

Hannigan's Tavern

An Anthology Beyond Time and Space

Series Pitch Bible by Terry Manley



FIG. 207.—The operating principle of the device.

LOGLINE



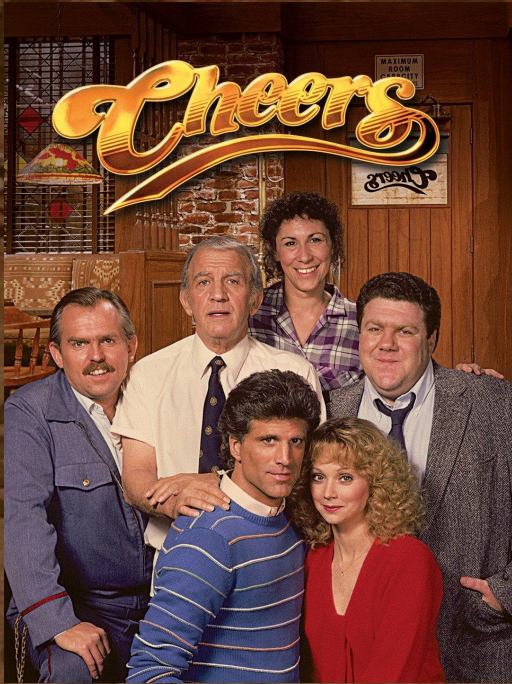
Somewhere in the space between planes of existence lies Hannigan's Tavern where travelers from all across time and space find themselves stumbling into unexpectedly. They all have stories to tell and Maggie Hannigan, the bartender, is happy to listen to but Maggie has a story of her own and pieces of her mysterious past are slowly revealed through her interaction with patrons and staff.

SYNOPSIS

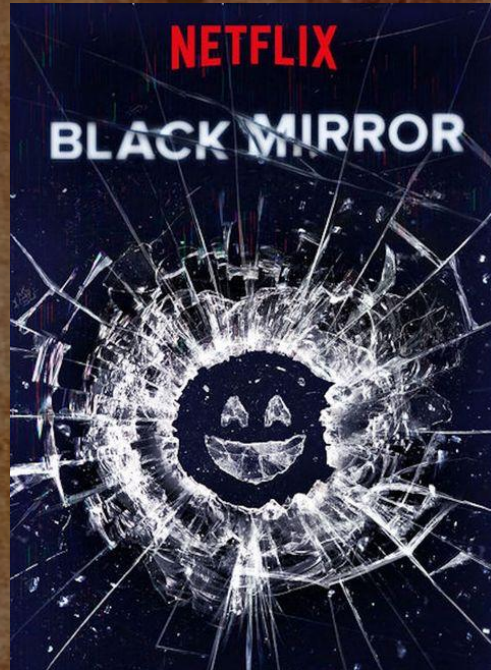
Welcome to Hannigan's Tavern, weary traveler! You might be surprised to be here but it's no accident you've found this place because around here, everything happens for a reason. Pull up a bar stool, order a drink, and tell the bartender your story. Maggie is always happy to listen and if you're lucky, she just might tell you something of her own past adventures. Spacers, pirates, knights, rogues, heroes, hackers and everyone in between is welcome here so rest up and keep your ears open because you never know what kind of story you might come across in Hannigan's Tavern.



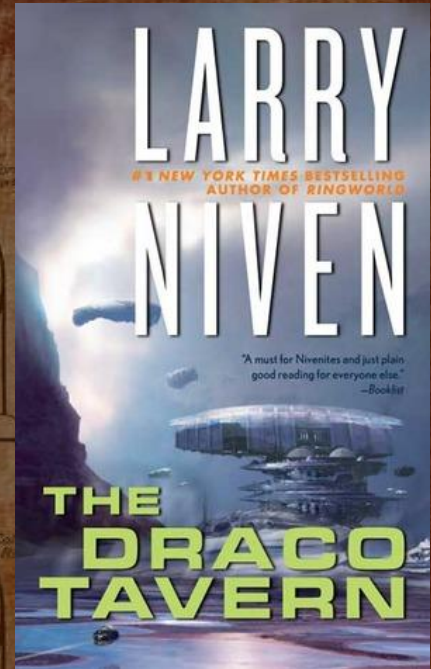
SHOW CROSS



Meets



Meets



RECURRING CHARACTERS

Maggie Hannigan

The owner and bartender of the tavern. Maggie is a bit of an enigma and her past is slowly revealed as she interacts with the various patrons that stumble through her bar. Maggie has red hair and broad shoulders and as a trained boxer, she has no problem breaking up any bar fights that break out. Maggie is friendly but reserved with an air of mystery about her. She does have a quick sense of humor which usually comes out in the form of good natured teasing. She's not particularly sentimental or affectionate except when it comes to her found family, especially her best friend, Edith "Ace" Evans.

Maggie's Backstory: Maggie, Ace, and the staff of the tavern all come from a steampunk version of 1921. Maggie, a werewolf since she was small, served in a secret paranormal unit of the Army as a spy during WW1. After the war, she and Ace started an airship-for-hire business and had lots of adventures before deciding to retire and open up a bar. Little did they know, that bar wouldn't just be any bar...

RECURRING CHARACTERS

Edith “Ace” Evans

Maggie’s best friend since the war and talented pilot and mechanic. Ace is curious and excitable, always trying to figure out the world around her. She likes to take things apart and tinker and only occasionally catches them on fire. On the outside Ace is laid back and affable but she has a hard time relating to people when she’s not talking about flying and worries people won’t like her. She finds herself falling hard for Harper and has to confront parts of herself she shut out long ago in order to build a healthy relationship with her.

Like Maggie, we get snippets of Ace’s backstory throughout the series. Ace is a natural pilot who, frustrated that the Army wouldn’t let women fly during the war, joined a group of rouge pilots who were running missions on their own. She met Maggie when she was shot down and they became fast friends, saving each other countless times before the end of the war.

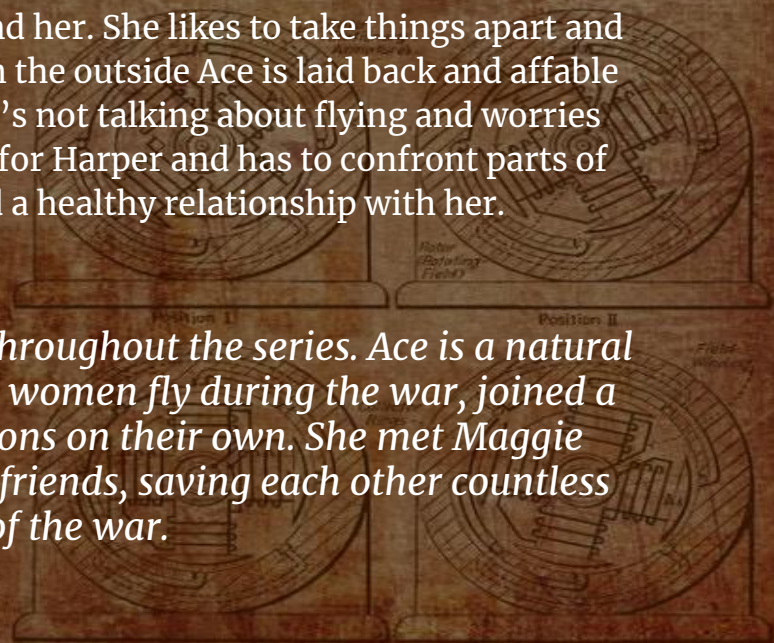


FIG. 207. — Plan operating mechanism of the "Ruler (Rotating Field)".

RECURRING CHARACTERS

Harper West

An engineer from the distant future who is one of the few people to actually stick around after stumbling into the tavern. Harper has the boundless, good-natured energy of a golden retriever and immediately clicks with Ace. A fellow self-taught mechanic, she and Ace geek out over machines and swap stories for hours. Harper had been alone a long time before stumbling into the bar and has to remind herself that she can't talk to people the way she talks to her AIs on her ship but it just might be worth it for Ace.

Jake Briggs

Maggie's on-again-off-again boyfriend. A private during the war, Jake now works as a rum runner and uses his natural charm and showmanship to keep himself mostly out of trouble. Deep down he's a good guy, despite what Maggie teasingly says. Jake and Maggie have undeniable chemistry but keep things casual because neither of them want to be tied down with anything serious. Jake jokingly proposes to her at least once a month and Maggie always threatens to accept one day.

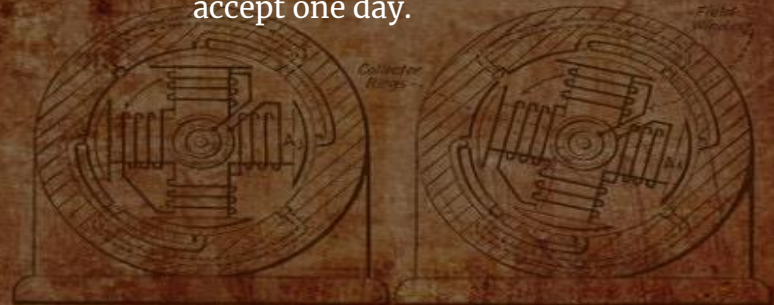


FIG. 207. — This operating principle of the motor is shown in the diagram.

RECURRING CHARACTERS

Dorothy Connor

A young server at the bar that Maggie sort of adopted as her protege, although Maggie wouldn't admit it. Dorothy is bubbly and friendly but also whip smart and observant. She has a romance with one of the members of the jazz band that frequents the tavern that we see play out in the background.

Cora Whitmore

A rich vampire who, much to Maggie's annoyance, likes to turn up and offer to buy the bar. She doesn't think much of Maggie or her friends and wants to turn the tavern into an exclusive club for her rich friends. Maggie and Cora have a history though, and it goes far beyond just would-be business deals.

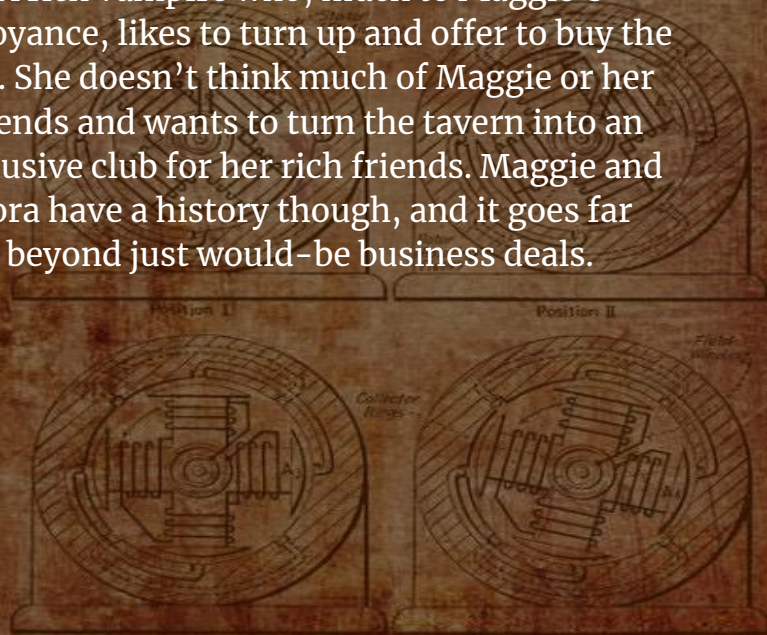


FIG. 207.—Synchronous motor with collector rings.

Pilot “Galway Girl”

We open in Hannigan’s Tavern, a bar set in a steampunk version of 1921. There’s clockwork machines behind the bar and pictures of airships on the walls. Half the patrons in the bar look like they belong there and the other half...are from all across time and space. Behind the bar is **Maggie Hannigan**, serving up drinks while her best friend, **Edith “Ace” Evans**, explains the latest upgrades to their airship.

A side door opens and **Jamie** enters, looking confused. She’s in her early 30’s from the mid 2020s and has a backpacking backpack. She sits down at the bar and tells Maggie that this wasn’t the Irish pub she thought she walked into. Maggie smiles, pours her a drink and tells her she must have a story to tell if she ended up in Hannigan’s Tavern.

Jamie starts to tell her story and we faded to Galway, a few weeks before. We follow Jamie as arrives in Galway during a backpacking trip to “find herself” after grad school. She meets **Heather** at a pub and the two begin a whirlwind romance. Jamie thinks she’s finally found something real until **Shannon** reveals she’s leaving for Tokyo and doesn’t want Jamie to follow. Jamie wakes up alone the next day and decides to have one more drink before leaving Galway.

After hearing Jamie’s story, Maggie reminisces about the time she spent in Galway during the war doing some training before heading to the front. She gives a bit of advice about where she should visit next with a wink and a knowing grin.

Episode Concepts

“Good Morning Moon” Harper West, an engineer with the energy of a golden retriever puppy, bounds into the bar and tells about a shiny, seemingly utopian future but underneath that gleaming exterior is oppression and forced conformity. She’s one of the people who fought against it, building her own spaceship to explore the universe. She and Ace immediately hit it off...and maybe she’ll stick around. *Ace talks about her own past as a pilot and building her own airship.*

“The Last Shanty” A pirate stumbles in and tells what starts off as a typical tale of high seas adventure but slowly reveals that she’s just trying to get back to her love, a princess whose father, the king, banished her. *Maggie and Ace tell a story about fighting a gang of sky pirates.*

“King of Spain” A knight spins a tale of trying to make it home after a war but finding himself lost in a magic forest and learning more about himself than he ever imagined. *Maggie mentions a run in with a backstabbing vampire during an adventure to stop another war.*

“Last Train to Clarksville” A true crime fan trying to run from her past finds herself in the middle of a classic murder mystery when she steps onto a train into the past. *Maggie tells a story about escaping from a German base and her arch nemesis during the war, Lt Brandt.*

“Desperado” A rowdy cowgirl from a post-apocalyptic world tells a rousing story of how she and motley crew saved the world from a deadly zombie virus. *Maggie is particularly interested in the zombie virus and hints at her own furry curse*

“Cleopatra’s Redemption” A washed up, down on his luck superhero tells of his last shot at glory when a desperate stranger jumped into his taxi. *Maggie remembers when she met Ace during the war and how they saved each other lives.*

THE WORLD

Each story takes place in a different time and place, from modern day to the far reaches of space to medieval times but Hannigan's Tavern itself is always the same. A warm, inviting tavern set in an alternate steampunk 1921.





