

The Legend of the Secret Kingdom of Utopia



Novel/Movie #1

"The Legend of the Secret
Kingdom of Utopia"
(1680-1725)

Novel/Movie #2

"The Legend of the Secret
Kingdom of Utopia"
(1938-1945)

Novel/Movie #3

"The Legend of the Secret
Kingdom of Utopia"
(1978-Present Day)

Part I Part II Part III AN OUTLINE FOR BRANDING THE UTOPIAN ISLANDS WITH A LEGEND

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The Utopian Islands
Resort & Estates

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Branding the
Utopian Islands
with a
“Legend”

The Utopian Islands
Resort & Estates

Branding The Utopian Islands with a Legend

Branding The Utopian Islands with a Legend

A brand is a story. For a brand to have a lasting impression, it must bring this story to life. When done correctly, a brand can create a lasting feeling – an emotional response within the consumer that reoccurs every time the consumer thinks of the brand.

In The Utopian Islands' case, we have created a Legend as the basis of our brand – a fictitious storyline, with fictitious characters and mythical creatures that are married together with actual real-life historical events that have transpired on our islands. The Utopian Islands' team will bring our Legend to life by using our total resort's design as its medium. Our resort's designer and architectural teams will work directly with our Legend's creative teams to produce this dream-like paradise that tells a very powerful storyline, with powerful messages and themes to reflect within our whole corporate mission statement.



The Legend's Coat of Arms for the Royal League

In the Legend, The Royal League is the Founder's Secret Society formed to rule over the Secret Kingdom of Utopia, and whose members pledges to always protect its Islands and creatures.

However, unlike a theme park (i.e., Disneyworld or The Atlantis Resort in Nassau), The Utopian Islands WILL NOT make its islands into a theme park – but rather a resort with a theme based a legend that includes both fact and fiction. There's a huge difference between the two resort experiences for the consumer. Furthermore, our ultra-luxury PRIVATE resort will cater to a small niche target market that is highly sophisticated with their tastes and desires. Thus, our designers and architects must create and build a sophisticated dream-like setting using elegantly subtle hints of the storyline that are intertwined into all of our ornate hand-carving within our signature architectural designs, hand-made furniture and fabulous statues.

Creating a Mystical and Magical Feeling that also Justifies our Ultra-Luxury Private Islands

Moreover, The Utopian Islands will seek to create a "mystical and magical" feeling to our tropical paradise throughout the resort and designs, with such things as our signature 8-miles of tropical lazy-river, (with its seductive hidden waterfall's caves), as well as, the restoration and expansion of our soon-to-be fabulous Castle. Every detail and inspirational idea of "a purely decadence tropical paradise" must be elegantly crafted into the designs of our resort. Additionally, our lazy-river will look like a real river with waterfalls and



rocks that totally natura. Every detail to make it all look totally realistic and as natural as possible – “like we just found the islands this way”. From our lush landscaping to actual sunken ships that we will sink (to create fabulous reefs for snorkeling), no details will be left out. Our Islands and our Legend are destined to become a globally recognized iconic brand that represents the “ultimate paradise where any dreams can come true”.

Thus, using this Legend, we create our brand – and indirectly we create the emotions we want our consumers to feel when they are at our resort. Our brand will be planting an imagination seed into the head of our sophisticated, highly intelligent and enormously creative ultra-luxury consumers. This is the “seed of possibility” - the possibility that they may have finally found their own dream of paradise!

Our Legend Justifies Why our Resort and Islands are Private and Exclusive

Moreover, as our Legend will be told to the whole world in the form of (1) three novels (books) and the (2) three adventure movies (outlined below), it will also serve multiple other very important purposes. Our Legend will justify

to the rest of the world the reasoning behind why our islands are: (1) totally private, (2) highly protected and (3) ultra-exclusive. Our Legend will be designed to speak to not only our actual ultra-luxury consumers, but the whole world's belief system.

Our Legend will suddenly catapult our resort into becoming a globally recognized iconic brand, whose audience believes that our Islands is:

“The ultimate mystical and magical tropical paradise,
where plausible creatures may coexist with people, in total decadent luxury,
and where dreams can come true and heroes win in the end”.

Suddenly, our Legend creates a mystical and magical side to our private islands that are forbidden to the general public. By being “forbidden but to a select few”, our islands become further mysterious which creates a lasting appeal.

The Legends Creates Multiple Powerful Messages to the Global Community and its Consumers

Our Legend's storyline will create multiple universally powerful positive messages that speak to all audiences and create a positive emotional response from the world (i.e., that of fearless heroes who overcome and conquering evil, romance and love found, the struggle to overcome one's inner challenges) and so much more. These powerful messages should draw everyone, from children to adults, into believing that a magical place where mythical creatures coexist and thrive with people and where all dreams can come true. Our messages will speak to the hearts of both our consumers and global audience about the values of our company and team (See Legend Messages explained further below).

A Depth to our Marketing and Additional Revenue Centers

Moreover, our Legend will add a depth to all of our marketing and brand that creates additional revenue centers for the resort. Without our Legend these revenue centers would not exist. Given the actual real-life events that have transpired on these islands, to not have a Legend would be to hide these magnificently colorful historical events that make these islands so unique and fascinating – everyone wants to hear adventure stories set on tropical islands.

An Extraordinary Marketing Opportunity

Rarely in business is a marketing team given: (1) an exotic theme (our legend) (2) set in a tropical paradise (our breathtaking islands) that (3) have three amazing actually historical events that involve real-life colorful “bad guys” and who were all defeated by real-life heroes! It's an extraordinary opportunity – a once in a lifetime opportunity to create the ultimate Legend (Brand) and explain our need to remain totally private and exclusive.

The opportunity and power of this marketing cannot and should not be undervalued. Our Legend crafts our islands into a place where people can believe in the plausibility of their wildest dreams and fantasies. In short, our Legend brings the whole romance of secluded tropical islands together with fearless hopes and dreams of the Legend's heroes. These fictitious heroes exemplify the courage needed to fight for their dream and overcome every



Novel/Movie #2
 "The Legend of the Secret Kingdom of Utopia"
 (1938-1945) - Part II

adversary and battle of their arduous journey (including the emotional internal ones) to finally achieve their dreams in this extraordinary, magical and mystical paradise-like place. They give all audiences the courage and permission to believe in their own wild dreams.

What are the Powerful Emotional Messages that the Legend will seek to Evoke?

Our Legend will seek to evoke the following universal messages or emotions in our consumers, as well as, the general global audience that read these novels or see our movies. Our Legend will have many subtle messages. Here are just a few:

1. The understand that to achieve their dreams, they must (1) truly believe that they can make it happen, (2) they must have unflinching passion and courage, and (3) finally that they must remain laser-focused on their achieving this dream, with a long-term plan that may include some personally painful experiences and sacrifices.
2. The belief that Good can and will always conquer Evil – but to obtain that victory you must lead with and have (1) a well thought-out long-term strategic plan, with back-up options, (2) consistently focused action until you succeed, and (3) the most important thing, a team whom you can trust implicitly to always advise and support you from their hearts and watch your back!
3. That our mystical islands have a magical passion in the air that seduces its inhabitants and creates euphoric feelings of romance, passion and love.
4. The message that “insecure, greedy people with unbridled egos are dangerous, and must be watched carefully.”
5. The message that every creature is beautiful in its own way (whether it's a mythical creature, an animal or a human being that is different from ourselves); and our world's need to be protected and preserved our precious earth. This includes the need to love and respect every creature and every person, regardless of their race, nationality, religion or cultural differences.

Our ultra-luxury consumer will relate to feeling of “being a unique and endangered creature” – as our consumer will be composed of celebrities, business tycoons and world leaders, all who often feel like they're being attacked endlessly by the press and paparazzi (like they are prey to the hunters). Our consumer will emotionally relate to these feelings and the value and desire for a private place where they too can “just live” without the world's predators analyzing and threatening their basic lives and existence. This is a major message to our consumers.

6. And, finally, our Legend will seek to give “hope” to everyone, everywhere that they too can make their dreams come true, and that despite any adversary, there is always a solution to every problem!



Novel/Movie #3

"The Legend of the Secret Kingdom of Utopia"
(1978-Present Day) - Part III

The Three-Part Legend is told from the Prospective of the Protagonists (The 3 Heroines)

The Utopian Island's Legend spans 300 years and is told by heroine's voice and perspective of her life-long journey. In Part II and Part III our Legend continued in the voices of our first heroine's descendants.

Our Legend's first Protagonist (Thora) takes the audience on her arduous journey with her and her team of adventures in Part I to find and create her life-long dream of her Kingdom in the New World. Then in Part II and Part III, a recap of Part I is summarized (explaining the missing timeframes of the past 180 years) from the voice of our Legend's second and third heroines respectively, who are both direct descendant of the first heroine and her team. Each Part of the Legend is told from the perspective of the main storyline's heroine, and all characters in the three-part story are descendants of the original heroine and her team of adventures.

Understanding Myths and Legends

Storytelling: Your Brand, Your Myth, Your Legend

Typically, for a consumer to truly appreciate what you bring to the table in your product's brand, you must take them on a journey by telling them a story. Of course, a marketing story is conveyed in more than just words. It is told through your brand colors, architecture, designs and styles, image choices, and even through your font and delivery channel. In the end, a brand's storyline is as much about its consumers as it is about the product's brand itself.

Bring Our Ultra-Sophisticated Audience Into Our Story

Our goal with our audience is for them to feel involvement, to help the consumer see themselves as a part of a brand's storyline or continuing Legend. These are the interactions that convert customers into "brand ambassadors". In the Utopian Island's case, our consumers will be the ultra-wealthy, ultra-powerful, which also includes the ultra-creative and ultra-imaginative. If you think about it: we will have world's most creative people - actors, artists, inventors and of course entrepreneurs (who are like the explorers of our past).

Thus, many, if not most of our consumers made their own success and fortunes by believing in their ability to think outside-of-the-box. Our consumers are the rare few in our world who had the courage to remain steadfast to their desires, determined despite all of the adversaries and hardships within their own personal journey to success. These pioneers in their own rights have found the internal discipline and strength needed to continuously take action, when the whole world seems against them (including all probability statistics), to finally make their own dreams come true!

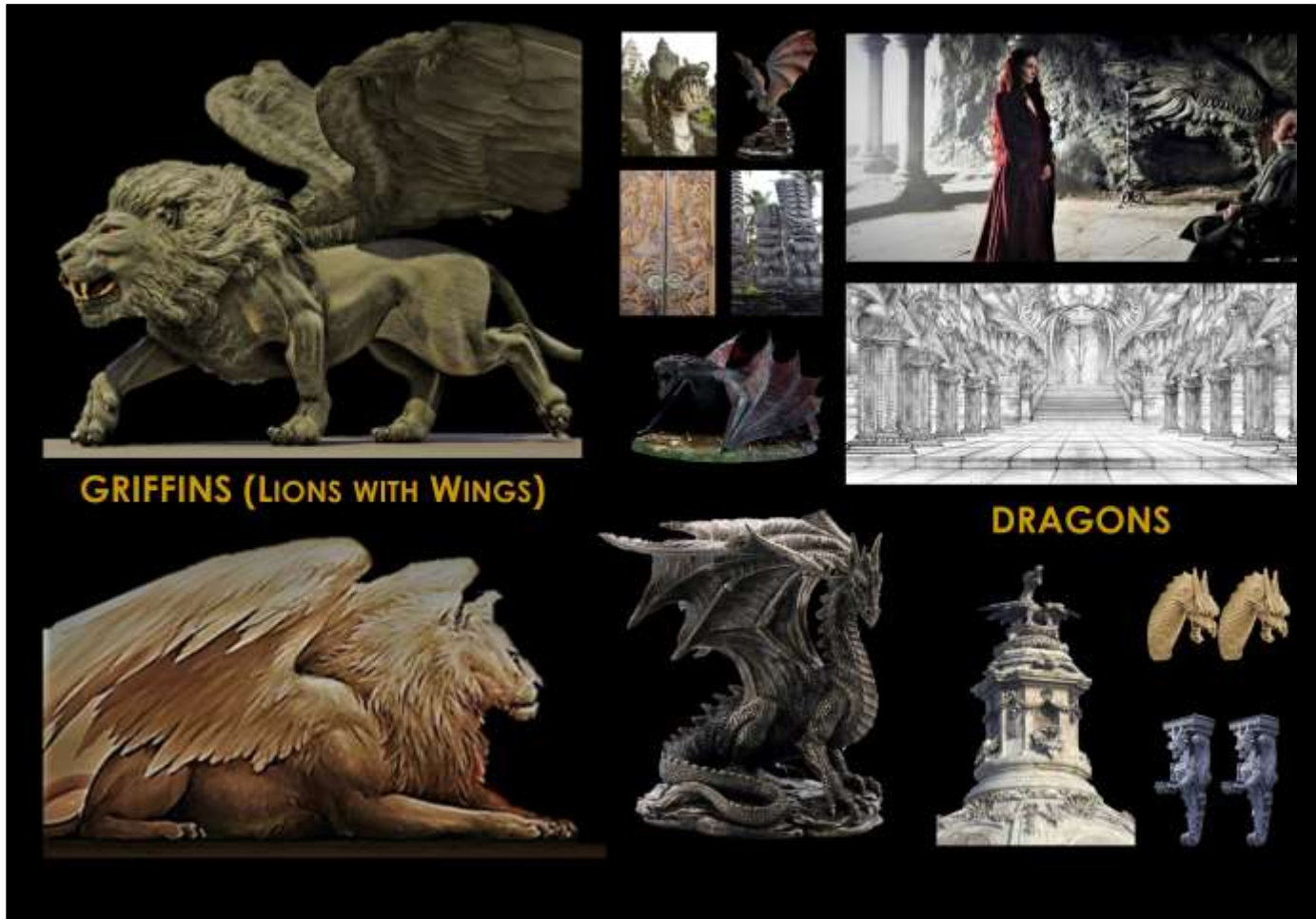
Our consumer thrives on taking on challenging circumstances, and they know first-hand the struggles they must endure to finally achieve their own dreams. Thus, they already have within their own psyche the imagination, creativity, strength of character and intellect to make impossible dreams, possible.

Thus, our Legend will be a story of recognition - a personal reminder and symbol to our consumer of their own battles to achieve their own personal victories. Our brand and Legend should evoke serve as a consent reminder of our consumer's own victories that earned them the right to live in this paradise -- thus creating a lasting emotional response.

Why add a Mythical Creatures to the Legend of the Utopian Islands' History?

The Legend's mythical creatures will become a theme and significant part for The Utopian Islands' signature architectural designs (our statues, carvings and gargoyles). Their symbolism and the Legends storyline will be carved into all of the intricacies of our architectural designs though-out the entire resort. Additionally, these creates will also serve other functions:

1. They explain to the world why The Utopian Islands are kept totally private and exclusive
2. Explain Why The Utopian Islands only cater to the Ultra-Wealthy market, and
3. Give our archipelago a "Magical and Mystical" flair to all of our branding, architecture, artwork and statues and carvings
- 4.



How Is Mythology An Art Form?

Throughout history, artists have been inspired by myths and legends and have given them visual form. Sometimes these works of art are the only surviving record of what particular cultures believed and valued. A myth can be a story involving symbols that are capable of multiple meanings.



Philosopher Daniel Chandler, on narratives and meaning, says “myths help people make sense of the world in which they live.” This idea of making sense of the world means myths are filtered through individuals' senses, their sensibilities. Myths are interpretive. A story of an evil king and his monster son can also be interpreted another way, it shows the consequences of evil begetting evil. Thus, Myths are semiotic vehicles. There are multiple interpretations behind the initial signifier (myth).

Our 4 Mythical Creatures become Part of Legend of the Islands and all of our Architecture:

In our legend, our creatures will fictitiously live in our island's caves during the daytime and only come out at night. These creatures include:

- “ **Fire-Breathing Dragons with Wings**
- “ **Griffins (Lions with Wings)**
- “ **Unicorns (Unicorns with Wings)**
- “ **Mermaids**

Mythical Lore verses creating a Legend

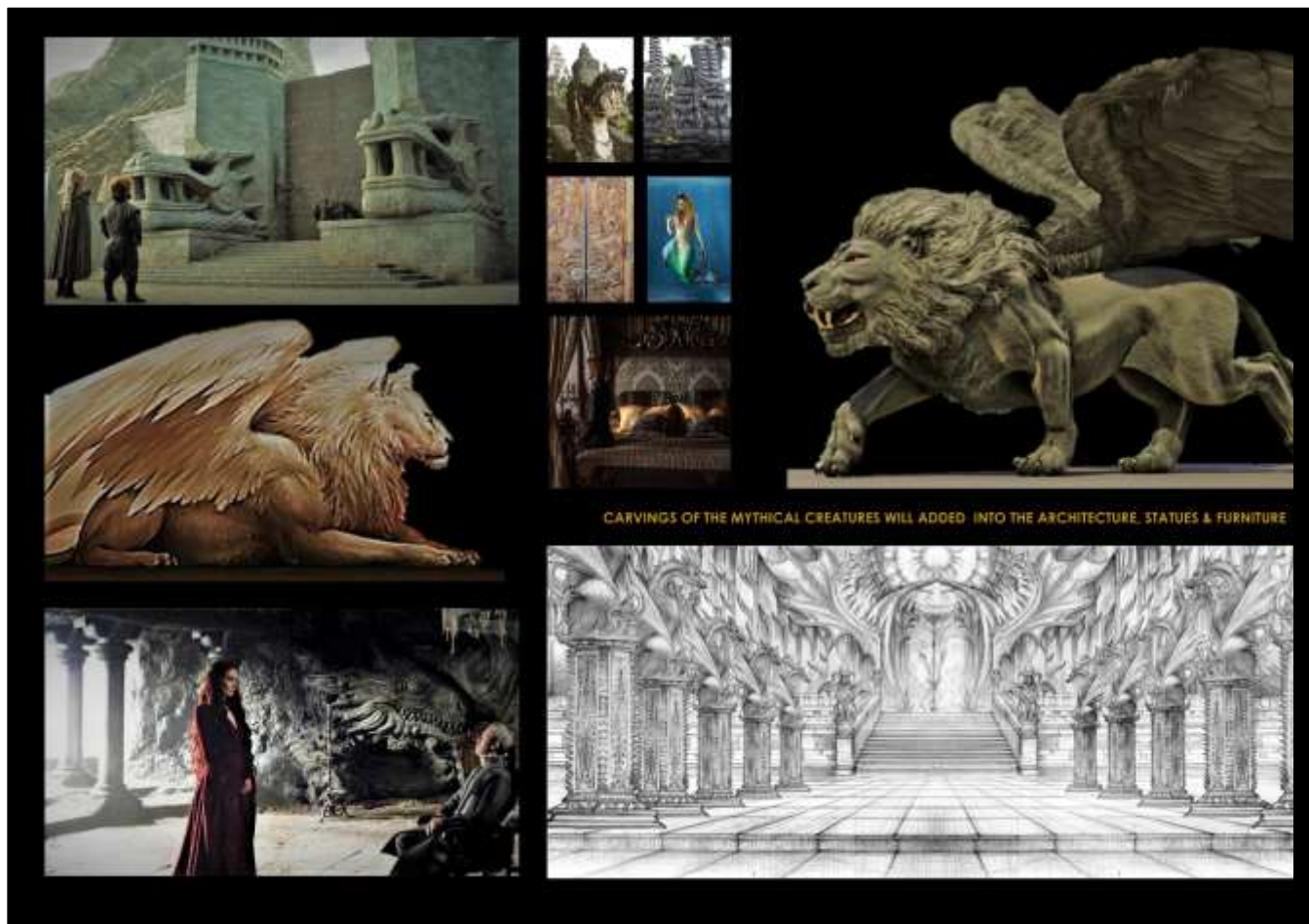
A myth is a traditional story that explains the beliefs of a people about the natural and human world. The main characters in myths are usually gods or supernatural heroes. The stories are set in the distant past. However, A legend is a traditional story about the past but with real events and the main characters are usually kings or heroes.

Myths and legends began to be recorded just as soon as humans mastered the technology of writing. Often the very first texts were hymns to the gods or collections of mythological stories that became organized into cycles, explaining how the world was created, how humans came into existence or why death is necessary.

Different from a myth, legends contain some facts and becomes exaggerated to the point that real people or events take on a "larger than life" quality. In contrast, a myth isn't based on fact, but is symbolic storytelling. Storytelling is a fundamental part of human culture. Through myths and legends, we pass on our visions, values, feelings and memories in a way that is enjoyable and entertaining. Myths and legends are the traditional stories of different cultures passed down through generations. Oral storytelling (using spoken language to tell stories) is the way that stories were told and preserved for thousands of years, as most people in cultures throughout the world could not fluently read or write.

The terms myth, folklore, legend, and fairy tale are often used interchangeably, leading to the misconception that they mean the same thing: fanciful tales. Although it's true that these terms may refer to bodies of writing that answer some of life's basic questions or present commentary on morality, each type presents a distinct reader experience. They've all stood the test of time, which speaks volumes about their ongoing hold on our imaginations.

Lore is a body of knowledge or tradition that is passed down among members of a culture, usually orally. It's the lore in "folklore," and responsible for spreading the word on mythical figures like Santa Claus, Paul Bunyan, and even Uncle Sam.



What is a Myth?

A myth is a traditional story that may answer life's overarching questions, such as the origins of the world

(the creation myth) or of a people. A myth can also be an attempt to explain mysteries, supernatural events, and cultural traditions. Sometimes sacred in nature, a myth can involve gods or other creatures. It presents reality in dramatic ways. Many cultures have their own versions of common myths that contain archetypal images and themes. One common myth that spans multiple cultures is that of a great flood, storm or natural catastrophe.

What is Folklore or Folktales?

Whereas myth has at its core the origins of a people and is often sacred, folklore is a collection of fictional tales about people or animals. Superstitions and unfounded beliefs are important elements in the folklore tradition. Both myths and folklore were originally circulated orally.

Folktales describe how the main character copes with the events of everyday life, and the tale may involve crisis or conflict. These stories may teach people how to cope with life (or dying) and also have themes common among cultures worldwide. The study of folklore is called folkloristics.

What is a Legend?

A legend is a story that's purported to be historical in nature but that is without substantiation. Prominent examples include King Arthur, Blackbeard, and Robin Hood. Where evidence of historical figures, such as King Richard, actually exists, figures such as King Arthur are legends due in large part to the many stories that have been created about them.

Legend also refers to anything that inspires a body of stories or anything of lasting importance or fame. The story is handed down orally but continues to evolve with time. Much of early literature began as legends told and retold in epic poems that were passed down orally originally, then at some point written down. These include masterpieces such as the Greek Homeric Poems ("The Iliad" and "The Odyssey"), circa 800 BCE, to the French "Chanson de Roland," circa 1100 CE.

Bringing Our Legend to Life on The Utopian Islands

State-Of-The Art Visual Effects Technology Using Holograms and Robotics, Bring Our Creatures To Life

The Utopian Islands will insert visual effects around our islands that will bring our creatures to life on our islands at night time. These holograms will be strategically located around the resort in hidden places that reminds our estate owners and their guests in the magical side of our resort.

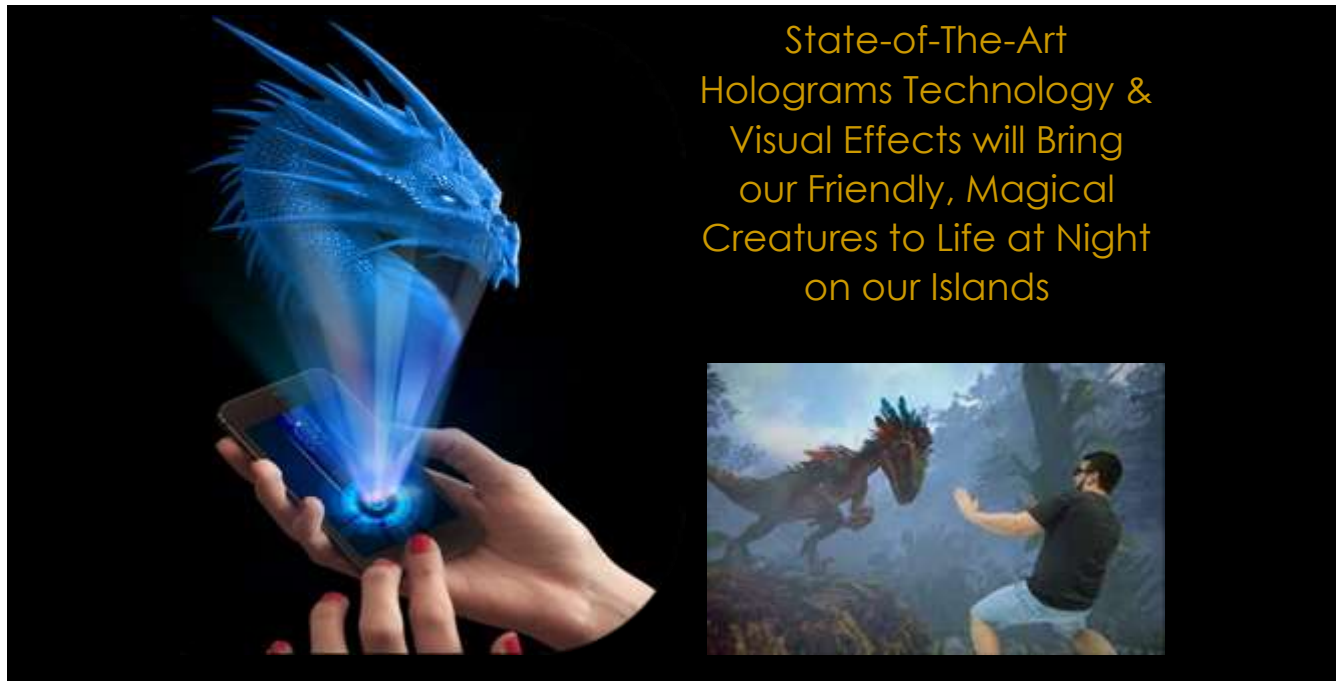
These holograms will be subtle and our consumers will not expect the creatures to appear, be it on the beach, in the sunset silhouette or hidden in the lush landscaping that will cover our tropical island resort.

Adding Elements To Our Islands To Bring The Storyline To Life

- A sunken pirate ship, Nazi U-Boat and Drug Plane near our Islands to make Reefs
- Hidden passages in our Castle and Caves

Introducing our Customers to these Mystical and Magical Creatures

The Utopian Islands will plan a two-week long inaugural event where we will introduce these creatures to our new estate owners in a magnificent presentation that will have these creatures appear and fly around our new guests. Hollywood special effects experts, and illusionists will be brought in to create and execute this one-of-a-kind theatrical event.



State-of-The-Art
Holograms Technology &
Visual Effects will Bring
our Friendly, Magical
Creatures to Life at Night
on our Islands

The 5 Elements That Make Up A Great Legend (Story)

The elements of a great story or legend are far from secret ingredients. Depending on which storytelling theory you consult, they might go by different names. For this brief overview, we're going to call them character, want and need, plot, structure, and conflict and resolution.

1. Characters

Every story needs a hero. Your protagonist or main character determines what is happening in your story. Without the hero and their actions, there would be no story.

The main character will draw your audience in if they can identify with them and root for them. In other words, create a likable hero. Your protagonist will start out far from perfect but give them qualities to make them relatable and the audience will want to keep going. A character is well-rounded when we perceive them as believable or authentic.

Humans are complex beings. An interesting character has at least one thing they need to fix, a problem or a flaw. As the title *The Dark Knight* suggests, Batman is a flawed, even tragic hero.

A thing that the hero needs to fix allows the story to develop and move forward. The problem can come in the form of an opponent, foe or villain, an antagonist to complement the protagonist. Secondary characters further populate the story to support the plot. They enable the hero's progression or transformation of character.

2. Wants and Needs

A hero who lacks nothing makes for a boring tale. In every great story, their want and need define the protagonist. These are the things that motivate the main character in their actions: their wishes, dreams, and desires.

The object of the hero's pursuit, what they want, is one thing. But what turns out to be the true solution to their flaw or problem is another: it's their need that ends up changing their life. Other names for this paired story element are premise and theme, A story and B story, or also external and internal story.

The external journey can be specific to the main character and feature exciting action. The internal journey is more reflective and universal, something the hero has to learn or change about themselves. Fixing the hero's flaw can mean finding love, trust, faith, or human connection, taking on responsibility, overcoming fear, acceptance, sacrifice, or mere survival.

3. Plot

The storyline or plot of your writing is a series of events in which actions and occurrences cause and effect later ones. The plot ties the events in your story together, directing the audience towards the question: why does it all happen? Together with character, the plot affects everything in your writing.

The plot of every great story follows certain patterns or story archetypes. Their exact number One such archetype is the quest plot or hero's journey. A hero goes on an adventure or quest to find something, obtains victory after a decisive crisis, and returns fundamentally changed or transformed – think of Don Quixote or The Wizard of Oz.

The plot is not a genre. Romance as a genre, for example, classifies love stories in the broadest range. As a plot, romance features the common denominators of an encounter of two people by chance or fate. After they fall in love, they have to overcome various obstacles to be together before it ends either happily ever after (Pretty Woman) or tragically (Romeo and Juliet). varies with different storytelling theories. For Aristotle, only simple and complex plots existed. Modern approaches feature a higher number of distinct story archetypes or master plots. The important lesson is the common denominators shared by stories of each of these plots.

4. Structure

By now you have the who and what of your story: your characters and the hero's want and need as well as what is going to happen to them. The element of structure defines what goes where giving order to things and creating a unified whole.

Plot and structure are closely related. The plot determines the events that happen, the structure defines when they occur. Within the simple structure of beginning, middle, and end, timing is everything.

Aristotle called these three parts of a story (1) setup, (2) confrontation and (3) resolution. This is the so-called three-act-structure, defining major plot points and transitions from one act to another. Your narrative will feature additional events with immediate or delayed effects. A term to describe these is story beats. They are units of plot linking the events of the story together. So-called beat sheets illustrate these units and their timing for different types of plots.

The number and distribution of story beats vary with storytelling schools of thought. Yet they always seek to achieve the perfect rise and fall of action that will have the audience at the edge of their seat.

5. Conflict and Resolution

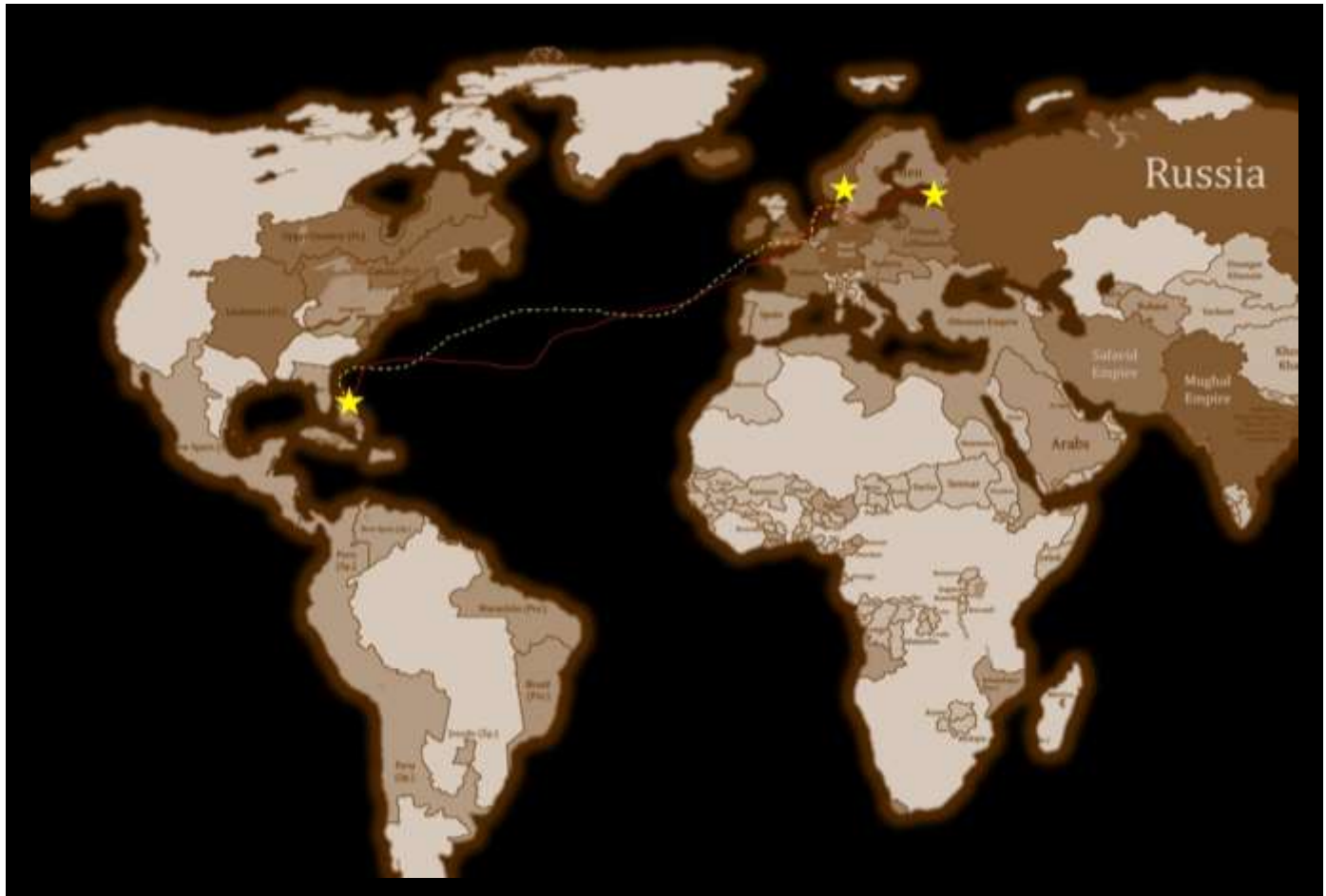
Plot creates tension, which makes a story interesting and entertaining. Two people falling in love and spending the rest of their life together is a love story. But a hero pursuing their love despite denial is much more intriguing. In Leaving Las Vegas, the relationship between Ben and Sera is doomed by the exact rule that allows them to live together: they've vowed to not change each other's lives.

Introduce tension in your story through opposition. An antagonist can be a villain, a rival, a character flaw or external circumstances such as society as a whole. You'll be able to increase the tension by raising the opposing force more and more.

Conflict drives your hero out of their current circumstances and towards change. As they develop, their need takes prevalence over their want until they're truly changed at the resolution.

Our Tropical Islands' Real Historical Events Behind Our Legend





The Real Historical Events Behind Our Legend

To understand and appreciate this legend and how the fictitious storyline is married with actual true historical events that happened on our islands (that may be exaggerated a little in the Legend), it is important to understand what is real history and what is fiction. Therefore, below is a brief summary of the History in 1700s in the three storylines (A = Norway, B = Russia, and C=Nassau, Bahamas). Moreover, there is a summary of these four major historical events that the three (3) Parts of the Legend are based upon.

A Brief History of the Bahamas

Our Legend is based upon True Historical Events on these Islands.

These quick history lessons may help you to see why the current Bahamians living in Exuma region have evolved very little from their days of slavery in the mid-1800's. Furthermore, it may help you to see that without The Utopian Islands help, the natives Exumians will be very vulnerable to predators seeking to destroy their hidden paradise – much like the true historic story of the Lucayan Indians below

Quick Historical Overview of the Bahamas & Exuma Region: In 1492, Spanish explorer, Christopher Columbus discovered what is now the island of San Salvador in the Exumas (thus going down in American history as the explorer who discover the New World – even though it had been discovered hundreds of years prior by the Viking Leif Erickson). The Bahamas, and specifically the region of the Exumas, had native Indians living there when Columbus arrived.

These native Indians were called "The Lucayan Tribe." They were light colored skin, attractive people (what would

now be consider "Hispanic/Latin" colored skin). Their total population numbered approximately 40,000 when Columbus arrived. These Indians lived peaceful sea lives, traveling between all of the Bahamian islands in carved out canoes and living off the sea bounty surrounding these beautiful islands. Their houses were "Thatched-Roof-like Huts" similar in design to the Polynesian island-based architectural designs, but with intricate designs carved into them. (Thus, the etymology of our architecture for the Utopian Islands).

Unfortunately, Columbus and his crew brought disease to these untouched islands and captured these peaceful natives and forced them into slavery. They began transporting these enslaved Lucayan Indians to Spain and Cuba. Within 30 years, all 40,000 Lucayan Indians had been removed or killed off from the Bahamian Islands. Claimed by Spain, the Bahamian islands sat empty for more than 150 years, from 1520 to early 1700's.

Then in early 1700's England traded Eastern Florida to Spain for the Bahamas region. However, relations between England and Spain were tumultuous and fragile. The British settlers in Nassau were unable to keep the Spanish fleets from burning down their fledgling capital. Very simply, there was a war between the British claim to new lands of the New World (the Americas and Caribbean) and Spain's claim that the whole New World was their alone. The Caribbean became a war zone between the British and Spanish ships in the War of Spanish Succession.

Over-extended, the British began signing on "Privateers" by issuing out legal letters of "Marque" to any shipping captains that wanted one. Effectively, Britain was buying mercenaries to fight for them and rewarding them with the plunder from these conquered ships. These "Letters of Marque" allowed these Privateers to attack and plunder any Spanish ships they wanted to on behalf of the British government. These Privateers went on for years until the war in Europe between Spain and England stopped.

However, when the Spanish-British war stopped in the early 1700's, the British government took back all their "Legal letters of Marque" that allowed these "Privateers" to legally raid and plunder Spanish ships under English law. This resulted in thousands of sailors and ships to be suddenly out of work with nothing to attack! So, left with no other options, these former "Privateers" suddenly became "Pirates" and continued doing the only thing they knew how to do, attack ships – all ships now, both British and Spanish ships. These pirates began to build their own kingdom nation in the Bahamas with Nassau as their capital. From approximately 1710-1718 the Bahamas was known as the "Pirates Republic."

As there was an enormous slave trading vessels sailing right through the Bahamas from Africa to the colonial America, the pirates were attacking and raiding these ships. They freed these slaves on a regular basis and brought them back to Bahamian islands to start new lives as free people in the Bahamas, or they were offered the option to become pirates as well.

By 1720, Britain had regained control of the capital of the Bahamas, Nassau and many of the freed slaves. Not soon after, the American Revolutionary war began and Colonial Loyalist to Britain fled America to live in the Bahamas.

One of those British loyalists fleeing America was a man by the name of John Rolle, (the 1st Barron Rolle). He established the first cotton plantation on the island of Great Exuma with his slaves. The small town of Georgetown was named in honor of George III. The British King had given the island to John Rolle as he remained a loyalist.

Following the emancipation of slavery, upon his death in 1842, John Rolle, (the British aristocrat) bestowed all of his significant Exuma land holdings to his slaves. As a result, towns on Great Exuma such as Rolleville and Rolletown were named after him. Additionally, as his slaves had no last names, they all assumed the last name of "Rolle." Therefore, a large majority of the Bahamians living in the Exumas have the last name "Rolle" (i.e., our boat Captains name was "Sammy Rolle") and are direct descendants of his slaves.

A Brief History of Norway



Map of Norway – c. 1700

It was not until the Viking Age that Norwegians became important in history. The Viking Age saw Norsemen raid the coasts of Northwest Europe and sail over large areas of the North Atlantic and Arctic Oceans. The Viking Age was considered to be from 793 AD to 1066 AD. The major reason for the end of the Viking age was the coming of Christianity. With Scandinavia being converted to Christianity and becoming part of the Christian Europe, the Vikings became more and more a part of mainland Europe.

In the late 9th century Norway became a united country under King Harald the Fair-haired (King Harold I). The annual raiding expeditions ended after the introduction of Christianity about 1030.

Norway was at the peak of its power at about 1260. All the Viking territories from Europe to Greenland had sworn their allegiance to the Norwegian King.

Danish Domination

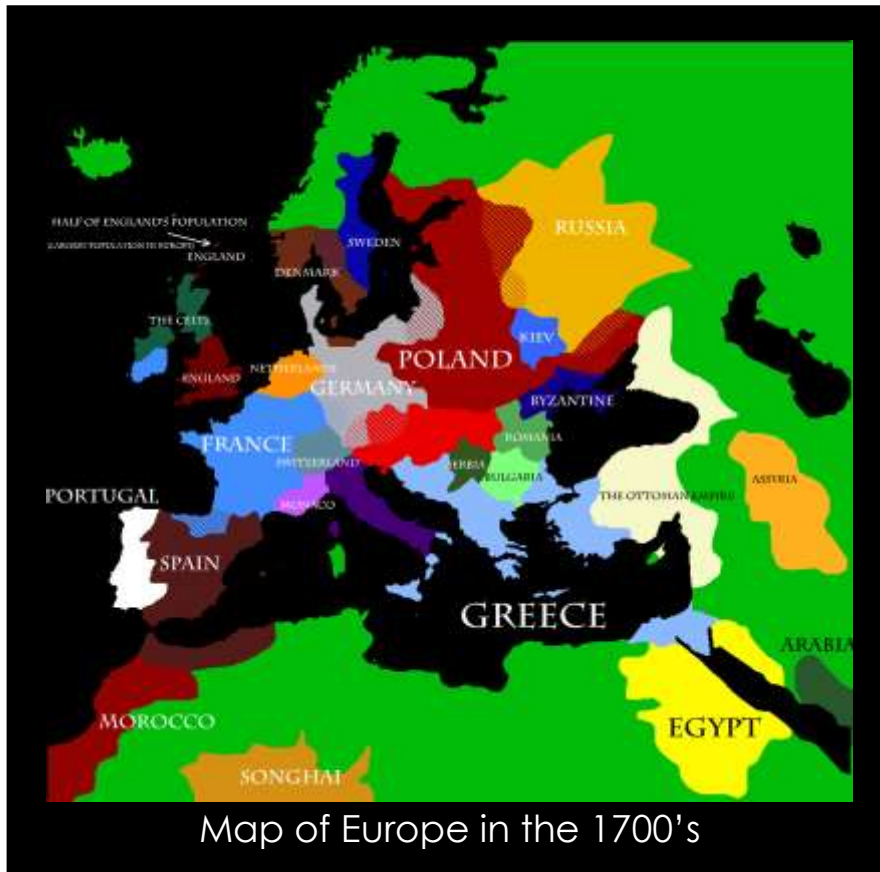
In the 14th century the plague, known as the Black Death, killed more than one-third of the Norwegian population. Shortly after the plague, Margrete I (1358-1412 AD), who was the wife of the King of Norway, Haakon VI and the daughter of the King of Denmark assumed control of Norway. When her father died, Margrete, who was already the Queen of Norway, became the ruler of Denmark as well.

Then when Margrete's husband died soon thereafter, and she also became the ruler of Norway. Eventually Margrete was elected to rule Sweden as well. So, Margrete united Norway, Sweden and Denmark with the power centered in Denmark. But Sweden broke away after about 125 years in 1448.

Margaret was known as a wise, energetic and capable leader, who governed with "farsighted tact and caution," earning the nickname "Semiramis of the North" – meaning a designation given to some particularly capable female monarchs, after the legendary princess Semiramis of Assyria. She was sarcastically called "King Breechless", one of several derogatory nicknames invented by her rival Albert of Mecklenburg, but was also known by her subjects as the "Lady King", which became widely used in recognition of her capabilities. Knut Gjerset, the Norwegian-American Author, historian and professor who lived in (1865-1936) calls her "the first great ruling queen in European history."

Treaty of Kiel

Danish domination of Norway continued until 1814. Denmark was on the losing side of the Napoleonic war and by the Treaty of Kiel was forced to cede Norway to Sweden. During the changeover, Norway proclaimed its own democratic constitution at Eidsvoll on May 17, 1814. Ever since, May 17 has been celebrated as the country's national holiday. But Norway was not yet independent. Nor were the Norwegians any happier under Swedish rule than they had been under Danish administration.



Finally in June, 1905, the Norwegian Parliament voted to end the union with Sweden. Representatives from both countries calmly discussed the issues and drew up a convention, which both countries ratified, and the two countries parted peacefully. The Norwegian Parliament elected Prince Carl of Denmark to be Norway's new King, and he was re-named King Haakon VII.

Syttende Mai

Syttende Mai or May 17 marks the country's declaration of independence and the triumph of constitutional government. This day is also called Constitution Day and National Day and is a great spring festival in Norway. School is cancelled and children and adults join in parades in virtually every city and town. In Oslo, the King and

Queen and the rest of the Royal family are out on the balcony of the palace waving to the assembled crowd. (By Ken Dornie – Member of the Sons of Norway Lodge #4-143)

A Brief History of Russia from the late 1600's

The Romanov Dynasty (1613-1917)

In February 1613, after the chaos and expulsion of the Poles from Moscow, a national assembly, composed of representatives from 50 cities and even some peasants, elected Michael Romanov, the young son of Patriarch Filaret, to the throne. The Romanov dynasty ruled Russia until 1917.

The immediate task of the new monarch was to restore peace. Fortunately for Moscow, its major enemies, the Polish-Lithuanian Commonwealth and Sweden, were engaged in a bitter conflict with each other, which provided Russia the opportunity to make peace with Sweden in 1617 and to sign a truce with the Polish-Lithuanian Commonwealth in 1619.



Expansion of Russia under Peter the Great (Peter I – 1672-1725) and Catherine the Great (Catherine II – 1762-1796)



Recovery of lost territories began in the mid-17th century, when the Khmelnytsky Uprising (1648–57) in Ukraine against Polish rule brought about the Treaty of Pereyaslav between Russia and the Ukrainian Cossacks. In the treaty, Russia granted protection to the Cossacks state in Left-bank of Ukraine, formerly under Polish control. This triggered a prolonged Russo-Polish War (1654-1667), which ended with the Treaty of Andrusovo, where Poland accepted the loss of the left-bank of Ukraine, Kiev and Smolensk.

The Russian conquest of Siberia, begun at the end of the 16th century, continued in the 17th century. By the end of the 1640s, the Russians reached the Pacific Ocean, the Russian explorer Semyon Dezhnev, discovered the strait between Asia and America. Russian expansion in the Far East faced resistance from Qing China. After the war between Russia and China, the Treaty of Nerchinsk was signed, delimiting the territories in the Amur region. Rather than risk their estates in more civil war, the boyars (a member of the old aristocracy in Russia, next in rank to a prince) cooperated with the first Romanovs, enabling them to finish the work of bureaucratic centralization. Thus, the state required service from both the old and the new nobility, primarily in the military. In return, the Tsars allowed the boyars (aristocrats) to complete the process of enserfing the Russian peasants.

In the preceding century, the state had gradually curtailed peasants' rights to move from one landlord to another. With the state now fully sanctioning serfdom, runaway peasants became state fugitives, and the power of the landlords over the peasants "attached" to their land had become almost complete. Together, the state and the nobles placed an overwhelming burden of taxation on the peasants, whose rate was 100 times greater in the mid-17th century than it had been only a century earlier. Likewise, middle-class urban tradesmen and craftsmen were assessed taxes, and were forbidden to change residence. All segments of the population were subject to military levy and special taxes.

Riots among peasants and citizens of Moscow at this time were endemic and included the Salt Riot (1648), Copper Riot (1662), and the Moscow Uprising (1682). By far the greatest peasant uprising in

17th-century Europe erupted in 1667. As the free settlers of South Russia, the Cossacks, reacted against the growing centralization of the state, serfs escaped from their landlords and joined the rebels. The Cossack leader, Stenka Razin, led his followers up the Volga River, inciting peasant uprisings and replacing local governments with Cossack rule.

The tsar's army finally crushed his forces in 1670; a year later Stenka was captured and beheaded. Yet, less than half a century later, the strains of military expeditions produced another revolt in Astrakhan, which was ultimately subdued.

Peter the Great (Peter I of Russia)

Peter the Great (1672–1725) assumed control of the tsardom of Russia and later the Russian Empire in 1682. He brought centralized autocracy into Russia and played a major role in bringing his country into the European state system. Russia had now become the largest country in the world, stretching from the Baltic Sea to the Pacific Ocean. The vast majority of the land was unoccupied, and travel was slow.

Much of its expansion had taken place in the 17th century, culminating in the first Russian settlement of the Pacific in the mid-17th century, the reconquest of Kiev, and the pacification of the Siberian tribes.

However, a population of only 14 million was stretched across this vast landscape. With a short growing season, grain yields trailed behind those in the West and potato farming was not yet widespread. As a result, the great majority of the population workforce was occupied with agriculture. Russia remained isolated from the sea trade and its internal trade, communication and manufacturing were seasonally dependent.



Peter the Great (1682-1725) had 13 Half-Brothers

Peter reformed the Russian army and created the Russian navy. Peter's first military efforts were directed against the Ottoman Turks. His aim was to establish a Russian foothold on the Black Sea by taking the town of Azov. His attention then turned to the north. Peter still lacked a secure northern seaport except at Archangel on the White Sea, whose harbor was frozen nine months a year. Access to the Baltic was blocked by Sweden, whose territory enclosed it on three sides. Peter's ambitions for a "window to the sea" led him in 1699 to make a secret alliance with the Polish-Lithuanian Commonwealth and Denmark against Sweden resulting in the Great Northern War. The war ended in 1721 when an exhausted Sweden sued for peace with Russia. Peter acquired four provinces situated south and east of the Gulf of Finland, thus securing his coveted access to the sea.

There, in 1703, he had already founded the city that was to become Russia's new capital, Saint Petersburg, as a "window opened upon Europe" to replace Moscow, long Russia's cultural center. Russian intervention in the Polish Commonwealth marked, with the Silent Sejm, the beginning of a 200-year domination of that region by the Russian Empire. In celebration of his conquests, Peter assumed the title of emperor, and the Russian Tsardom officially became the Russian Empire in 1721.

Peter re-organized his government based on the latest Western models, molding Russia into an absolutist state. He replaced the old boyar Duma (council of nobles) with a nine-member senate, in effect a supreme council of state. The countryside was also divided into new provinces and districts. Peter told the senate that its mission was to collect taxes. In turn tax revenues tripled over the course of his reign.



Map of the city of Saint-Petersburg, new capital of Russia in 1720

Administrative Collegia (ministries) were established in St. Petersburg, to replace the old governmental departments. In 1722, Peter promulgated his famous Table of Ranks (a formal list of positions and ranks in the military, government and courts of Imperial Russia). As part of the government reform, the Orthodox Church was partially incorporated into the country's administrative structure, in effect making it a tool of the state. Peter abolished the patriarchate and replaced it with a collective body, the Holy Synod, led by a lay government official. Peter continued and intensified his predecessors' requirement of state service for all nobles.

By then, the once powerful Persian Safavid Empire to the south was heavily declining. Taking advantage, Peter launched the Russo-Persian War (1722-1723), known as "The Persian Expedition of Peter the Great" by Russian historiographies, in order to be the first Russian emperor to establish Russian influence in the Caucasus and Caspian Sea region. After considerable success and the capture of many provinces and cities in the Caucasus and northern mainland Persia, the Safavids were forced to hand over the territories to Russia. However, 12 years later, all the territories were ceded back to Persia, which was now led by the charismatic military genius Nader Shah, as part of the Treaty of Resht and Treaty of Ganja and the Russo-Persian alliance against the Ottoman Empire, the common neighboring rivalling enemy.

Peter the Great died in 1725, leaving an unsettled succession, but Russia had become a great power by the end of his reign. Peter I was succeeded by his second wife, Catherine I (1725-1727), who was merely a figurehead for a powerful group of high officials, then by his minor grandson, Peter II (1727-1730), then by his niece, Anna (1730-1740), daughter of Tsar Ivan V. The heir to Anna was soon deposed in a coup and Elizabeth, daughter of Peter I, ruled from 1741 to 1762. During her reign, Russia took part in the Seven Years' War.

Catherine the Great - Catherine II

Nearly 40 years passed before a comparably ambitious ruler appeared on the Russian throne. Catherine II, "the Great" (1762–1796), was a German princess who married the German heir to the Russian crown. He took weak positions, and Catherine overthrew him in a coup in 1762, becoming queen regnant. Catherine enthusiastically supported the ideals of The Enlightenment, thus earning the status of an enlightened despot. She patronized the arts, science and learning. She contributed to the resurgence of the Russian nobility that began after the death of Peter the Great. Catherine promulgated the Charter to the Gentry reaffirming rights and freedoms of the Russian nobility and abolishing mandatory state service. She seized control of all the church lands, drastically reduced the size of the monasteries, and put the surviving clergy on a tight budget.

Catherine spent heavily to promote an expansive foreign policy. She extended Russian political control over the Polish–Lithuanian Commonwealth with actions, including the support of the Targowica Confederation. The cost of her campaigns, plus the oppressive social system that required serfs to spend almost all their time laboring on the land of their lords, provoked a major peasant uprising in 1773. Inspired by a Cossack named Pugachev, with the emphatic cry of "Hang all the landlords!", the rebels threatened to take Moscow until Catherine crushed the rebellion. Like the other enlightened despots of Europe, Catherine made certain of her own power and formed an alliance with the nobility.

Catherine successfully waged two wars (1768-74, 1787-92) against the decaying Ottoman Empire and advanced Russia's southern boundary to the Black Sea. Russia annexed Crimea in 1783 and created the Black Sea fleet. Then, by allying with the rulers of Austria and Prussia, she incorporated the territories of the Polish–Lithuanian Commonwealth, where after a century of Russian rule non-Catholic, mainly Orthodox population prevailed during the Partitions of Poland, pushing the Russian frontier westward into Central Europe.

In accordance to Russia's treaty with the Georgians to protect them against any new invasion of their Persian suzerains and further political aspirations, Catherine waged a new war against Persia in 1796 after they had again invaded Georgia and established rule over it about a year prior, and had expelled the newly established Russian garrisons in the Caucasus.

In 1798–99, Russian troops participated in the anti-French coalition, the troops under the command of Alexander Suvorov defeated the French in Northern Italy.



Catherine II - Catherine the Great

A Brief History of the Pirate Republic in Nassau, Bahamas (1696-1718)



**The Capital of the Pirate Republic – Nassau, Bahamas
(1715)**

The Pirate Republic

The era of piracy in the Bahamas began in 1696, when the privateer Henry Avery brought his ship the *Fancy* loaded with loot from plundering Indian trade ships into Nassau Harbour. Avery bribed the governor Nicholas Trott with gold and silver, and with the *Fancy* itself, still loaded with 50 tons of elephant tusks and 100 barrels of gunpowder.

This established Nassau as a base where pirates could operate safely, although various governors regularly made a show of suppressing piracy. Although the governors were still legally in charge, the pirates became increasingly powerful.[citation needed]

The era of true pirate control occurred when a combined Franco-Spanish Fleet attacked Nassau in 1703 and again in 1706; the island was effectively abandoned by many of its settlers and left without any English government presence. Nassau was then taken over by English privateers, who became completely lawless pirates over time. The pirates attacked French and Spanish ships, while the French and Spanish forces burned Nassau several more times. Pirates established themselves in Nassau, and essentially established their own republic with its own governors.



Pirates attacked all Spanish, French, and English Ships that came into the Bahamas – including Slave Ships

By 1713 the War of the Spanish Succession was over, but many British privateers were slow to get the news, or reluctant to accept it, and so slipped into piracy. This led to large numbers of unemployed privateers making their way to New Providence to join the republic and swell its numbers.

The republic was dominated by two famous pirates who were bitter rivals – Benjamin Hornigold and Henry Jennings. Hornigold was mentor to pirates such as the famous Edward Teach, known as "Blackbeard", along with Sam Bellamy and Stede Bonnet.

Jennings was mentor to Charles Vane, who was better known as "Calico" Jack" Rackham, Anne Bonny, and Mary Read. Despite their rivalries, the pirates formed themselves into the 'Flying Gang' and quickly became infamous for their exploits. The Governor of Bermuda stated that there were over 1,000 pirates in Nassau at that time and that they outnumbered the mere hundreds of inhabitants in the town. Blackbeard was later voted by the pirates of Nassau to be their Magistrate, to be in command of their republic and enforce law and order as he saw fit.

Pirate Thomas Barrow declared "that he is Governor of Providence and will make it a second Madagascar, and expects more men to join in the settling of Providence, and to make war on the French and Spaniards, but for the English, they don't intend to meddle with them, unless they are first attacked by them. While originally commissioned as Privateers by the British, initially the pirates had avoided attacking British ships. However, this restraint disappeared over time, and at their height, the pirates could command a small fleet of ships that could take on the frigates of the Royal Navy. The amount of havoc caused by the pirates led to an outcry for their destruction, and finally George I appointed Woodes Rogers as Governor of the Bahamas to bring the piracy to an end, and offered a pardon to all pirates who turned themselves in.

End of the Republic

News of the King's Pardon was brought first from Bermuda, then by Captain Vincent Pearse of the HMS Phoenix, and received a mixed reception, some of those rejecting the pardon



Map of the Bahamas - 1700

Darby Island
 Reprovisioned Nazi U-Boat Submarines
 1938-1945

In 1718 Rogers arrived in Nassau with a fleet of several ships, bringing with him the authority to grant the King's Pardon. Among those who accepted was Benjamin Hornigold, and, in a shrewd move, Rogers commissioned Hornigold to hunt down and capture those pirates who refused to surrender and accept the royal pardon. As a former privateer himself, Hornigold was well placed to understand what needed to be done, and he pursued his former comrades with zeal. Although pirates such as Charles Vane and Blackbeard evaded capture, Hornigold did take ten pirates' prisoner and on the morning of 12 December 1718, nine of them were executed. This act re-established British control and ended the pirates' republic in the Bahamas. Those pirates who had fled successfully continued their piratical activities elsewhere in the Caribbean in what has become known as the Golden Age of Piracy.

Before and during WWII, The Utopian Islands largest island, Darby Island was owned by a Nazi sympathizer and British hotelier, Sir Guy Baxter. King George of England gifted the island to Baxter upon his knighthood and it served as a lucrative plantation for him with livestock, cotton, palm oil, and more.

In 1938, he built an 7,000 square foot "castle" on the second highest point of the island. According to some elderly locals, they remember seeing strange flashing lights during the war time coming from the rooftop of the castle. Allegedly, it was discovered that Baxter was guiding Nazi submarines (known as U-Boats) who were prowling the Atlantic Ocean and Caribbean during the Battle of the Atlantic (and the Battle of the Caribbean), allowing them to take refuge in Darby Island's exotic network of caves and to reprovision and refuel their ships.

Current island co-owner and Palmetto Bay resident Rick Davis says, "There are still giant poured concrete moorings on the island. Nobody knows why they're there but I believe it was for the submarines." Some of the employees that once worked on the plantation reportedly also saw an elaborate radio and telegraph station inside the house.

From early 1942 to late 1944 some 54 Axis submarines sank 130 merchant ships around the Bahamas, killing hundreds of crewmen - with the loss of only four subs. A total of 336 merchant ships would be sunk in the Caribbean by the end of 1942. The Battle of the Caribbean (1941-1945). The Battle of the Caribbean refers to a naval campaign waged during World War II that was part of the Battle of the Atlantic, from 1941 to 1945. The conventional view of World War II as a conflict that was not fought in the Americas is debunked in this fascinating book. German submarine warfare was sinking one oil tanker or merchant ship per day in Caribbean waters in the worst months of 1942. The US merchant marine suffered heavy losses of ships and men, while the Allies struggled to contain the damage done to the supply of oil from Venezuela and airplane fuel from Curaçao to the United States. Puerto Rico experienced food shortages on account of German U-boat warfare in 1942, while Martinique suffered near famine in the aftermath of a British and American blockade induced by the Vichy government's control of the Caribbean island. The US invested billions in military installments on the British and American islands and transformed Puerto Rico into 'the Gibraltar of the Caribbean.' This is a compelling narrative based on contemporary newspapers, doctoral dissertations, and primary archival sources.

German U-boats and Italian submarines attempted to disrupt the Allied supply of oil and other material. They sank shipping in the Caribbean Sea and the Gulf of Mexico and attacked coastal targets in the Antilles. Improved Allied anti-submarine warfare eventually drove the Axis submarines out of the Caribbean region.

The Caribbean was strategically significant because of Venezuelan oil fields in the southeast and the Panama Canal in the southwest. The Royal Dutch Shell refinery on Dutch-owned Curaçao was processing eleven million barrels per month making it the largest oil refinery in the world; the refinery at Pointe-à-Pierre on Trinidad was the largest in the British Empire; and there was another large refinery on Dutch-owned Aruba. The British Isles required four oil tankers of petroleum daily during the early war years, and most of it came from Venezuela, through Curaçao, after Italy blocked passage through the Mediterranean Sea from the Middle East.



Adolf Eichmann, the notorious Nazi SS lieutenant colonel who masterminded the transport of European Jews to concentration camps, was one of the

The Caribbean held additional strategic significance to the United States. The United States' Gulf of Mexico coastline, including petroleum facilities and Mississippi River trade, could be defended at two points. The United States was well positioned to defend the Straits of Florida but was less able to prevent access from the Caribbean through the Yucatán Channel. Bauxite was the preferred ore for aluminum, and one of the few strategic raw materials not available within the continental United States. United States military aircraft production depended upon bauxite imported from the Guianas along shipping routes paralleling the Lesser Antilles. The United States defended the Panama Canal with 189 bombers and 202 fighters, and based submarines at Colón, Panama and at Submarine Base, Crown Bay, St. Thomas, U.S. Virgin Islands. United States Navy VP-51 Consolidated PBY Catalinas began neutrality patrols along the Lesser Antilles from San Juan, Puerto Rico on 13 September 1939; and facilities were upgraded at Guantanamo Bay Naval Base and at Naval Air Station Key West.

They were called "Ratlines" — a system of escape routes for Nazis and other fascists fleeing Europe in the aftermath of World War 2.

Major Nazi leaders such as Adolf Eichmann were among the thousands that successfully escaped to South America. Eichmann was later caught and executed in Israel in 1960. These escape routes mainly led to havens in Latin America, particularly Argentina, Chile, Paraguay, Colombia, Brazil, Uruguay and Bolivia, as well as the United States and Switzerland. It's estimated more than 10,000 German military, including many suspected and war criminals, used these ratlines in the years after the war.

A Brief History of Pablo Escobar and Carlos Lehder's Drug Empire & their Islands in the Bahamas

Who is Pablo Escobar?

Pablo Escobar, born December 1, 1949 – December 2, 1993, was a notorious Colombian drug lord and narcoterrorism who was the founder and sole leader of the Medellín Cartel. Dubbed "the King of Cocaine", Escobar is the wealthiest criminal in history, having amassed an estimated net worth of US\$30 billion by the time of his death—equivalent to \$64 billion as of 2021—while his drug cartel monopolized the cocaine trade into the United States in the 1980s and early 1990s.

Born in Rionegro and raised in Medellín, Escobar studied briefly at Universidad Autónoma Latino Americana [es] of Medellín, but left without graduating; he instead began engaging in criminal activity, selling illegal cigarettes and fake lottery tickets, as well as participating in motor vehicle theft. In the early 1970s, he began to work for various drug smugglers, often kidnapping and holding people for ransom.

In 1976, Escobar founded the Medellín Cartel, which distributed powder cocaine, and established the first smuggling routes into the United States. Escobar's infiltration into the U.S. created exponential demand for cocaine and by the 1980s it was estimated Escobar led monthly shipments of 70 to 80 tons of cocaine into the country from Colombia. As a result, he quickly became one of the richest people in the world, but



constantly battled rival cartels domestically and abroad, leading to massacres and the murders of police officers, judges, locals, and prominent politicians, making Colombia the murder capital of the world.

In the 1982 Colombian parliamentary election, Escobar was elected as an alternate member of the Chamber of Representatives as part of the Liberal Alternative movement. Through this, he was responsible for community projects such as the construction of houses and football fields, which gained him popularity among the locals of the towns that he frequented. However, Escobar's political ambitions were thwarted by the Colombian and U.S. governments, who routinely pushed for his arrest, with Escobar widely believed to have orchestrated the DAS Building and Avianca Flight 203 bombings in retaliation.

In 1991, Escobar surrendered to authorities, and was sentenced to five years' imprisonment on a host of charges, but struck a deal of no extradition with Colombian President Cesar Gaviria, with the ability of being housed in his own, self-built prison, La Catedral. In 1992, Escobar escaped and went into hiding when authorities attempted to move him to a more standard holding facility, leading to a nationwide manhunt. As a result, the Medellín Cartel crumbled, and in 1993, Escobar was killed in his hometown by Colombian National Police, a day after his 44th birthday.



Darby Island in approximately 1970's and 1980's
See Cement Dock for Nazi U-Boats with Fuel Station in a dredged out pass that is protected from sight.

Escobar's legacy remains controversial; while many denounce the heinous nature of his crimes, he was seen as a "Robin Hood-like" figure for many in Colombia, as he provided many amenities to the poor. His killing was mourned and his funeral attended by over 25,000 people. Additionally, his private estate, Hacienda Nápoles, has been transformed into a theme park. His life has also served as inspiration for or has been dramatized widely in film, television, and in music.



Pablo Escobar (left) and Carlos Lehder (right)

Escobar At The Height of His Power

During the height of its operations, the Medellín Cartel brought in more than US\$70 million per day (~\$149.5 million in 2021 money). This level of income is roughly \$26 billion per annum (\$55.5 billion in 2021 money). Smuggling 15 tons of cocaine per day (worth more than half a billion dollars) into the United States, the cartel spent over US\$1,000 per week purchasing rubber bands to wrap the stacks of cash they received, storing most of it in their warehouses. Ten percent of the cash had to be written off per year because of "spoilage" due to rats creeping in and nibbling on the bills they could reach.

When questioned about the essence of the cocaine business, Escobar replied with "[the business is] simple: you bribe someone here, you bribe someone there, and you pay a friendly banker to help you bring the money back." In 1989, Forbes magazine estimated Escobar to be one of 227 billionaires in the world, asserting that he had a personal net worth of approaching US\$3 billion (~\$6.4 billion in 2021 money),[26] while his Medellín Cartel controlled 80% of the global cocaine market. It is commonly believed that Escobar was the principal financier behind Medellín's Atlético Nacional, which won South America's most prestigious football tournament, the Copa Libertadores, in 1989.

The Justice Minister Rodrigo Lara (center) and presidential candidate Luis Carlos Galán (left) were both assassinated by orders of Escobar

While seen as an enemy of the United States and Colombian governments, Escobar was a hero to many in Medellín, especially to the poor. He was a natural at public relations, and he worked to create goodwill among the poor of Colombia. A lifelong sports fan, he was credited with building football fields and multi-sports courts, as well as sponsoring children's football teams. Escobar was also responsible for the construction of houses and football fields in western Colombia, which gained him popularity among the poor. He worked hard to cultivate his Robin Hood image and frequently distributed money through housing projects and other civic activities, which gained him notable popularity among the locals of the towns that he frequented. Some people from Medellín often helped Escobar avoid police capture by serving as lookouts, hiding information from authorities, or doing whatever else they could to protect him. At the height of his power, drug traffickers from Medellín and other areas were handing over between 20% and 35% of their Colombian cocaine-related profits to Escobar, as he was the one who shipped the cocaine successfully to the United States.



Norman's Cay – North of Darby Island

The Colombian cartels' continuing struggles to maintain supremacy resulted in Colombia quickly becoming the world's murder capital, with 25,100 violent deaths in 1991 and 27,100 in 1992. This increased murder rate was fueled by Escobar giving money to his hitmen as a reward for killing police officers, over 600 of whom died as a result.



Carlos Lehder, Pablo Escobar's Partner's sunken Drug Plane near Norman's Cay, Exumas

Who is Carlos Lehder and Where Exactly is Norman's Cay?

Norman's Cay is a tiny, hook-shaped Bahamian island located in the Exumas about 210 miles off the Florida coast. The Exumas are a chain of small islands located Southeast of Nassau.

The Bahamian islands have a rich history as a key location for smuggling. In the 1600 and 1700s, during the height of the British Empire, these waters were frequented by pirates and marauders looking to intercept ships from the East India Company. During the American Prohibition era, smugglers kept warehouses on these islands to bring alcohol into southern Florida. Significance of Norman's Cay in the Drug Trade

Cocaine-related operations on this island were primarily a venture of Carlos Lehder, a prominent member of the Medellin Cartel.

Norman's Cay served as a strategic location to transport large amounts of cocaine from Colombia into the United States. The small aircrafts used by the Medellin Cartel were not equipped to safely make the journey from Colombia to the United States without stopping. So, Lehder used Norman's Cay as a hub in which planes could refuel before entering the U.S. His goal was to set up a base that was easy flying distance to and from Florida, but remote enough to be bypassed on the radars of the authorities.

Who is Carlos Lehder?

Lehder, known as "Crazy Carlos," was a German-Colombian kingpin who worked in connection with Escobar during the heyday of the Medellin Cartel. For several years, Lehder was George Jung's business partner. This relationship is depicted in the American movie with Tom Cruise called "Blow", Ted Demme's biopic of Jung starring Johnny Depp.

Lehder had an odd fascination with John Lennon and Adolf Hitler (interesting combo). He was an outspoken Holocaust denier and stout anti-Semite, considering Hitler to be a genius. For real, this guy was bananas! Currently, he is serving life in prison in the United States without the possibility of parole.

What was Norman's Cay like Before Lehder?

Before Lehder arrived in 1978, Norman's Cay was a VERY private resort destination. There was a small residential community with a marina and a clubhouse. Excursions to this island were mainly restricted to the extremely wealthy – as you needed a Yacht or small plane to access it.

Due to the island being surrounded by sharks, Norman's Cay never really established itself as a tourist hot spot. Essentially, Norman's Cay was a low-key island of little significance to the rest of the world, which was exactly what Lehder had in mind for the headquarters of his empire.

How Did Lehder Take Over Norman's Cay?

When Lehder landed on the island in 1978, he introduced himself as an island developer named "Joe Lehder." Immediately upon his arrival, Lehder began buying up as much property as he could. In addition to a gorgeous beachfront estate, he built a 1,000-meter-long runway, plane hangars, installed a radar, and brought in armed guards and attack dogs to patrol the beaches protecting his cargo. Any pilot (other than Lehder's drug smugglers) who tried to land on the island was promptly shooed off by the guards.

Lehder paid the Bahamian government to turn a blind eye to his drug smuggling activities. In fact, Prime Minister Lynden Pindling was known to have visited the island several times during Lehder's reign of terror.

With the Bahamian government in his back pocket, Lehder basically had full control over Norman's Cay. His goal was to chase out the current inhabitants and make the island the home of his cocaine empire. Lehder brought in a large crew of menacing Germans armed to the teeth and would make offers to buy out his neighbors' properties, which many obliged to avoid any trouble.

For those who did not initially want to sell their property, Lehder would carry out a number of devious tasks in an effort to scare them into selling. Some residents would come to the docks to find the lines to their boats mysteriously cut, or the water in their cisterns would be tainted.

There was one instance in which a resident found his dog floating in his cistern.

Perhaps the defining moment when the residents knew the island was no longer safe was when a body was found mysteriously murdered on a yacht. At this point, Lehder had total control over Norman's Cay.

There was, however, one man who stayed defiant against Lehder. Richard E. Novak, a marine biologist studying the sea life around Norman's Cay, refused to be intimidated by Lehder's reign of terror on the island. Initially, Novak and Lehder were pals. Lehder even went as far as planning to build a marine research center on the island – of which Novak would be the head of.

But, as cocaine operations increased on the island, it was clear to Novak that something wasn't right and he went to the Bahamian police. This is when things took a nasty turn, as Lehder began to use his thug-like intimidation tactics to get rid of Novak. One instance resulted in Novak getting stabbed in the back with broken glass, nearly leaving him paralyzed.



Darby Island – Showing Illegal Airstrip cut into Darby Island

When the local authorities did nothing, Novak took matters into his own hands. He began spying on Lehder and his operations. He took pictures, wrote down plane numbers, put sand in the plane gas tanks, and on some occasions, he gave Lehder a taste of his own medicine.

Ultimately, Novak wasn't able to get Lehder off the island himself, but he came to Lehder's trial in the United States in 1987. If you want to read more about Novak's battle against Lehder, the book "Turning The Tide: One Man Against The Medellin Cartel" is a great read!

What was Norman's Cay like Under Lehder's Control?

At the height of Lehder's power on Norman's Cay, there were thousands of kilos of cocaine moving in and out of the island every day with profit margins in the millions. Court papers stated that Lehder was earning between \$250 – \$300 million annually when operations were at their peak!

Crazy Carlos wasn't just known for his illicit business mind; his notorious parties on the island were that of legend – which is probably what the Frye Festival organizers had in mind when they were visualizing the event.

Lehder would routinely throw cocaine and booze-fueled parties that would last for days on end. Lehder and his cronies would parade around the island naked, have gigantic bonfires on the beach, and do all sorts of crazy things while blitzed out of their minds. He would fly in hookers by the planeload and host massive orgies that lasted for God knows how long. These famous parties were commonly referred to as Sodom and Gomorrah-type events in which Lehder and company would make their own rules with no laws to interfere.

As Lehder's drug addiction worsened and his power rose, so did his delusion. Even with his exponential earnings from the drug trade, **he spent hours upon hours planning a Nazi-rooted political takeover of the Colombian presidency.** At this point, Lehder's erratic behavior was sending up alarms to his colleagues in the Medellin Cartel.

In addition to his neo-Nazi ramblings, Lehder was getting exceedingly cocky with his cocaine operations. It was completely obvious that Lehder was a ruthless drug lord, not the island-loving developer he said he was. Lehder would even go as far as taunting the authorities by dropping leaflets over the Bahamas reading, "Go Home DEA."

Lehder's Downfall on Norman's Cay

In the early 1980s, it became abundantly clear to Escobar and the rest of the Medellin Cartel that Lehder was an unhinged lunatic. As they distanced themselves from Crazy Carlos, it was only a matter of time before the drug empire on Norman's Cay came crashing down.

Under serious pressure from United States law enforcement, the Bahamian government was forced to crack down on the drug-related activities taking place on Norman's Cay. As the authorities closed in, Lehder set his home on fire, along with everything else related to the cocaine trade and fled to the jungles of South America. A Summary of the Real History of The Utopian Islands.

Our Islands have 4 Major Historical Events

The Lucayan Indians – The Bahamas Original Natives

The Islands of the Bahamas before the Spanish explorer Christopher Columbus discovered the island of San Salvador (Exumas). The Lucayan Indians inhabited what is now known as the Bahamas and Turks and Caicos Islands. At the time that Columbus first landed on the islands, the Lucayan Indians numbered more than 40,000. Within 30 years, the Lucayan Indians were either (1) killed off by the diseases that Columbus and his men brought to their island that they had no immunity towards, or (2) they were taken into slavery. The Lucayans were peaceful people that lived in thatch roof huts, lived off the sea and crops grown. They were considered beautiful people with light skin.



Lucayan Indians Lived In Thatch-Rooftop



The Pirate Period (1687-1720s)

The Pirate Republic began in 1687 and continued even through the period of the American Revolutionary War against Britain. This Republic of Pirates self-governed themselves with democratic rules and allowed every man a vote. Captains of ships were elected and kept in control by the vote of all the men on the ships. This pirate republic played an important role in the history of the Bahamas and America for two main reasons:



- (1) Many of the British and Spanish ships the pirates were attacking were slave ships bringing slaves from Africa to the American colonies. When the pirates attacked the ship and took it over, they gave all the slaves the option to become pirates and make money and be freed, or to continue to the American Colonies to be slaves. Most chose to make the Bahamas their home and become slaves. Therefore, pirates were some of the first people to offer equal-opportunity to all people and freedom from slavery.
- (2) The American Revolutionaries benefited greatly from the pirates raiding the British ships. Some say that without the pirates, the revolutionists may not have succeeded in the war had there not been Pirates attacking all the British ships that were sailing for the colonies with supplies and men to fight the war effort.

It is therefore highly likely that the Exuma Island chain was a known hide-out for Pirates ships attacking unsuspecting and vulnerable merchant ships in the region.



King George VI Gives Nazi-sympathizer Sir Guy Baxter Our Five Islands (1938-1945)

In 1938, King George VI of England gave the British aristocrat Sir Guy Baxter the five islands that will become The Utopian Islands as a gift for his support. Unfortunately, Sir Baxter was of German descent, and when World War II broke out in 1939, and the Battle of the Atlantic (with a smaller war called The Battle of the Caribbean ensued), Sir Baxter used his Castle on Darby Island to reprovision Nazi U-Boat submarines.

These Axis war ships attacked and sank some 3,500 merchant ships, as well as, 175 Allied war ships, killing more than 72,000 sailors and merchant marines. These submarines traveled in groups called "Wolf Packs" and terrorized the Atlantic and Caribbean during this period of war.

Live accounts of Bahamians who worked for Sir Baxter tell of Nazi U-Boat submarines coming to the island (see cement dock and dredged path between Big Darby and Little Darby Island where submarines were refueled and reprovisioned before heading back out to sea to sink Allied vessels).

Additionally, in late World War II when the Nazis feared defeat, many high-ranking Nazi officials escaped to South America (called "the rat lines") to hide. These rat lines often included using Nazi U-boats to transport these Nazis.

The Islands are Bought by a Partner of Notorious Drug Dealer Pablo Escobar

The world's richest bad-guy, the notorious drug dealer, Pablo Escobar and his partners bought Darby Island in 80s to use in their drug empires transportation route from Columbia to the USA. The islands were put into one of his partner's name to hide the islands' ownership.

As an alternative landing spot, Darby Island had an unapproved runway cut into the island (with a huge cave at the end to hid their planes should officials fly over the island looking for a plane. It is unknown how much activity occurred with this drug dealer on the islands prior to his death in 1992, but when asked, many local Bahamians call Darby Island "Party Island" due the wild and crazy parties that were thrown on the island during their heydays.



Pablo Escobar and Carlos Lehder

*The Legend
of the Secret
Kingdom of Utopia*



The Utopian Islands
Resort & Estates

Story A (Main Storyline) of Characters

Our Legend's Heroine & the Supporting Characters

First Draft of Characters (To be Expanded)



Thora Gunnerdotter (The Heroine & Protagonist)

The legend begins in 1680 in the ship-building and port town of Tonsberg, Norway. Thora Gunnerdotter, the protagonist or heroine of the story, starts the legend as a 10 years old girl. She is the second child and only girl of three children to the Earl Gunner Magnus I and his wife Carol – who rules Tonsberg. Since she was a small child, Thora has been betrothed by her father to marry the Barron of Sandnes (who is 25 years her senior) – ruler of a Norwegian shipping town. She deeply resentful her pre-determined destiny and Thora refuses to accept her circumstances as her only fate.

Thora is a highly intelligent, ambitious, and tenacious girl that has already determined for herself her own life's destiny. She intends to make her dreams come true – regardless of what anyone else has planned for her. Thora is a natural leader who is full of unbridled passion that is felt by everyone that meets her. She's a kind and likable person who generous and tries to help everyone, but learns quickly how that can hurt her. Opinionated and out-spoken, Thora is a anything but a normal child.

Her father, the Earl insisted that all of his three children must be highly educated – including Thora. As an old-school Viking at heart, the Earl believes in traditional roles for women. However, he also fully recognizes that his only daughter is anything but traditional, and he adore that in her!

For her 8th birthday, Thora asked her father to be trained like her brothers as a "Viking warrior" (in the Viking age, female Vikings who fought with men were known as "Shieldmaidens"). "Dad - How can I fight on the front lines with my men in battle if I'm not trained properly?" she would argue to her father. He simply laughed at her, shook his head and granted her wish.

Cunning and physically a strong woman, Thora is fearless in every adventure she attacks. She is very close with her two brothers who were both her childhood best friends, as well as, her constant competition. Ken, her older brother will eventually take over for her father after his death, and Doug, her younger brother was always Thora's first convert in any crazy idea she was selling.

Almost immediately, the protagonist's flaws or struggles are shared with the audience. You learn that (1) Thora simply refused to accept that destiny was going to be determined by anyone else but herself, and (2) she longs to meet and fall in love with her idea of "prince charming" - a strong man who sees her as a sensual and beautiful woman, and who adores her internal strength, and is also secure enough in himself that he doesn't feel a need or desire to compete with her.

Tutored by her English friend and confidant, Judith, in languages, history and strategy, Thora is obsessed with learning everything she could to prepare herself for her extraordinary journey and long-term plan. She's particularly obsessed with talking to every traveler that comes into Tonsberg to learn what they know about the great explorers that were traveling to the New World.

At a very young age, Thora comes to the determination that the only women in history that have any rights or power of their own to determine their own destiny - are the Queens! Thus, in Act I, Thora shares her dream of leaving Norway. She tells everyone that will listen, "I'm going to find and create my own Kingdom, where I'll can be Queen, rule fairly and someday find my own Prince Charming -- and no one will tell me otherwise!"



Captain Jan Solberg

Jan is the senior Captain of the Earl Magnus's Navy from Tonsberg, Norway. As a fourth-generation shipping captain, determined leader. Jan is a confident, calm and strategic thinker. He demands that proper rules and procedures be followed at all times. Ja

longs for the days when the Vikings were explorers. Stifled by the Danish rule over Norway, like Thora, Jan wants to set sail for an adventure to the New World to make his own destiny as an Explorer and Captain.



Yara Cruz

Originally from Spain, Yara is highly intelligent and ambitious woman who dresses up as a man to disguise herself when she travels. Seeking passage to the New World, Yara ends up stuck in Tonsberg, Norway, where meets and befriends Thora who introduces her to her father the Earl. Despite being a woman

manage is business affairs. Yara is Thora's greatest supporter and helps her plan this magnificent adventure.



Tamara Solberg

Thora's childhood best friend and the beautiful wife of Captain Solberg. Tamara is the daughter of the Great British General from England (she has one daughter—Kristen Solberg)



Sir William Carey

A former English military officer who was knighted by the English King and who is Tamara's older brother and the son of a great English military General.



Judith Adamski

Married to Joseph, Judith is Thora's tutor from England. She travels with Thora to Sandnes and teaches her English. She is a strong and confident woman who is also an "animal whisper".



Joseph Adamski

Husband of Thora's tutor, and right-hand man of Thora's father (Earl Gunnerson), Joseph is from England and watches over Thora for her father when she's in Sandnes, and comes on the journey.



Robert Carey

Bob is also Tamara's brother. He is an engineering Professor at Oxford and the son the great English General. Prior to teaching at the university, Bob was a military ship's officer in the Royal Navy.



Douglas Gunnerson

Younger brother of Thora, Doug is an Engineer by trade, but also a fierce warrior who is highly intelligent. He lives in Tonsberg, Norway (with his wife and family).



Kim Keller (Shieldmaiden)

A Shieldmaiden from Sandnes that becomes Thora's great friend and desires to go with her on this great adventure and find a place where women again can be seen as equals to men.



Eric Egnet

Jan's Tactical Engineer and his Ship's Navigator, Eric is a thinker and strategist. He is cunning and always is thinking three steps ahead of his adversary.

**Bear**

Bear is Jan's #2 (first mate) on his ship and a fierce warrior. Raised as a hunter, tracker and fisherman. He is comfortable in any harsh outdoor environment.

**Owen Walton**

Ship Builder and Warrior for Earl Gunnerson. He is passionate dreamer that desires the days when Norwegians were Vikings and terrorized the seas.

**Cnut "Michael" Iwinickson**

A true Viking warrior and military man, Thora's father sends Cnut on the journey to the New World to further protect his daughter on her crazy adventure to the New World.

**Captain Jan Solberg Sr.**

Captain Jan Jr.'s father who's is also a fourth-generation ship captain and manages the ship-building business for Earl Gunnerson in Tonsberg, Norway.

**Dr. Alan de Klerk**

Alan is an English Doctor and Professor from Oxford too. His wife, who is also a Doctor, are friends of Robert Carey. They too decide to join the crew of the great adventure

**Captain Bradley Drake**

Ambitious English Explorer that gets shipwrecked in pirate attack on the sandbar near the Utopian islands and falls in love with Thora (the heroine).

Storyline B —Characters of the Storyline

Sub-Plot—Set in Moscow, Russia 1700's

**Prince Erick from Moscow, Russia**

Born in the late 1600's, Prince Erick of the House of Romanov is the 4th son of Tsar Aleksey Mikhailovich Tsar of Russia from 1645 until his death in 1676 and the half-brother of Peter the Great (Peter I). Not destined to ever take the throne, Prince Erick has all the money one could want but desires a destiny filled with adventure, not simply a life in Royal Court. Prince Erick learns from his friend and traveler (who just returned from England and Spain) of the exploits of the western explorers like Christopher Columbus, Sir Francis Drake and others. He hears tales of the beautiful turquoise waters of the Caribbean, its warmth and the wealth to be found. As an accomplished Captain in the Russian Navy fleet, Prince Erick seeks a life of adventure, and with the support of his beautiful wife, Princess Irina, they decide to take a ship full of gold and head to the New World.

**Princess Irina from Moscow**

The beautiful wife of Prince Erick of Moscow, Russia. She encourages her husband to set out on the journey and great adventure to the New World to seek his destiny.

**Arsen from Armenia**

Arsen is a traveler of the world who speaks seven different languages. He has become Prince Erick's interpreter and friend that shares the tales of these great explorers.

Antagonist of Story A Characters

Antagonist #1 and his Family



Christopher Bonne (Antagonist)

Christopher meets Thora in Sandnes a year prior to return to Tonsberg and departure for the new world. Christopher is a charming, smart and ambitious man. Originally from the Germanic region of Europe, he traveled with his family to Sandnes to seek their fortunes as builders. He is obsessed with becoming rich, but is basically lazy. Christopher sees Thora's invitation to go on this voyage to the New World as an opportunity for instant riches with little work. Twelve years younger than Thora, Christopher's insecurities and ego turn quickly into a violent temper because of his jealousy of Thora's being the sole group leader on these adventures. When Thora ends their relationship on the voyage over, Christopher immediately starts planning on how he can destroy her self-esteem and weaken her to take over as the leader on this great adventure

– but no one in the group will have it. His rejection by the group of adventures turns into rage, and the team must then make some hard decisions.

The Brothers & Father of Christopher (Antagonists)

Christopher introduces Thora to his four warrior-like brothers and their father. They are all builders originally came from the Germanic region of Europe, who are seeking their destiny and fortune wherever they may find it. When Christopher is asked by Thora to go on her great adventure to the New World, his family immediately want to go along as well.



Storyline C—Antagonists of the Storyline



Pirate Captain Marc Bonaparte from Corsica (Antagonist)

Born to a French woman and African slave, Marc Bonaparte grew up on the streets of Corsica and became an accomplished con artist and thief. Kicked out of Corsica when found guilty of crimes, Bonaparte, a highly intelligent and strategic man, joined the Spanish navy and sought his fortune in the New World. Ambitious and restless, he strategically convinces the crew on board his ship during their journey to the Caribbean from Spain to mutiny. Bonaparte takes over the ship and kills all of the Spanish officers. By the time he arrives in Nassau, Bahamas, his reputation has grown throughout the region as the most violent and tyrannical of all the pirates in the Caribbean.



A very short and unattractive man, Bonaparte has a severe and advanced case of "Napoleonic Complex." and is obsessed with controlling women – especially woman who do not want him! With his new found wealth, he surrounds himself with prostitutes in an effort to make himself feel worthy. He meets Thora and instantly becomes obsessed with this woman who refuses his advances.



Pirate Captain Edward Thatch (Blackbeard)

Known as "Blackbeard," Thatch is totally crazy because he suffers from an advanced case of syphilis.



Pirate Captain Benjamin Hornigold

An English Privateer turned Pirate who runs most of Nassau as the Pirate Republic. (Antagonist #3)





PART #1: The Legend of The Secret Kingdom of Utopia

Please Note: This is a First Draft Outline for all 3 Parts of the Legend. ALL STORYLINES & CHARACTERS CAN BE CHANGED! A Team composed of professional Writers, Historians, Screenwriters, Editors and Producers be Hired to develop this Legend within The Utopian Island's Marketing Department, and turn Our Legend into an Extraordinary Iconic Brand

ACT I: A Dreamer Begins her Journey to Make Her Dreams Come True

Scene 1: Introduction: A Million Dreams For The World We're Going To Build - Tonsberg, Norway (1680)

Thora Gunnerdotter (the Protagonist) is a 10-year-old, adventurous and ambitious girl who can't be contained by her father who is the Earl of Tonsberg. She is enormously competitive with her brothers, especially her older brother who will take over for her father. Frustrated by being a girl in a world run by men, Thora has big dreams for herself. In Act I, we find out her dreams – that of finding and building her own kingdom where she can rule and someday finding love. However, her father has other plans for her...

Introduce Thora and her special love and connection with animals. In the scene, Thora, her best friend, and her two brothers are riding horseback in the mountains of Norway. When they all stop at a stream to drink water, her brothers and Tamara (all who are children aged 10-14) witness Thora approaching and petting a calm wild wolf. Thora is later reprimanded by her parents when her brother Ken tells on her to her father about the wild wolf.

Scene 2: Judy – Thora's Tutor, Thora's Mother Carol, And Her Father Magnus and Thora Sit Together Discussing Thora's In Ability To Play By The Rules Of Young Women.

After her father reprimands Thora for her crazy actions with the wolf. Thora is frustrated and bored with her schooling – it all comes very easily to her. She longs for adventure in a time when women were not allowed to partake in adventures.

She is obsessed with listening to and learning from all traveler's stories that come into Tonsberg. She is always reading history or studying military strategies – everything that young ladies do not typically do. She thinks of herself as an old world "Viking Shieldmaiden" where women warriors fought on the front lines of battle alongside the Viking men, and conquered lands and ruled. Unfortunately, it's been 700 years since Norwegian were Vikings and where women had more rights than they do now – she was determined to change this.

Judy asks to speak with Thora's mother and father alone. After Thora leaves the room, Judy explains to her parents that the girl is more brilliant than anyone she's met, with a curiosity that is insatiable and an imagination that is unrivaled. She explains that Thora is simply too smart for her own good, and that in her and her husband Joe's estimation, there will be NO containing the passion of this young girl! "She will not be tamed, no matter how hard you punish her – this girl is simply a maverick that won't be contained!"

Ten Years Pass

Scene 3: Thora Shares Her Dreams With Her Friends At Tamara's Wedding To Jan

Thora's best friend Tamara marries her father's top shipping Captain. Introduce Jan and Tamara and all of her family from England. Meet Bill and Bob as they come to Tamara's wedding in Tonsberg. Thora is told she must marry the Baron of Sandnes by her father. She fights this decision to no avail.

Scene 4: Thora Must Marry The Baron Of Sandnes (1700)

Her father refuses to change his mind and Thora is married off to the Baron of Sandnes on her 20th birthday to insure the two cities remain in their key alliance. She vows to her father and all of her friends that she will be back in 15 years or less with all the money she needs to buy a ship to leave finally on her life-long adventure to find and create her new kingdom, where she could be Queen, and not be married off to someone she does not love! She was determined that she would not let this obstacle of being sentenced to an arranged marriage to deter her from making her dreams come true.

Scene 5: Thora Negotiates With Her New Husband Her Terms In The Relationship: Sandnes, Norway (1695)

Now, Thora is in a loveless arranged marriage, with a man she neither knows, nor is attracted to. Thora sets her long-term plan into play. She cuts a deal with her new husband (the Baron of Sandnes) that he can keep his mistress, and that she would fix and manage his kingdom for him for 15 years and make it successful, but after 15 years, they will divorce and he must give her money for a ship to leave to take her journey and make her dream come true – he agrees to the terms. She cuts a deal with the Baron and her plan is set into motion.

Thora rules and runs Sandnes all herself while her estranged husband plays in his castle and enjoys his mistress. Thora has come to hate the practice of slavery, and so she abolishes it in Sandnes, and establishes equality for all people in the town of Sandnes, which has an enormously positive result. It turns Sandnes thriving port town that becomes extremely profitable.

Fifteen Years Pass

SCENE 6: ANTAGONIST #1 IS INTRODUCED: SANDNES, NORWAY (1714)

A year before she her journey, as Thora starts planning for her departure from Sandnes on her life-long dream journey, she meets Christopher Bonne at the docks in Sandnes. He is charming, handsome Germanic builder (12 years younger than Thora) who comes to Sandnes with his four brothers and father who are all a family of builders, looking for an adventure and opportunity to make their wealth as well (Meet Antagonist #1). After nearly 15 years of being alone and starved for affection, Thora and Christopher fall in love and they begin an affair and planning to be together. Thora shares with him all her plans for her great adventure, she decides to invites Christopher and his family of builders to come along with her and her team on this adventure.

Scene 7: Thora Returns To Tonsberg with Christopher and his Family – Ready to Leave for the New World (1715)

Thora arrives back in Tonsberg with money for a ship and Joe and Judy, and Christopher, his family to arrange for ship, and compile her team of adventures together to departure for her exploration journey. With her team, they set sail for the New World in April 1715, headed towards where she had read that Columbus had first discovered San Salvador, where the weather is warm and the waters are turquoise – (known today as the Exumas, Bahamas).

Scene 8: Introduction Of Storyline #2 – St. Petersburg, Russia (1715)

Prince Erick, the fourth son of the Tsar Alexis of Russia, is an ambitious and highly intelligent Prince who is trained in military strategies and tactics as a Ship's Captain. Prince Erick and his beautiful wife, Princess Irina, are discussing that he will never be King (as he's fourth in line to the throne), and that there is no reason that they must stay in Russia.

Prince Erick learns from a traveler named Arsen about the exploits of the Spanish and British explorers to the New World. Arsen has traveled to both places and brings back books about these courageous explorers, such as Spanish Explorer Christopher Columbus and English Explorer Sir Francis Drake. The books totally fascinate Erick and they plant a seed in his head. His wife, Princess Irina agrees with him that they must find and create their own kingdom, and what better place that a warm, tropical island climate away from the problems or royal court in Russia. They decide leave Russia and head West and South in search of their own opportunities in the New World. Erick begins plans for their journey.

Scene 9: Antagonist #2 Is Introduced - The Pirate Republic And Its Villainous Captains: Nassau, Bahamas (1715)

The pirates are all gathered at the pub with their prostitutes, drinking, fat and happy discussing all the treasures they have amassed from attacking the British and Spanish trading vessels. Nassau is the capital for these pirates and the Bahamas it their hiding spots for attacking these vessels.



ACT II: The Adventurers' Journey To The New World

Scene 1: Journey From Norway To Our Islands (1715), On the Journey across the Atlantic, Christopher's Jealousy and Temper towards Thora Escalates and she Ends their Relationship

As does his anger towards Thora escalates, she immediately ends their relationship (but is now stuck with him and his family) on their great adventure and now she has an internal enemy to contend with on this journey.

Scene 2: At Sea –Atlantic Ocean To The Bahamas

Upon their arrival in the Bahamian islands, the Jan's fears that the ship will be attacked by pirates and prepares the crew

Scene 3: Introduce Pirates Plan The Coordinated Attack Against Any Incoming Ships

Meet the infamous and crazy Captain Marc Bonaparte, from Corsica – a devious and vicious pirate captain.

Scene 4: Battle At Sea With Three Pirates Ships Begins Just North Of Nassau

Scene 5: Jan And Eric Out-Maneuver The Three Pirate Ships By Head South And Hiding In The Islands Of The Exumas

Scene 6: Hurricane Force Winds Begin With Massive Waves Attacking All Ships

Scene 7: Introduce Prince Erick And Princess Irina And Their Team Leave St. Petersburg, Russia Headed To The New World

Scene 8: The Shipwreck Onto Darby Island

Jan saves everyone by getting the ship into a hidden cove, but the storm pushes the ship into the rocks just off of Darby island – crashing the ship and running it aground – everyone is thrown overboard

Scene 9: As The Storm Rages On, The Pirate Ships Are Suddenly Being Attacked

By two huge black cloud are shooting fire onto their ships from the sky – one ship is sunk while the other two run scared north to Nassau.



ACT III: Surviving the Shipwreck and Finding Our Islands' Secret Creatures

Scene 1: The Morning After The Storm – Everyone Is On Alive – Kristen, Jan and Tamara's young daughter, is Saved By A Mermaid – The Group Begins Explores The Paradise Islands

Scene 2: Thora And Her Adventures love the Paradise and Decide These Islands Will Be Their New Kingdom

The group decides that these breathtaking tropical islands are beyond their wildest dreams, and that they have shipwrecked on the islands they were meant to find. They decide to stay on the islands, but the fear the reprisal of the pirate ships coming back.

Scene 3: Pirates Are Regrouping In Nassau And Discussing The Monster (The Dragon) That Attacked Their Third Ship

They're scared but they think it might have just been their imagination and was really lightning.

Scene 4: Erick And His Ship Leave England For The New World

With a ship full of gold to build his new kingdom, Prince Erick, his wife and their group of adventures, head west and then south towards the Bahamas in search of their new lives in the New World.

Scene 5: The Group Of Adventures Elect Thora Their Queen And She Names The Islands “The Kingdom Of Utopia”

Her dream comes true. However, Christopher's jealousy of Thora being the island's leader has escalated to rage and – everyone overhears Christopher's threats to her to take over the island with his family. Thora and Jan brace for war with Christopher but fear they barley have the strength to overtake him and his family.

Scene 6: Thora Finds Wounded Creatures In One Of The Caves On The Island

Four Dragons, 6-griffins, 3 unicorns and 10 mermaids are found on the three major islands Thora gets Alan, her doctor to help the animals with their wounds (from attacking the pirate ships for food) and she feeds them fish. Everyone but Christopher loves these creatures. Christopher and his family only see them as something to be killed.

Scene 7: Thora, Judy & Joe, Bill And Tamara Begin To Tame The Creatures.

They become Thora's pets – and allow them to fly on them and survey the area for pirate ships. Christopher and his family fear the creatures and plan to kill them off.

Scene 8: Pirates Plan Their Return To Attack The Creatures And Island To Get Revenge And Their Desired Booty From Erick's Ship



ACT IV: Prince Erick runs aground on our Island and they Plan to Defeat the Pirates & Christopher

ACT IV: Erick Arrives On The Island and Cutting The Deal With The Pirates

Scene 1: Thora seeks to Cuts a Deal with the Pirates

Thora gets the idea to negotiate a deal with the pirates, by telling them that she is a witch that has magical powers to controls these deadly creatures and keep the pirates away. However, if they want her to not have her creatures attack them, that they have to give her ½ of all their booty they make to support her islands.

Scene 2: Prince Erick's Ship Is Attacked By The Pirates And Runs Aground On A Sandbar While Evading Them.

Erick's ship arrives into norther Bahamian waters and is immediately chased by the pirates south through the Exumas. Laden with gold, Erick's ship is not as fast as the three pirate ships chasing him. As he heads south into the Exumas, Erick's ship ends up running aground on the sandbar north of Musha cay – they are attacked by the pirates while aground on the sand bar. Thora and Jan are out training the dragons and the see the battle unfold. Using the dragons, Thora and Jan save the Russian ship by attacking the pirates. They are able fight off the three pirate ships and to save Erick's ship. Thora and Jan invite Erick and his group to come back to live on the islands with them.

Scene 3: Erick insults Christopher when he unknowingly calling him “Thora’s Assistant.” This totally Infuriates Christopher!

Scene 4: Thora Shares With Prince Erick Her Two Problems: Christopher & The Pirates

Erick immediately sees the threats and he agrees to support Thora and Jan with their plan to defeat both Christopher and his family and the pirates.

Thora, knowing Christopher so well, bates Christopher into leaving for Nassau ahead of them on Erick’s ship’s dingy with his brothers to arrange the meeting with the pirates. But Thora first bates Christopher by mentioning a quote, “I always loved the quote: “The enemy of my enemy is my friend...” – fully knowing that Christopher overheard her, and that he would connect the dots, and try to form an alliance with the Pirates when he he’s arranging the meeting, so that he could use them to take over the islands. Christopher takes the bate and heads with his family to Nassau to the betray Thora to the pirates. However, Thora has Bill flies up on one of the unicorns to spy on Christopher and report back.

Scene 5: Thora And Her Team Show Erick Their Magical Creatures

Thora takes Erick to the creatures and secretly shows him how well they’ve been able to tame and train these beautiful creatures and how they must protect them. However, she also explains how these wonderful creatures can also help them defeat their adversaries (both Christopher and the pirates). Their plan begins to take shape.

Thora asks Eric Egnat, her strategist and dear friend, to secretly go Nassau with Christopher and his brothers to be her spy (and report what the prostitutes find out from Andrew and his family and what their plan is to attack the islands). Add section girls being spies and going to the prostitutes for information

Scene 6: Christopher and His Family Head To Nassau To Meet The Pirates and Betray Thora

The meeting in Nassau is arranged by Christopher, but only after he first betrays Thora and Erick and her team as she predicted he would). Christopher tells the pirates that not only will he (1) show them how to kill the creatures, but that he also knows where all of Erick’s gold is hidden on the islands.

Scene 7: Thora, Jan, Eric, Bill and Doug Go To Nassau To Negotiate With The Pirates

The pirates pretend to agree, but intend to attack with Christopher’s help. With everyone bated, Thora, Jan and Erick head back to prepare for the attack, with a counter-attack waiting for them. Captain Bonaparte is infatuated by Thora. She puts him down in front of everyone in the bar and embarrasses him when she turns his advances down. He’s infuriated by her and seeks revenge, despite what was agreed to (that Thora knows is false anyways because of Christopher’s betrayal).

Scene 7: A British Ship Runs Aground Next To Our Island while being chased by Pirates

The British Captain, Bradley Drake and his men are invited onto the island so they are not attacked by the pirates. The captain of the ship is a tall, handsome and very confident man. However, Dr. Alan says he has broken his leg. Thora tends to the captain herself. The captain is instantly overwhelmed by her beauty, passion and fearless heart. The chemistry between the two characters is obvious – they begin to fall in love.

Scene 8: Thora, Jan And Erick Plan For The Attack

With the help of Captain Bradley’s men and the dragons, flown by Bill, Bob and Doug, the group are able to free Captain Bradley’s ship from the sandbar, thus giving them now two ships to defend the islands (Erick’s Ship and Captain Bradley’s Ship). However, because of his broken leg, captain Bradley asks Jan to captain his ship in the battle. Thora stays with Bradley to defend the island while Erick and Jan plan their strategic nautical counter-attack, using the dragons will be flown by Bill, Bob, and Doug, the Griffins (lions with wings) by Eric and Kim and the Unicorns by Tamara, Judy and Joe. Owen and Mike will set up

booby-traps throughout the island's caves where Christopher will think they have hidden all the gold their gold.

Scene 9: Five Pirate Ships, With In Infamous French Pirate – Marc Bonaparte Leading The Fight, They set sail for Darby island with Christopher and his family at his side to attack the Darby Island and Thora for revenge and the booty of both ships (Thora's and Erick's).



ACT V: The Attack of The Islands by The Pirate Captain Marc Bonaparte and Christopher

Scene 1: Jan outlines the battle plan with Erick, Thora, Bradley and all of their team.

Scene 2: The team prepares for battle by getting the islands ready and both ships off of the sandbars with the dragon's and griffins help.

Scene 3: Christopher and Captain Bonaparte leave for the islands.

Scene 4: Eric Egnat and the girls fly back to the islands to warn the Utopians that Christopher and the pirates are coming.

Scene 5: It is obvious that Thora and Bradley prepare the island together and it's obvious that they are falling in love

Scene 6: Jan positions his ship to be seen by the pirates and head it into the pass between Darby and little Darby into the passage between the two islands (Darby & Little Darby), with the second ship blocking its exit.

Scene 7: Christopher lands with his ship and heads to the place where Erick's gold was being stored only to find only a very angry dragon and griffin guarding the money. Seeing that they are losing the battle and terrified by the creatures, Christopher and his family retreat back to their ship.

Scene 8: Christopher runs for his life with his brothers behind him

Christopher and his family escape by stealing one of Bonaparte's pirate ships, and sales off into the sunset to never be seen again.

Scene 9: The team sink Bonaparte's vessel and send the rest of the pirates running north.

Scene 10: Thora and Jan fly on two dragons to a pirate ship

To collect their rewards, Thora and Jan show up on a Pirate ship that has just successfully attacked and plundered a ship and give them their final warning not to come near our islands – they take all the gold from the ship with them as a reminder.

Scene 11: Thora eventually marries Bradley

They build the foundation for what the Utopian Islands are today, with its magical creatures live on in peace for 200 years. They all decide that the secret of their creatures must be kept forever and that means that no one outside of the family can come on the islands.

Scene 12: Thora establishes the Royal League of the Kingdom of Utopia.

This secret society of original founders and their decedents will manage this Kingdom – secretly to protect this extraordinary paradise. The Kingdom is set up with 9 Duchies within the five islands. Thora knights and awards each of her key adventures and their families the titles of Duke or Duchesses or Lady or Lord and their own coat of arms.



PART #2: The Legend of the Secret Kingdom of Utopia

Please Note: This is a First Draft Outline for all 3 Parts of the Legend. ALL STORYLINES & CHARACTERS CAN BE CHANGED! A Team composed of professional Writers, Historians, Screenwriters, Editors and Producers be Hired to develop this Legend within The Utopian Island's Marketing Department, and turn Our Legend into an Extraordinary Iconic Brand

ACT I

Background of the past 200 years and 5 generations of the Secret Utopian Kingdom and its Royal League that protects the creatures has passed. King George IV of England gives the 5 Utopian Islands to a British aristocrat named Sir Guy Baxter (Antagonist #1) who intends to build a castle and plantation.

Introduce the Main Characters – all descendants of the founding families. The protagonist is the great, great, great granddaughter of Thora Gunnerdotter and Captain Bradley Drake. Her real official name is "Thora Gunnerdotter Drake the IV, Queen of the Secret Kingdom of Utopia." However, to the rest of the world outside of the Royal League Members, her name is simply Thora Gunner-Drake

Storyline B: Nancy Wake, a fearless heroine in the French Resistance is introduced. She is in Marseille, France and Hitler is threatening war on Poland. Nancy was the protagonist's roommate in Paris, France when she was at the Sorbonne (University)

The Utopian team makes a plan to spy on the new Aristocrat to assess the problem – all creatures are hidden in the caves on Little Darby and LVC

ACT II

ACT II: The main characters get jobs building the Castle for Sir Baxter to spy on him and put secret passages ways into the walls of the castle. Tamara and Yara get jobs managing the castle for Sir Baxter – his mistress, a pretentious woman named, Laura Bowls, is jealous of all women and treats anyone she's threatened by with disdain (Antagonist #2). Jan gets the job as the castle's architect and builder and hires all of the team members to build the Castle. The Utopians design secret passages into the castle to spy on the Sir Baxter.

1939 – World War II begin. Thora, who went to the Sorbonne in Paris visits France to meet with her former roommate from Marseille, Nancy Wake. When the Germans invade France, Thora barely escapes France to Britain but vows to Nancy to help and maintain contact.

German leaders set up Sir Baxter to have him reprovise Nazi U-Boat Subs from his islands, and as a stop-over in an escape route from Europe to South America using submarines (in case the war goes badly and Nazi leaders need to escape Europe and hide.

ACT III

The Utopians realize that Sir Baxter has no intention to build a plantation, he simply wants to ship in goods and reprovision Nazi U-Boats from his islands.

The Utopians make a plan to steal one of the submarines and to sabotage and sink the others Nazi U-Boats using the sub and its creatures help. They devise a strategy to sabotage each sub that comes to the islands and report back any information to the French Resistance that can help win the war.

Thora and Tamara get word from Nancy Wake that a wolf pack is coming in to refuel and reprovision.

Bob and Jan devise a plan that involves the mermaids plugging up the sub's air tubes, to force it the sub to the surface top of the water and then they'd attack with eh dragons and griffins.

They successfully capture the sub, and set the Nazi's a drift in a small rubber raft.

Thora and Yara overhear from Sir Baxter's radio room that a major Nazi leader is coming into the islands. Thora suggests they have a party for him and invite some beautiful women from Nassau.

ACT IV

The Big Party at the Castle for the Nazi Leader – Bill gets the job of going to Nassau to invite some “elegant women to the party” that will entertain these high-level Nazi (and get information).

Thora, Kim, Kristen, Judy and Leah dress up and attend the party – but as spies seeking to get as much information out of these Nazis as they can before they sink their ships tomorrow. The guys act as waiters to protect the women. Everyone had coordinated efforts to first get as much information as they can from the Nazi, then sabotage his sub.

But, when they thought there would only be one sub arriving, they are surprised when 6 subs – a whole wolf pack arrives with crew who are ready to party.

Jan and Bob devise a plan using their one U-Boat and help from our Dragons, Griffins, Unicorns and mermaids to attack and drive these subs into where they will be waiting to attack. They manage to successfully destroy and sink all 6 subs in a major sub battle. But they need the radio inscription key and enigma to overhear their communications

At the party, Thora and Kristen flirt with the Nazi Leader. Together they manage to get some key war secrets about where they are going in South America should Hitler believe they will lose the war.

ACT V

The Submarines leave the islands and the war begins between the submarines.

Jan and Bob are in the sub, while Doug, Bill, Owen and Mike are flying on the dragons looking for their positions from above.

Jan flanks the first sub and takes it out. The four on the dragons, drop grenades into the water from the dragons. Taking out three subs.

Jan traps one sub in shallow water and take it out with a torpedo.

Jan and bob flank the remaining two subs into a cove where they are hiding and the mermaids plug up their air.

They send word of their success to France and England. The war is over and the Allies won, and British come looking for Sir Baxter – he left the island with a government official, never to be seen again.



PART #3: The Legend of the Secret Kingdom of Utopia

Please Note: This is a First Draft Outline for all 3 Parts of the Legend. ALL STORYLINES & CHARACTERS CAN BE CHANGED! A Team composed of professional Writers, Historians, Screenwriters, Editors and Producers be Hired to develop this Legend within The Utopian Island's Marketing Department, and turn Our Legend into an Extraordinary Iconic Brand

ACT I

Introduce the story line from the last movie – it's 1980 and the islands were just bought by the business partner of Pablo Escobar.

The Utopian characters in the last movie are now in the 70's to 90's and their children and grandchildren are running the Royal League and taking care of the islands and creatures. Introduce the characters. The Protagonist is the grand-daughter of Queen Thora Gunnerdotter-Drake VI (from the last movie), thus making this protagonist's name as Queen Thora V – but like her grandmother before her, she simply is known to the world as: Thora Gunner Drake

Thora is a dreamer, but a very smart dreamer who believes in herself and her ability to create something from nothing by simply imagining it, designing it and executing it. All of the Utopians were taught this from birth, but the difference is Thora can think of nothing else.

She has been begging her mother and grandmother for as long as she can remember to do something more to protect these secret islands and these precious animals long-term. Thora wants to buy the islands, but she knows that the cost will take all the money the Utopians have left in their trust, thus leave nothing left to protect the animals and live off of.

ACT II

Erick and Jan (both Dukes in the Royal League) are also direct descendant of Prince Erick, and Prince Jan. They both agree with Thora that the Royal League must make some critical decisions soon, as it's getting harder and harder for the League to keep protect these islands and keep people off of them, as well as and keep these magnificent creatures hidden, happy and populating.

Pablo Escobar buys Big Darby island to use in his drug empire transportation route to Miami, Florida USA and puts in an unauthorized runway onto the islands.

ACT III

The Royal League put together a plan to sabotage their drug-plane transporting the drugs to Miami, but not when they are near their islands (as it would draw too much suspicion, danger and attention to the islands). Furthermore, using the caves, creatures and lazy river, the League members scare off the drug dealers, sabotage their planes and steal their move the bags full of money that they are burying on the island after they the drug dealers bury it (thinking its safely hidden).

ACT IV

Thora, and the team gets invited to one of Carlos' famous crazy parties and they all go into action and gather all the information they need and successfully find out the flight plan that will be disrupted in their

aerial attack. The Team gets as much information as they can about the routes and methods they were using (to report back to the DEA anonymously) after they sabotaged their planes.

ACT V

The following day, the League members all coordinate their attack using the dragons, griffins and unicorns to attack and sink the departing planes, but also the mermaid to distract the radio men from helping the plane. After successfully destroying all of the drugs, the team unbury all the drug money and realize that they finally have enough money to buy the islands.

However, they will have to create a private resort, but only available to ultra-wealthy individuals who will agree to keep this amazing "Kingdom and its magnificent creatures - A Secret". The Royal League makes a plan and creates, "The Utopian Islands Private Resort and Estates" to continue to support and protect these amazing friendly creatures and allow them to continue to live in secrecy a paradise they share with their understanding humans who can appreciate these creatures need for secrecy and privacy – as they too often feel hunted. Thus, The Utopian Islands came to be.

THE END – PRESENT DAY