

MAX EVERDRIVE

Logline: A depressed talking dog, his only friends a sentient ball of grease and a broken AI, searches for a new home after the destruction of Earth.

Title: Max Everdrive

Written by: Rob Welch (hello@robwel.ch)

Format: 6 x 30' episodic sitcom

Genre: comedy/drama/sci-fi

Setting, characters and themes

It is the near-future. All of the great sci-fi authors of the 20th century, and Robert A. Heinlein, were wrong. The world has been ravaged by a deadly plague, created by scientists searching for a cure to male pattern baldness. In our darkest hour, humans broadcast a desperate message into deep space. It simply read:

HELP US
IF THERE'S ANYONE OUT THERE, PLEASE, HELP US
WE'RE AFRAID

To our surprise, someone heard. Someone came to help. Aliens made contact, and were able to relocate the remaining earth population onto nearby planets. All except one - a talking dog named Dog. He's too depressed to get out of bed, let alone apply for off-world citizenship. Trapped on a space station formerly used as a staging area for human refugees, all he can do is kill time and hope for his situation to improve. Dog's only friends are Merrick, a befuddled alien obsessed with Earth culture, and Zoltran, a malfunctioning AI. They mean well, but they can't help him - then again, who can?

Max Everdrive features...

- An irreverent and esoteric take on pop culture and history, as the show's alien characters attempt to unpick the entire history of the human race from advertisements, newspaper cartoons and dirty magazines.
- A conversation with the COVID-19 pandemic - these scripts were written in the early stages of the pandemic, and they are an exploration of the feeling of the time - anxiety, social isolation, alienation, claustrophobia, and the feeling of living through a mundane apocalypse.
- Hauntology - visions of the future, delivered from the past, that never came true. As Dog struggles with depression, addiction and PTSD, he must also learn to accept that the future he expected will never come true.