

THE DARKLYS

by
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WGA-East Registration #: **I13572-00**

LOGLINE:

A family of old-world Goths move into their baroque mansion and try with comedic effect to assimilate into their conservative upper-class neighborhood.

CONCEPT:

Situation comedy -- A family of idiosyncratic characters is placed in the least likely environment: conservative, intolerant upper class suburbia. *Alternative beliefs and Gothic style VS. Convention and snooty wealth.*

TOPE:

A mix between David Lynch and Tim Burton. Through THE DARKLYS the viewer gets to live out dark fantasies while being entertained.



DARKLY MANOR

CHARACTERS:

ALERIC DARKLY --
Aleric is a successful recording industry executive who has had the ancestral mansion DARKLY MANOR moved stone-by-stone from Austria to a posh upper-class suburb.

A kind of Gothic father-knows-best, Aleric Darkly is constantly solving problems with a deep sigh, some curious advice and a wad of cash.

Aleric and Adora host elaborate masquerade and fetish parties.



ALERIC DARKLY DRESSED FOR A PARTY.

ADORA DARKLY -- Adora is a direct descendent of Visigoth King Theodoric, who died in a battle with Attila the Hun in 450 A.D. (true)

In a world of self-styled Goths, Adora is a true Gothic princess.

Adora never leaves the house because her last outing in 1985 is still a source of emotional stress for her.

The modern world is a noisy, soulless place to her and she fears for her husband and children.

DASCHELL DARKLY – A handsome but severe young man with a noble bearing.

The oldest of the three Darkly children. Daschell is a musician and future rock star, and also a college fencing champion.

A "once and future king" Daschell would be the true successor to the throne of Theodoric if the kingdom still existed. Daschell sometimes brings home beautiful but conventional girls he is dating, only to have them scared off by his eccentric family.



ADORA DARKLY



DASCHELL AND PORCILLA HAVE A CLOSE RELATIONSHIP.

PORCILLA

DARKLY -- A talented, beautiful young woman who wants to do positively nothing with her life.

Her humorously morose outlook is accented by an eclectic range of impressive talents she never intends to use.

She writes poetry and insists on reciting her latest work at the dinner table. Porcilla's poems are morbid cries for help which the entire family completely ignores.

Porcilla enjoys being morose and trying to make others sad.



PORCILLA DARKLY

DELIA DARKLY --

The youngest of the Darkly siblings.

Delia's friends are self-styled modern pop-culture Goths who consider Delia their leader.

Her "followers" will do anything "Princess Delia" tells them.

Her overt sexual energy is accented by violent tendencies.

Delia loves but is impatient with her Gothic family which she sees as too old-world.



DELIA DARKLY

EPISODE STRUCTURE

- 1.) A 30 second grabber opening sequence that sets up the central conflict for the episode.
- 2.) Opening credits sequence (See **Opening Credits** below)
- 3.) Problems intensify and everything goes wrong that can go wrong until it appears the lovable but strange family will be irreparably damaged.
- 4.) Resolution. At the last possible moment problems are solved (usually by an infusion of cash from Aleric).
- 5.) Ending capper in which the family is together and discusses the lessons learned from their brush with the outside world.
- 6.) Closing credits.

EPISODES:

- 1.) Aleric is forced to deal with code inspectors who find much not to like about the building standards and ancient curiosities found in the 1500-year-old Darkly Manor. Aleric finally solves the problem by paying the chief code inspector a large bribe and allowing him to attend the house-warming fetish party.
- 2.) Delia Darkly faces possible jail time after she and her followers beat up two bouncers at a Manhattan nightclub (one of the bouncers is a 290 lb. black ex-NFL player). At the suggestion of her lawyer, Delia is forced to undergo the disgrace of dressing like a preppy for trial. A real sensation is created when the entire Darkly clan attends the courtroom drama – including Adora who normally never leaves the house.
- 3.) Neighbors become outraged at the strange goings-on during Aleric’s bizarre pageants (Think of “Eyes Wide Shut”). A group of bored busy-body neighbors, “Citizens for Decency” is formed to try to drive the Darklys out of town. A showdown ensues in which Aleric gives an eloquent speech to the town council and finishes by inviting the entire town council to his next party, which they attend. At the end of the episode, the town council is inside Darkly Manor willingly taking part in various rituals while an angry mob, Citizens for Decency, menaces Darkly Manor with torches ala-Frankenstein.

OPENING CREDITS

Fade in a synthesized pipe organ, joined by a full string orchestra.

Up from black. We are flying through the open spaces and corridors of a baroque mansion.

At the end of a broad hallway we pass through a heavy wooden door. Inside the room we find DASHELL DARKLY posing before a full-length mirror. A dashing but severe young man. Daschell is examining his 17th Century Gothic costume.

Daschell sees us in the mirror, wheels around and draws a sword with lightning speed.

We back out through the closed door and are in the corridor. Going toward a door, half wood, half stained glass. Through the stained glass.

We are outdoors in a sculpture garden of marble and ivy. Bathed in blue moonlight standing by a statue, PORCILLA DARKLY is in a trance and as still as the statue beside her. She senses our presence and languidly lifts her hands as if to caress the face of a loved one. There is the hint of a smile on her lips. Her eyes are full of tears.

We rise up and away, looking down at Porcilla as we go. Her expression is of profound joy, as though she has just set free a nightingale.

Rising above the ivy and marble garden, we go through a fourth floor window. Inside, we go down a hallway then up another stairway.

Through a grand, heavy wood double-door. The entire top level of Darkly Manor is the master bedroom of ALERIC and ADORA DARKLY. At the center of this visually stunning room Aleric and Adora are embracing. They are face to face in a deep and sincere moment we have just intruded upon. As we rush up to them, Aleric and Adora simultaneously turn a severe gaze at us. We take a quick visual tour of the master bedroom then fly away, back out into the corridor.

We fly right through a stone wall and are on a narrow, hidden stairway. We careen at breakneck speed down the long, narrow flight of stone stairs. At the bottom is a dark and dank cellar. Candle sconces light the way.

Deep in the innards of the cellar we pass through an iron door and into what looks like a torture chamber. A huge black leather bed is at the center of the room. Upon the bed in a very girlish posture is DELIA DARKLY, dressed in Gothic lingerie. She is doing homework and she looks up and sees us, hisses like a cat and grabs a whip and swings it right at us. The crack of the whip ushers in a snap to black.

Fade up title:

THE DARKLYS

David R. Garvin -- Bio and Contact Information

2003: Writer, director of the feature, "A Million Miles".
To be shot in Sept. 2004.

2003: Writer, director of the short film "Stand-Ups" to be shot in Jan. 2004.

2001-2002: Creator of the television series, "Elucidation". Currently in post production and marketing.

1998 to present: Typographic Design Administrator for **THE WALL STREET JOURNAL**.

2001: Pulitzer Prize recipient.

1996-1999: Syndicated political columnist with circulation in Arizona, Nevada and portions of California.

1995-1998: Started Video/Motion Picture Production program, wrote curriculum and taught course at Mohave Community College in Arizona.

1990: BA media communications / video and motion picture production, Webster University, St. Louis, MO.

1986 - 1999: wrote produced and directed 3 film shorts (16mm sync.) and 5 corporate/promotional videos. Production assistant for the globally released features "Crystal Palace" and "King of the Hill".

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