THE LONG GAME

Editorial Development Concept Brief | Empire Media Company / Audible Publishers

Status: Unfinished concept **Genre:** Speculative science-fiction thriller / crime-family saga **Working title:** The Long Game

Premise

A brilliant, disillusioned man devises a decades-long plan to topple the government he opposes. In roughly one year, he travels internationally and makes deliberate arrangements with approximately seven women, selected for characteristics he believes will contribute to his plan. Each bears one of his children. The children are born within roughly the same year. He anticipates waiting about eighteen years or longer before the mission can unfold.

Given exceptional education, resources, and training, the children become unusually accomplished adults in distinct professions, potentially including law and medicine. They are not necessarily superhuman. Together, they form a sophisticated criminal family syndicate whose actions may have a Robin Hood quality, inviting readers to sympathize with people operating outside the law.

Characters and Relationships

The father: A long-range strategist who believes his political goal is justified. His background, resources, grievance, and moral character are unresolved. **The mothers:** Approximately seven women whose participation is deliberate and transactional; their motivations, knowledge, agency, and continuing roles are open. **The children:** Roughly the same age, but distinct in temperament, abilities, ambitions, professional lives, and relationships. Their individual psychology and family dynamics are central to the story.

Science-Fiction Mechanism

An explored possibility is childhood conditioning or neural implants that influence allegiance to the father, family, or mission. Such influence might coexist with outward independence and unique personalities. **This is not established canon.** Whether implants exist, how they work, whether loyalty is absolute, and whether it can be discovered or resisted remain open questions. A core thematic possibility: can loyalty be freely chosen if it has been engineered?

Story Direction

The story begins with the father and the creation of his plan: his grievance, travels, arrangements, and the children's early lives. As the children mature, their public careers and covert syndicate roles intersect with the political mission. A later family rupture is possible if children question the cause or their conditioning, but no such event is fixed. A series is possible; ending Book One as the children reach adulthood is an option, not a decision.

Questions We Have Not Answered

What triggered the father's vendetta, and is he right? Why do the mothers agree, and what do they know? Who are the seven children beyond their specialties? Do implants exist, and with what limits? When do the siblings discover each other and the plan? What makes the syndicate morally sympathetic? What does toppling the government mean in this fictional setting? Where should Book One end? Whose story is this ultimately? What might fracture the family?

OLIVIA PEREZ — ASSIGNMENT

Deliverable: *The Long Game — Story Development Assessment* | 2–3 pages | PDF. This is an editorial assessment, not a manuscript or comprehensive outline.

1. Concept evaluation — Identify what is compelling, distinctive, familiar, or potentially problematic.

2. Character opportunities — Identify the characters and relationships most deserving of attention, and explain why.

3. Story structure — Recommend a general narrative direction, including a plausible starting point and Book One endpoint.

4. Creative risks — Identify where the story might become predictable, confusing, ethically simplistic, or hard to believe.

5. Three recommendations — Give exactly three concrete decisions the author should prioritize before drafting, with reasons.

Editorial standard: Challenge assumptions where warranted. Distinguish established decisions from your own proposals. Do not solve every question, invent all seven children, or write the novel. We want your development instincts.

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