

ENTANGLED 2

The Bosphorus Cypher

A FEATURE SCREENPLAY BY LARRY K. ELMORE





SHE'S ALREADY BEEN TAKEN.
THEY JUST DON'T KNOW THAT
WE'RE COMING.



ENTANGLED 2 is a high-concept action thriller that weaves together two parallel narratives—a desperate race to secure a kidnapped child and a world-ending cypher in the "chapters" of a novel being written in real-time by John Burgess that holds the key to their survival—creating a mind-bending exploration of sacrifice, digital ghosts, and the blurred boundaries between foresight and fate. And, maybe learn that the past never truly stays buried.

THE STORY

Cold Open - Five women execute the perfect mission. One man has already written their ending.

On a coastal road outside of Mogadishu, Vanguard—an all-female black-ops unit—executes a flawless ambush to secure stolen UN supplies. They leave no trace. Halfway across the world in Denver, John Burgess stares at a blank screen. The pressure builds behind his eyes. His hands move to the keyboard, and he types the names and descriptions of five women he has never met, documenting an operation that has yet to occur. He hits send.



THE STORY

An off-the-books rescue. An impossible price. And an invisible overwatch that knows the future.

John's prophetic manuscript helps Rob Chase's team at the Defense Intelligence Agency identify Vanguard. Simultaneously, US Ambassador to Turkey Victoria Sterling receives a ransom call: her daughter, Lily, has been kidnapped. The price is the Quantum Key, a master cypher controlling billions in untraceable cryptocurrency. Knowing official channels will sacrifice her daughter, Victoria goes off book and hires Vanguard. As the team mobilizes, Rob's DIA unit intervenes. They cannot officially sanction the rescue, but using John's foresight, they act as Vanguard's invisible overwatch.



THE STORY

Guided by a digital phantom.

Hunted by a voice from the past.

Vanguard tracks the kidnappers from Bulgaria to Istanbul, executing a high-risk heist in Geneva to steal the Quantum Key.

Throughout the operation, they receive impossible digital assists. The team realizes they are being guided by "High Flier," a legendary intelligence ghost. The operation fractures when the syndicate leader, Voss, contacts Vanguard. Katerina, Vanguard's sniper, secretly recognizes his voice as her former FSB trainer. The chase converges on the Basilica Cistern in Istanbul, where the exchange to rescue Lily takes place.



THE STORY

**In the absolute dark, hesitation is fatal.
Bravery is the only way out.**

Vanguard throws the ancient cistern into absolute darkness. Guided by High Flier's intelligence, they navigate the subterranean maze and secure Lily. In the chaotic extraction, Maya steps into the line of fire to shield the child. Katerina has a kill shot on Dmitri Volkov but hesitates, unable to execute her former mentor, so Maya takes him out. They deliver Lily safely to the Consulate and the Key to federal authorities, dismantling the syndicate's network. In Denver, exhausted John considers his future. Then, he opens a new document.



LEAD CHARACTERS



JOHN BURGESS

In his late 20s, of medium height and build, with dark hair and glasses. He holds a BA in Journalism from the University of Missouri-Columbia. He has a slightly geeky demeanor and is emotionally stable.



ROB CHASE

In his mid-30s, standing at 6'1", with blond hair and blue eyes, he has an athletic physique. A West Point graduate and former Army Captain in the DIA, he holds a PhD in Computer Science from Cal Poly.



RANA TAREEN

In their early 30s, standing at 5'8", has an American mother and Pakistani father. She has dark hair and dark eyes. She holds a Master's in Computer Science from MIT. A threat analysis expert fluent in Urdu.



BRENDA MARKS

In her late 20s, standing at 5'6", this New York City girl holds a BA in Literature. She is passionate about her job, thrives in dynamic environments, and has a budding attraction to John Burgess.

LEAD CHARACTERS



MAYA VANCE

At 42, she's a former special operations commander. Reads battlefields like chessboards. Carries every decision alone. She refused to authorize a sanctioned airstrike — saved civilian lives, ended her career. Now she runs operations no one else can.



CHLOE CHEN

At 34, she's the team's cyber-warfare specialist — cynical, witty, and capable of breaching any digital fortress. She left the NSA after exposing illegal domestic surveillance within her own unit. She reported it through proper channels. They fired her.



ELENA RUIZ

At 38, the team's extraction and insertion specialist. If it has an engine, she can fly it through a war zone in the dark. Separated from the 160th SOAR after an unauthorized extraction saved six lives her CO had written off.



SARAH MACINTYRE

At 36, she's the team's breacher, armorer, engineer. Stoic and precise — she prefers machines to people because machines are honest. Court-martialed for disobeying orders in Fallujah. She stayed, disarmed the IED, saved the equipment. Punished for it.

LEAD & SUPPORT CHARACTERS



KATERINA SOROKINA

At 40, she's the team's overwatch and reconnaissance specialist. Quiet, philosophical, precise — she views every shot as an act of protection. Separated from the Marine Corps after a disputed kill on the Iranian border. The inquiry was never resolved



KINGSTON SIMMONS

Army Sergeant, Counter-Intelligence Special Agent, 26. Youngest agent in his CID unit, reads people the way others read maps — instinctively and without mercy. Fluent in Arabic and Farsi. He trusts the mission. He's still learning not to trust the institution.



BRETT WELKER

Marine Sergeant, Force Recon / Counter-Intelligence Agent, 30. Crossed into counter-intelligence after two tours in Iraq taught him that the most dangerous threats wear suits, not uniforms. Methodical, hard to rattle, and harder to read.



AMI, THE CAT

Ampersand, or Ami for short, is John's constant companion and sounding board for his story ideas. Some might even say that Ami speaks back to John and gives him some of his best ideas.



“THE BOSPHORUS CYPHER expands the intellectual espionage of the first film into a kinetic, globe-trotting action thriller. By pairing the cerebral "ghost in the machine" meta-narrative of John Burgess and Rob Chase with the visceral, ground-level combat of the Vanguard team, the film offers a dual-narrative structure that satisfies both the prestige thriller audience and the mainstream action-blockbuster demographic.

– LARRY K. ELMORE

tone & style

The film operates as a high-octane espionage action-thriller with strong elements of cyber mystery. The tone shifts from the claustrophobic paranoia of the first film into an expansive, relentless pursuit across Europe. It maintains the sophisticated intelligence of a Le Carré novel but executes it with the sleek, muscular action choreography of Mission: Impossible or The Bourne Supremacy. The market for premium, franchise-driven spy thrillers is one of the most reliable in global cinema. THE BOSPHORUS CYPHER is perfectly positioned to capture the "sequel multiplier" effect, where a successful first film establishes a baseline audience that grows exponentially for the second installment.



AUDIENCE DEMO

THE BOSPHORUS CYPHER inherits the core audience of Entangled and aggressively expands into the mainstream action demographic. The inclusion of a highly competent, all female tactical team provides a crucial differentiator in the crowded espionage genre, attracting a significantly larger female audience than traditional male-driven spy thrillers. The total addressable market expands to an estimated 300 million viewers in the US and 850 million globally. The shift to premium international locations (Geneva, Greece, Istanbul) significantly boosts international box office appeal, a strategy proven by the Mission: Impossible and James Bond franchises.



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Through five extraordinary women and a story that refuses to let go, *The Bosphorus Cypher* takes viewers on a relentless, mind-bending journey into the shadows of high-technology espionage — where the battlefield is ancient stone and black water, the enemy is invisible until he isn't, and the people who protect us from threats both foreign and domestic are names no one will ever know. And somewhere between Istanbul and the truth, someone might just find something worth coming home for.

- LARRY K. ELMORE



VISUAL REFERENCE



A WORD ABOUT THE WRITER

I'm an award winning screenwriter, producer, director with more than forty years of experience in film, video and multimedia production. I have partnered with Fortune 100 companies, agencies like Ogilvy/Leopard and organizations such as EDUCAUSE to create media that engages and moves audiences. Over the years, I have written across multiple genres, building a portfolio of scripts that reflect both commercial viability and thematic ambition.



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THANK YOU