

5. THE WITNESS

A present-day case demonstrates the machine's potential as an investigative tool. The team must decide whether saving lives justifies using evidence no court can authenticate. Martin's belief that the technology should help people collides with Sophie's fear that every good use normalizes surveillance. Outside interest begins moving from curiosity to acquisition.

6. NO MORE SECRETS

The team explores additional historic and institutional applications while Martin begins seeking legal protection for the invention. A patent filing creates a paper trail. Luke uses the machine in connection with DataQue and discovers information never meant to leave a closed room. The invention is no longer merely a secret project; it is becoming a target.

7. THE LEAK

Information about Martin's patent and the device spreads beyond the people who were supposed to know. DataQue and government interests independently investigate the team. Martin realizes that controlling the technology may be impossible once others know it exists. The team's trust fractures as they search for the source of the leak.

8. TRAGEDY

The threat turns lethal. People connected to the invention, the patent process, and Martin's life are targeted. Sarah, Walt, Luke and others are placed in danger as hostile actors attempt to eliminate anyone capable of reproducing the technology. Martin's attempt to protect people through secrecy is exposed as tragically inadequate.

9. RUN

Martin and Sophie disappear. Grief and guilt transform Martin's purpose from invention to survival and proof. With the device hidden and their resources dwindling, they begin using the past itself to investigate DataQue. The machine that made them targets becomes their only weapon.

10. THE PAST SPEAKS

Martin and Sophie turn the technology against the people hunting them, infiltrating DataQue and recovering conversations that expose the conspiracy. But incriminating voices are useless if the world cannot accept how they were obtained. The season ends with the secret beginning to escape containment - opening a larger conflict over who owns history, privacy, and truth.

Season One Character Arcs

Martin begins as a curious inventor who believes knowledge is inherently valuable. He ends the season understanding that knowledge creates obligations, enemies, and moral consequences. His central flaw - equating responsibility with personal control - costs him trust and ultimately contributes to tragedy.

Sophie begins as the skeptic who wants proof. Once proof is undeniable, she becomes the person most concerned with governance and restraint. By the fugitive phase of the season, she is Martin's indispensable partner and the person most capable of challenging his worst instincts.

Sarah begins as the spouse trying to keep Martin connected to ordinary life. She becomes the moral center of the invention story. Her warnings about secrecy, privacy and obsession acquire tragic weight as the outside world closes in.

Luke moves from valuable technical collaborator to the team's apparent vulnerability because of DataQue. His storyline dramatizes the difficulty of separating private invention from corporate power.

Walt provides warmth and humor while also embodying the personal temptation of the technology. His understanding of grief makes him uniquely aware that hearing the dead is not the same as having them back.

Series Engine Beyond Season One

Once the existence of the technology becomes harder to contain, the series can expand without abandoning its central characters. Each institution sees a different machine: law enforcement sees evidence; intelligence services see surveillance; historians see certainty; families see closure; corporations see

leverage; defense attorneys see constitutional chaos; religious scholars see access to sacred history; criminals see blackmail; governments see power.

That creates a durable engine in which individual recovered conversations can drive episode stories while the larger serialized conflict asks who should control the ability to hear history.

Themes

- Truth versus privacy
- Invention versus responsibility
- Memory versus evidence
- The seduction of certainty
- Grief and the desire to hear lost voices
- Trust within a team built around a secret
- Corporate and governmental power
- Whether every truth deserves to be recovered
- Faith, curiosity, and the limits of human knowledge

Creator

Geoff McCue is an author, screenwriter, inventor and retired technical sales professional. His background includes numerous U.S. patents involving digital imaging, shock-absorbing structures, wearable sensors and intelligent protective equipment. He is the author of seven novels and has adapted multiple works for the screen. His experience developing real-world inventions gives THE PAST SPEAKS an unusually authentic perspective on the excitement, uncertainty and unintended consequences of technological discovery.