



# PULSE

Survival is not just a game in this sci-fi, horror, original survival thriller. Can the modern human race survive without the technology that defines our way of life today...

Set in Johannesburg, present day, the Pulse video game designers are scrambling to get the newly funded re-boot of their classic game finished. Life imitating art soon becomes reality when an electromagnetic wave hits their building. The pulse fries everything electrical and digital, but also alters the bioelectric signals in people's minds. A world now reduced to flame, toxic smoke and darkness, total lockdown and collective paranoia takes over. Geeks are turned into freaks and no one is riding to the rescue.

Just like in the game they designed, the only way out is to use their collective skills and special abilities to battle floor by floor through mayhem, madness and murder to escape.

The focus of this highly entertaining survival / horror series is on the question of whether we, the modern human race, can survive without the technology that defines our way of life today...

The secondary question being considered, is whether we can rely on ourselves as human beings to collectively save ourselves?

## Duration

6 x one hour

## Country of Production

UK, South Africa

## Director & Producer

**Salmon (Sallas) De Jager**

*Free State, Endangered*

## Producers

**Jake Lanning**

*Everest: The South West Face*

**Ben Lanning**

**Potego Matseke**

## Cast includes

**Tarryn Wyngaard**

*Raised By Wolves, The Tree*

**Thapelo Mokoena**

*Trackers, Nothing For Mahala*

**Carel Nel**

*Raised By Wolves, Grant, Roots*

**Sven Ruygrok**

*Spud, Zulu*

**Earl Wan**

*Just Mates, Supercapitalist*

## Media Musketeers



Web-site access:

[PULSE](#)