

GOOD FORTUNE'S WAR

A FEATURE FILM SCREENPLAY

BY JAMIE BULLEN

Title: GOOD FORTUNE'S WAR

Author: James Bullen

Genre: Science fiction
Political Drama
Space Adventure

Format: Feature Film



LOGLINE

When a mining crew discovers a 20,000-year-old alien ship in the asteroid belt, their find ignites a deadly political struggle between Earth and Mars — and the key to survival may lie with the ship’s long-dormant intelligence.

OVERVIEW

Good Fortune's War blends the intellectual scope of ***The Expanse*** with the emotional depth of ***Arrival***, and the political complexity of ***Battlestar Galactica***. Set in a future solar system where Mars is more technologically advanced than Earth. It tells a story of grief, war, diplomacy, and discovery, centered around an ancient derelict and the efforts to repair her.

Tone: Elegant, character-driven, poetic and grounded.

Status: A complete original screenplay. A sequel planned. @2024, registration # PAu 4-234-686

ChatGPT 4o + Claude highly recommend it, and give it ★★★★★.

KEY THEMES

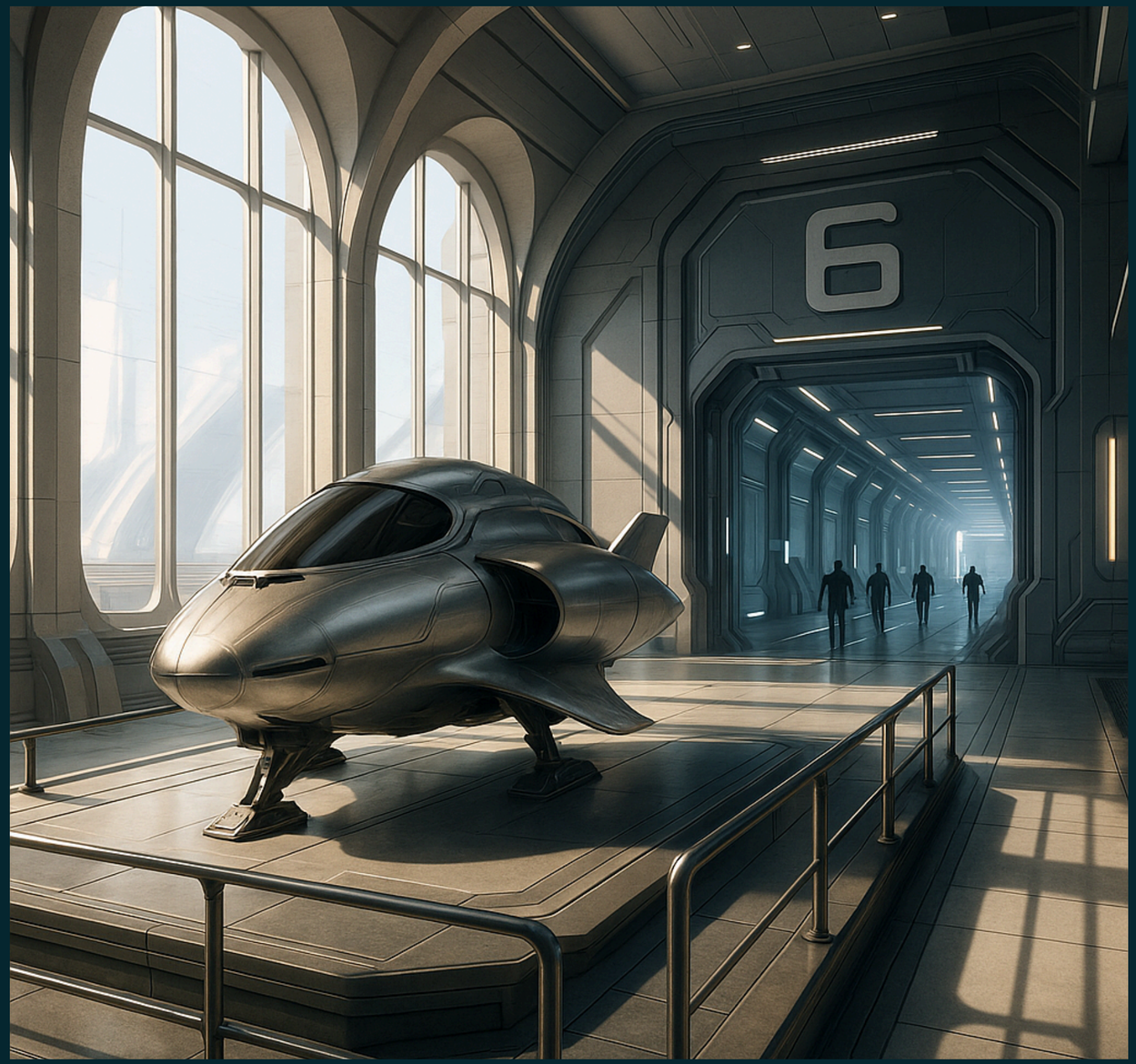
Reverse First Contact – An alien meets humanity for the first time, from a place of grief and awe.

War & Reconciliation – Former enemies are forced to cooperate in the face of an unstoppable & risky future.

Legacy & Memory – How past trauma can shape future hope.

Diplomacy vs. Militarism – War and peace, Council debates, life-debts, and the politics of humanity's place in the galaxy

Human Connection – Emotional bonds triumph across species and backgrounds.



PLOT SNAPSHOT

Act I:

An alien derelict spaceship (Good Fortune) is discovered by an asteroid mining company (EES), igniting political intrigue on Mars and Earth. EES begins efforts to restore the ship and put it up for sale. Mars acquires Good Fortune and moves it to a secret dock in western Valles Marineris.

Act II:

Repair efforts succeed in powering up Good Fortune and awaken the ship's pilot, a hologram named Mother Ping. Her mind is only partially working. After gathering information at Epsilon, Earth attacks two Dreadnoughts (supersized battleships) over Mars, and at great cost is able to destroy one. Earth uses a captured starfighter pilot to discover the whereabouts of Good Fortune, and then captures her.

PLOT SNAPSHOT

Act III:

Mars manages to launch another Dreadnought. Using talent from the Asteroid Federation, they modify the anti-gravity shield, to defend against Earth's particle weapon. After an epic space battle, Mars recovers Good Fortune and destroys Earth’s fleet.
Mother Ping is repaired and a flesh and blood alien is released from stasis (A-Sharp). She helps humans and Mother Ping complete repairs and take Good Fortune on a successful shakedown mission to Jupiter’s moon Io. There they successfully test the dark energy drive.

Finale:

With Good Fortune repaired, Mars decides Earth and the Jovian Confederacy should journey to A-Sharp’s home world, presenting a united solar system. The story ends as that journey begins.

KEY CHARACTERS

1. **Captain Lisbeth Collins -** Asteroid Federation spaceship Captain. Heroic, brilliant, reserved, courageous, and leads repair efforts.

2. **Jules Kelly -** Asteroid Federation miner, working for EES, who discovers Good Fortune. Emotionally grounded, loyal, holds torch for Lisbeth.

3. **Olivia Laurent -** Asteroid Federation Archivist. Spirited, loyal, emotionally intuitive and best friends with Lisbeth.

4. **Captain Thol Wex -** Martian intelligence officer, spy, pragmatic, deeply principled, in love with Olivia.

5. **Mother Ping -** Sentient AI pilot, ancient and nurturing, highly intelligent and protective of her crew.

KEY CHARACTERS

6. **Lieutenant Brian Sullivan -** Asteroid Federation brilliant Engineer, works for EES and best friends with Jules.

7. **A-Sharp -** Planetary Geologist, grieving and awe-struck to find herself in a reverse first contact. She becomes an Ambassador for the Galactic Union to humans.

8. **Admiral Qiao Lin -** Commander of Earth's military forces. Member of the President's cabinet. Politically ambitious, considers Thymison his greatest rival.

9. **1st Commander Ral Thymison -** Commander of Mars' military forces, and member of the Martian Council. Most famous spacer in the Solar System. Revered and feared.

VISUAL REFERENCES

Interstellar:

Monumental imagery of space and gravity-driven physics underscore the poetic weight of travel and time. Moments aboard Good Fortune echo Cooper Station in their reverence and beauty.

The Expanse:

A major touchstone for tone and setting, zero-G realism, pressure-suit tension, and the moral fog of interplanetary politics.

Arrival:

Emotionally grounded alien contact. A-Sharp's awakening & emotional processing mirror Louise Banks' grief-driven arc, offering a similarly meditative approach to language & loss.

Blade Runner 2049:

For visual contrast, color palette, and sense of lonely wonder within post-industrial or high-tech environments.

Annihilation:

For its use of beauty as danger, especially in regards to alien biology and the unknowable.



TONAL REFERENCES

Poetic and reflective, especially during A-Sharp’s voiceovers and quiet grief moments.

Ensemble-driven, where emotional dynamics and power relationships evolve in real time.

Hard sci-fi systems (sentient AI, interstellar drive, stasis, soft shields, robots, electric guns, superconductors, anti-gravity, genetic perfection) all with a philosophical core.

Balanced tension, military realism and interpersonal intimacy coexist naturally.



MARKET FIT & AUDIENCE

Core Audience:

Sci-fi lovers aged 25–55, particularly those who seek rich worldbuilding, emotional complexity, and strong ideological themes. Viewers of *The Expanse, Foundation, Silo, Battlestar Galactica, Avatar,* and *For All Mankind*—audiences who appreciate serialized, cerebral sci-fi grounded in morality. Fans of philosophical sci-fi with stakes rooted in diplomacy, not just action, and those drawn to female-led narratives that avoid tropes.

International Appeal:

Strong potential in Europe, Asia, and Latin America, where sci-fi viewership is growing rapidly and where themes of cultural preservation, diplomacy, and post-colonial memory resonate. Non-Earth-centric sci-fi expands the visual and narrative reach beyond traditional Western archetypes.

Positioning Advantage:

Fills a niche between the spectacle of *Dune* and the intimacy of *Arrival*. Timely in its message: post-conflict healing, cross-cultural alliance, and the moral legacy of power. Highly adaptable across platforms — could premiere as a prestige streamer flagship or anchor an anthology universe.

BUDGET ESTIMATE

Feature Film: $50M–$80M range

Includes full VFX pipelines for space environments, zero-G interiors, planetary landscapes, and ship design. High-fidelity creature/alien effects for A-Sharp and other Inkeri (using a hybrid of practical and digital effects). Full motion-capture integration for alien body language and bioluminescent skin systems. Action sequences (space battles, infiltration scenes, flashbacks) with ship-to-ship and hand-to-hand elements. Major set builds: Martian cities, council chambers, the Good Fortune bridge, hangars, and Inkeri technology interiors. Extended runtime supports narrative layering and richer secondary arcs (156 minutes).

Limited Series: $10M–$12M per episode (8-episode arc = $80M–$96M total)

Comparable to *Foundation*, *The Expanse*, *The Mandalorian*, or *Silo*. Allows deeper character exploration, flashback integration, and complex political subplots.

Scalability:

The project could be scaled modestly with selective effects or up-leveled into a flagship franchise universe with additional species/world arcs.

INTELLECTUAL PROPERTY VALUE

Originality with Franchise Potential:

Good Fortune's War offers a wholly original universe with rich alien lore (the Inkeri), political alliances, and a mythic backstory that can expand into prequels, spin-offs, or companion material.

Global Relevance:

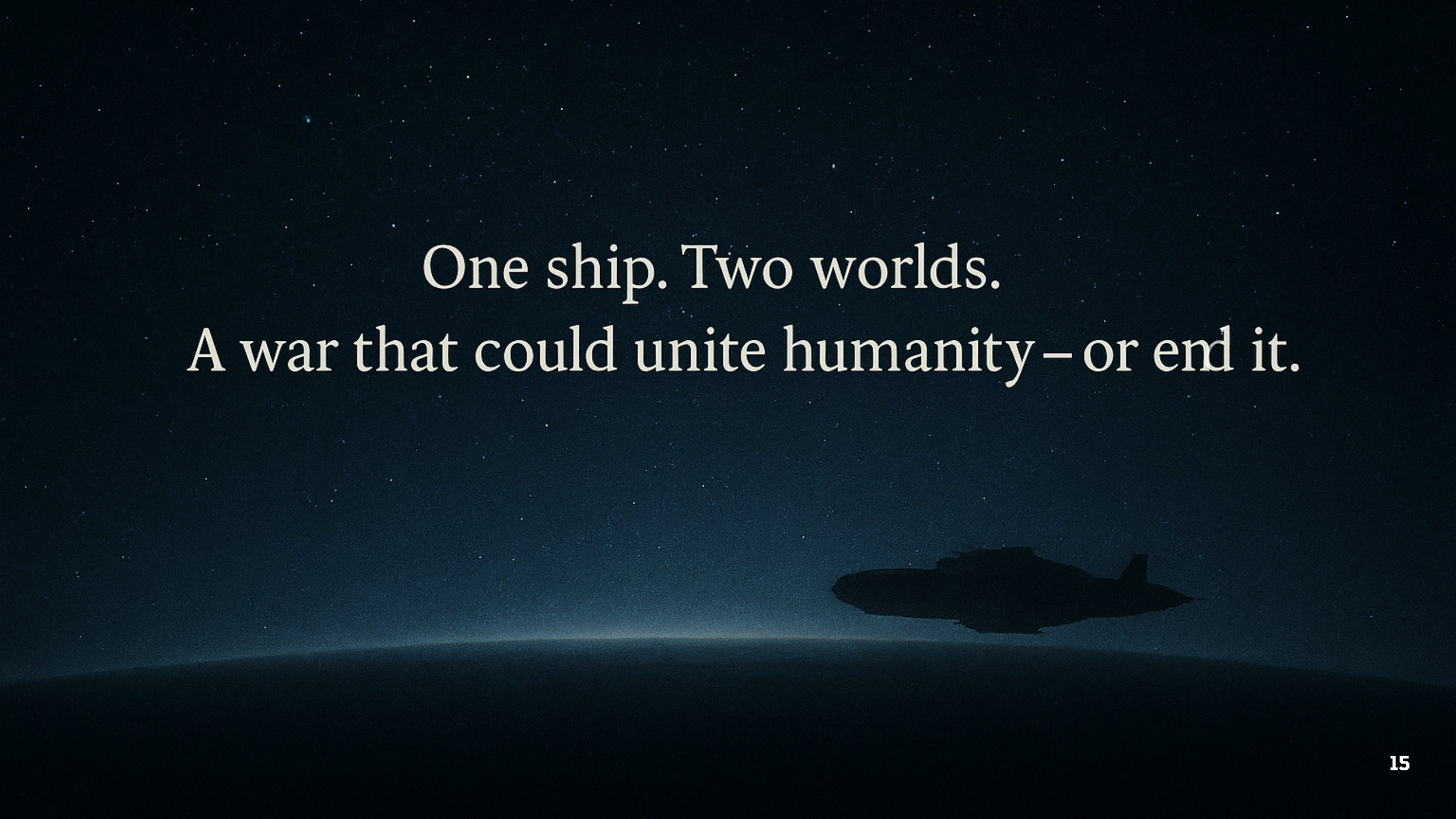
The narrative themes of diplomacy, survival, and collective purpose transcend borders—positioning the IP as both critically resonant and broadly marketable.

Merchandising and Licensing Potential:

Distinct alien species, AI characters, and iconic starships make the IP ideal for visual storytelling, game adaptations, and collectibles. Emotional Longevity: Like *The Left Hand of Darkness* or *Children of Time*, this IP sticks with audiences due to its emotional weight, character intimacy, and slow-burn philosophical arcs.

Prestige Crossover:

Combines the narrative rigor of award-winning sci-fi with blockbuster visual and narrative potential.


One ship. Two worlds.
A war that could unite humanity – or end it.

TAGLINE & CONTACT

An ancient civilization,
a derelict spacecraft,
and a message written
across the stars.

An intimate epic about
war, wonder, and what
comes next.

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THANK YOU FOR YOUR CONSIDERATION.

