

Millennium Dawn Pilot Episode: Waking Up

By

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1 INT. COMMONS- BRIGHT FLUORESCENT LIGHT

A huge interior lounge, wildly futuristic and teeming with figures going about their placid routines- families strolling, children chasing each other, robots whizzing past on important errands. Everyone wears futuristic gowns of soft metallic fabrics. Everything is bright, peaceful, optimistic- and a bit surreal.

A young girl- TRU CALLISTER(11)- sprawls lazily on a padded bench, staring through a large window at a beautiful green planet growing slowly closer. A woman sits down alongside her on the bench and kisses her softly on the forehead- this is ABIGAIL CALLISTER(37).

TRU:

There it is- we made it!

ABIGAIL:

Not quite, sweetheart. It's further than it seems.

TRU:

I can't get over how lucky we are- it's like I'm dreaming...

ABIGAIL:

It won't be easy, Tru. We've all got a lot of work ahead- YOU have a lot of work ahead.

TRU:

I know. But we get to start over...maybe even do it better this time.

ABIGAIL:

Trudy, I'm afraid it's not always that easy to start over. We always bring the past with us...

TRU:

Mom, I'm eleven...I don't have a past!

A robot rolls up, carrying a tray of intricately decorated cupcakes.

(CONTINUED)

TRU:
Ooh, cupcakes!

Tru takes a cupcake, which is topped by a candy butterfly. To Tru's surprise, the butterfly spreads its wings and comes to life, flying away.

TRU:
Mom?..

Abigail holds a cupcake with a tiny candy figure of a queen on it. The queen has also come to life, and stands scowling at Tru.

Tru's face sinks

TRU:
Aw rat farts!- I'm dreaming, aren't I?

Both Abigail and the Queen nod their heads.

TRU:
Well, at least this was a good one...

A look of confusion flashes across her face.

TRU:
(cont)
Wait a minute.. they said we wouldn't dream....
(She looks at her mother)
...you don't dream in cryogenic sleep!

The queen on her mother's cupcake steps out of the way as Abigail takes a bite, then turns to Tru.

QUEEN:
Yes, Tru. It's time to wake up.

TRU:
Oh gosh- you mean we're THERE?!

The Queen turns to Abigail

QUEEN:
Do you want to tell her?

Abigail shakes her head vehemently, mouth still stuffed with cupcake.

(CONTINUED)

TRU:
Tell me what?

With her Mother's gentle guidance, Tru lays back on the bench. The Queen, still on the cupcake, brings her fingers to her lips as Tru's eyes close.

QUEEN:
Shhhhhh....

FADE TO

2 INT. WAKING CHAMBER- DIM FLUORESCENT LIGHT

A huge, dimly lit chamber, grimy and industrial. Resting on a platform is a cluster of SLEEP PODS, one of which contains Tru- an adjacent one holds Abigail. A track runs vertically from the sleep pods up towards the ceiling- to the right is a wall with a stairway going down, to the left is a balcony overlooking thousands of other sleep pods. Water drips from the ceiling forming PUDDLES on the floor. A tattered banner overhead reads 'WELCOME TO YOUR NEW LIFE".

The Queen's "Shhhh" becomes the sound of the glass cover of Tru's pod sliding away. Tru's eyes flutter open slowly. Barely awake, she smacks her lips- then a look of disgust comes over her face.

TRU:
Bleech....morning breath...

Tru heaves her head and shoulders over the edge of the tube and groans, rubbing her eyes. She slowly becomes aware of her surroundings.

TRU:
Mom...? Dad...?

The same voice we heard coming from the Queen in Tru's dream emanates from a GLOWING PANEL on Tru's right forearm- this is the voice of MILLIE, the ship's computer.

MILLIE: (V.O.)
Pleasant waking, Trudy Emily
Callister. Welcome to your New
Life.

Tru just slouches in her Pod- she's clearly unsurprised by the voice.

(CONTINUED)

TRU:

Oh, hi Millie... where...what....?

She shakily tries to rise.

MILLIE:

You may feel disoriented- this should pass shortly. Unless it doesn't- but then, I've found you get used to it.

Not really paying attention to Millie, Tru focuses in on some of the neighboring tubes.

Tru's POV- she looks around, then focuses on a pod containing Abigail. Pans to an adjacent pod, where a man sleeps: GARETH CALLISTER(42). One more quick swing takes in a young girl: BIZZY CALLISTER (8).

TRU

MOM! DAD! BIZZY!

Tru tries to climb out of her pod- and, with a SQUEAK, tumbles awkwardly over the side, out of sight.

She lays sprawled on the metal floor, face up.

MILLIE

You have been in hibernation for 193 years, 38 days and 15 hours. You may feel a bit stiff.

TRU

Yeah...thanks for that.

Tru slowly struggles to rise. There is a sudden WHIRR, and the empty pod is pulled back onto the rack.

TRU

Am I the first one you woke up? I thought my parents would be up first.

MILLIE:

You are the first of your family to be awakened. Unforeseen cantaloupes necessitated a change in plans.

TRU:

(to herself, almost silently)
Cantaloupes?

MILLIE:

We are approximately twelve hundred years from the planet Aletheia. You are..

TRU:

TWELVE HUNDRED YEARS!!??

MILLIE:

Approximately, yes- I was rounding down. Oh, and you may wish to speak softly...

Tru rises on wobbly legs, propping herself on her mother's pod- she's clearly shaken by this revelation.

TRU:

It was only supposed to be, like, 200 years!

MILLIE:

That's true. I think we made an unscheduled detour.

TRU:

Millie, wake my parents, please. They'll straighten this out.

MILLIE:

I'm sorry, I didn't quite understand your request. Here are some pictures of Koalas.

Images of koala bears float in the air next to Tru, as she looks around in growing panic.

TRU

NO, MILLIE! WAKE MY PARENTS PLEASE!

MILLIE:

I'm sorry, your request cannot be completed. They are scheduled to be awakened in twelve hundred years, approximately. If you'd like, I'll schedule a reminder for you.

TRU:

Ok, then let me go back to sleep until we get there!

MILLIE:

Again, that is not authorized. You may resume cryogenic sleep once you've completed your assignment.

(CONTINUED)

TRU:
WHAT ASSIGNMENT?!

MILLIE:
Your assignment is query
unrecognized systat uptime 937.
Also, you should probably speak
more softly...oh, wait...never
mind.

Tru's face is inches from her mother's, her eyes brimming with tears. We see now that her Mom has an angry SCAR across her cheek

TRU
(a whimper)
Mom...? Millie, w-what happened to
her face?

MILLIE:
Your legs should have some feeling
now. Can you move?

TRU:
Y..yes

behind Tru, two out-of-focus METALLIC FIGURES rise into view from over the balcony railing.

MILLIE:
Good. You should run away. Rather
quickly.

Focus shifts to the shapes behind Tru. They are imposing SECURITY ROBOTS. They hover a few feet off the floor, and have large round shields mounted on their left arms.

TRU:
Run..?

As she says this, the robots come ablaze with flashing red lights, like police cars.

SECURITY ROBOT #1:
Halt! You are in a restricted area.

MILLIE:
I recommend you don't halt.

Tru whirls around, confused and even more frightened.

(CONTINUED)

TRU:
What?! I just...

She begins to step back, warily. The robots hover there, facing Tru.

SECURITY ROBOT #1:
HALT!

MILLIE:
Really. Don't halt.

The robots begin to float towards Tru. Each raises its shield, and along the rim a disk spins, indexing through a series of frightening weapons before stopping on big gun barrels, crackling with electricity!

SECURITY ROBOT #1:
You are in a restricted area.
Submit for detention immediately.

Tru she edges warily towards the wall, not sure if she should flee.

TRU:
Millie.... Call them off please...

MILLIE:
Security is no longer under my control. My earlier advice still applies.

As Tru edges back towards a wall, her bare foot slips in a puddle, and she tumbles! Instantly there is a blinding FLASH and a loud metallic THUMP.

The flash fades out- Tru is now on her bottom, looking up in shock. On the wall above her, right where she would have been standing, a large metal NET is stretched on the wall, fired by one of the bots. It is held in place by magnetic clamps, and it crackles with electricity.

SECURITY ROBOT #1:
You are resisting arrest. That is grounds for immediate arrest.

Tru scrambles to her feet, just as there is another FLASH and a second net hits the ground right where she had been. Noticeably, the net is touching the puddle, which crackles as well. She stares at it for a beat, then scrambles for the stairway.

3 INT. DINGY CORRIDOR - DIM LIGHT.

Tru leaps down the stairs- an arc of electricity just misses her, crackling into the wall and making her duck as she runs.

MILLIE:
Oh good, you're running.

Tru flees down the dingy corridor.

TRU:
Millie! A little help please!

The flashing lights are not far behind- clearly the robots are in hot pursuit!

Tru runs, looking back over her shoulder in terror. Water drips from pipes overhead, and Tru's footsteps are accompanied by wet SPLASHES.

MILLIE:
I'm unable to assist a fleeing criminal- you should turn yourself in to a security robot at the first opportunity.

Another lightning bolt just misses Tru, showering her in sparks!

MILLIE:
Oh good, here come some now.

TRU:
Millie! This was YOUR idea!

Tru scrambles around a corner

4 INT. DINGY CORRIDOR/DEAD END- DARK

As Tru dashes into view she stops suddenly, looking past the camera with alarm.

She's hit a dead-end. There's a massive water tank blocking the corridor about ten feet ahead. A stream of water sputters from a SPLIT PIPE above.

MILLIE:
I think you chose the wrong path.

(CONTINUED)

TRU:
Looks that way...

In the corridor behind her, the flashing lights grow brighter- it's too late to turn back!

The robots round the corner a moment later- Tru is gone! Lasers shoot from their eyes and scan the dead end, searching for her.

Alongside the bots, a few feet off the ground, TRU is pressed against the wall. She is balanced on her tiptoes on a beam, fingertips on the SPLIT PIPE. As the robots pivot in unison towards her, she pulls with everything she's got, and a jet of water blasts the two ROBOTS!

Electrical arcs surround them as they take the full brunt of the stream of water! As the flow of water slows to a trickle, the robots shudder, then slump to the floor and lie there, occasionally sparking.

Tru jumps carefully down and starts to back into the main corridor, eyes never leaving the robots. Behind her, unseen and unheard, a SMALL FIGURE lowers itself down from a hiding place in the ceiling.

The camera follows Tru as she backs away, continuing to stare at the robots. Behind her stands a short cocoa-skinned girl in a smudged white jumpsuit- this is SHARVALI WALKER (10). Just before Tru collides with her...

SHARVALI:
Nice trick.

Tru shrieks and jumps, practically leaping out of her skin.

TRU:
Y...You...who...

Sharvali peers past Tru at the two robots, bemused.

SHARVALI:
Thought you were a goner for sure.
Nice thinking with the water...

TRU:
I...I
figured...y'know...electricity and
stuff...

SHARVALI:
Well, they won't be down for long-
we should get you to the Commons.

(CONTINUED)

Suddenly, Tru has had enough- the confused, panicked look on her face is replaced by a still panicky but angry resolve.

TRU:

Hang on! Someone needs to tell me what's happening here, or I'm going to SERIOUSLY FREAK OUT!

MILLIE:

I would be happy to..

SHARVALI AND TRU:

(Simultaneously)

Not you!

SHARVALI:

Always the same questions... C'mon- we'll walk and talk.

(extends her hand to Tru)

Sharvali Walker.

TRU:

Tru Callister.

Sharvali smirks.

SHARVALI:

Hi Newbie- "Welcome to your New Life"!

Sharvali strides off, leading a reluctant Tru into the darkness.

END OF ACT ONE

ACT TWO

5 INT. MECHANICAL CORRIDOR- DIM LIGHT

Tru follows Sharvali through a room lined with strange mechanical linkages and gears, like the engine room of an old steamship.

TRU:

I should go back.. I need to get Millie to wake my parents up!

SHARVALI:

Forget 'em- they're fine.

(CONTINUED)

TRU:

Look, I'm not going to leave my family back there!

SHARVALI:

THEY'RE FINE- YOU'RE the one you need to worry about now! Look, since I'm the one who found you, it's my job to get you to the Commons- after that, you do whatever you want.

They walk in silence for a bit, Tru noticeably sulking. After a few moments, she breaks the silence.

TRU:

So where are we going? What's the "Commons"?

SHARVALI:

It's just about the only safe place on the ship- Millie set it up for us kids somehow.

MILLIE:

I removed all knowledge of the Commons from the security network. It was really very clever of me.

Sharvali rolls her eyes- Tru looks baffled.

TRU:

Hang on, rewind a sec...kids? Why "us kids"?

Sharvali chuckles, without mirth

SHARVALI:

Oh boy, newb... Here's the thing: Millie is only waking kids.

Tru stops dead in her tracks, thunderstruck

TRU

Wait...just kids?! Seriously?

SHARVALI:

Yup, just kids. You might have noticed, Millie is a little...off her nut.

MILLIE:

I have sustained significant damage to several systems. Also, I may have gone slightly insane- it's hard to tell.

SHARVALI:

Millie seems to think that only us kids can fix things- you can see how well THAT's working out. Now c'mon- we've got a ways to go.

Sharvali leads Tru off down the corridor, Tru clearly dumbfounded.

6

DAMAGED CORRIDOR: INT

Tru and Sharvali are edging around a pile of debris in the middle of the hallway- something massive has fallen through the ceiling here.

SHARVALI:

(to her wrist display)
Millie, nearest elevator please.

A bizarre, garbled map appears in the air beside the girls.

MILLIE:

The nearest elevator is two decks below your position and hopscotch Wednesday oregano.

Sharvali rolls her eyes

SHARVALI:

Thanks Millie- glad I asked.
(to Tru)
...and THAT's why you don't ask an insane computer questions.

TRU:

Well, is someone fixing her? Is someone fixing... I dunno, EVERYTHING?

Sharvali and Tru walk down a metal stairway amid a maze of pipes and hoses.

SHARVALI:

Newbie, if you have any idea how to fix things, I'm all ears. Right now, I'm mainly interested in living 'till tomorrow.

(CONTINUED)

A faint WHIRRING sound grows louder- Sharvali spots something in the distance

SHARVALI:

(Cont)

Oops-better duck.

Sharvali ducks, pulling Tru with her. A floating, softball-sized ROBOT whizzes past at eye level and disappears down the corridor.

SHARVALI:

courier bot... don't worry, they can't even see us

SHARVALI:

(cont)

...anyway, Millie refuses to wake any adults up- no one can get a straight answer why. So it's just us kids.

TRU:

But that's crazy!

MILLIE:

Yes, we covered that earlier.

SHARVALI:

Yeah, well, we get by OK- Millie still keeps basic services running, so we have plenty of food and stuff- and we all had some basic level of training before we left...

Sharvali looks over Tru's jumpsuit

SHARVALI:

(Cont)

Never seen that uniform before- what team were you with?

TRU:

Junior Science team- I'm training...I guess, I WAS training...to be a science teacher.

SHARVALI:

Ouch, tough break. It goes easier for you in the Commons if you're trained in something useful.

TRU:

Hey! We'll need..well, we were
GONNA need science teachers! What
are you, anyway?

SHARVALI:

(snorts)

Accounting. REAL useful around
here! See, check it out..

(pulls out a small badge on
her chest)

...got a badge and everything.

There is a sudden METALLIC GROAN sound from the darkness
ahead. Tru jumps.

TRU:

...What was THAT?

Sharvali's eyes suddenly go wide, and a look of fear flashes
across her face. She clamps her hand over Tru's mouth and
shoves her up against the wall!

Sharvali looks around fearfully as Tru trembles in terror.
Both are silent for several beats, waiting...

...then Sharvali starts to giggle, face breaking out into a
wide smile- then she cracks up, bouncing with glee!

SHARVALI:

You should see your face! That was
PERFECT- sorry, I couldn't resist!

TRU:

CRUD! NOT FUNNY! You almost made
me...seriously, not funny...

Sharvali heads off again, still giggling, Tru slowly
follows.

SHARVALI:

Sorry- I can never resist punking a
newbie!

Tru suddenly digs in her heels

TRU:

Hang on a sec- how old are you?

SHARVALI:

Ten..almost ten and a half.

TRU:

You're younger than me! Stop calling me newbie!

SHARVALI:

Yeah, but I've up for almost two years- you've been awake for about fifteen minutes...

...newbie.

7 INT. MECHANICAL CHAMBER/CATWALKS

Sharvali and Tru slip warily through a door onto a catwalk, near the ceiling of a vast room. There are steel support GIRDERS suspended horizontally at eye level. STEAM and MECHANICAL NOISES rise from below. Behind them, a huge WINDOW looks out on the slowly rotating HULL of the ship, stretching off into the distance.

SHARVALI:

(to Millie)

Millie.. how much further?

MILLIE:

There is an elevator 637 yards ahead, in the reception lounge on this level.

SHARVALI:

Ok, then that's where we're headed.

MILLIE:

I'll prepare cupcakes.

Sharvali looks down into the room, then at the girders hanging from the ceiling.

SHARVALI:

Well, it'll take forever to get across this room if we go down there...How are you with heights?

8 MECHANICAL CHAMBER RAFTERS: INT

Sharvali and Tru are working their way along a maze of pipes and girders high above the room, silhouetted against the window.

Sharvali's clearly done this before, swinging gracefully along with practiced ease, while Tru is hesitant and a little awkward.

(CONTINUED)

As they make their way, Tru nearly blunders into a spiderweb between two girders. Hanging at its center is a huge spider, inches from her nose- looking closer, she sees that it has lobster-like claws instead of legs.

TRU:

Ok, what...is...that?

Sharvali doesn't even look back

SHARVALI:

mutant spider.

Gingerly, Tru maneuvers herself past the spider.

SHARVALI:

Don't worry, that's a male- they're not too dangerous.

MILLIE:

Do watch out for the females though- they're much bigger.

Tru looks around nervously as she tries to catch up to Sharvali

TRU:

...So not only do I have to worry about crazed security robots, but mutant creatures too?

SHARVALI:

...we haven't even covered the gangs yet! Plus there's life support glitches, Millie's craziness...and, of course, half the ship is wrecked.

Sharvali and Tru have reached the end of the rafters. A short leap away is a wide CULVERT opening.

TRU:

Wait, the SHIP is damaged? How bad?

Sharvali doesn't say a word, she simply points out the window

As the ship's hull rotates, some of the damage becomes apparent. Fragments of smashed, scorched metal tumble in space, near a massive tear in the ship's fuselage the size of a city block! Strange cancerous looking GROWTHS spread in vine-line clusters along the hull, faintly pulsing. Tru looks out with awe and horror.

TRU:
Holy crud... what happened?

SHARVALI:
Nobody knows...

MILLIE:
I think I did once- but now I
don't.

TRU:
It...it looks like we were
attacked! And what's that green
stuff?

Sharvali just shrugs and leaps across the gap to the culvert mouth.

Tru takes the leap next, a bit more hesitantly. She can't resist one more look out the window, then she ducks into the culvert out of sight

9 INSIDE CULVERT:INT

Tru and Sharvali are slightly crouched, moving through the round culvert- as they move into the darkness. Sharvali stops and spots something on the wall. Scrawled in chalk, clearly drawn by a child, is a strange image- like a frog, a gorilla and an octopus mashed together. Sharvali looks grim.

SHARVALI:
(quietly)
Millie, Activate Light,Silence
Mode.

MILLIE:
(equally quiet)
As you wish.

Sharvali's arm panel projects a bright beam of light out in front of her.

TRU:
Nice! Can mine do that too?

SHARVALI:
Shh.. we need to keep quiet around
here.

They start moving again- Sharvali is all business now.

(CONTINUED)

TRU:
Why are we being quiet?

SHARVALI:
You don't want to know...

Tru's next step ends in a horrible wet SQUELCH, and a look of disgust crosses her face as she freezes and looks down.

Tru has stepped in some sort of GREEN OOZE, which trails off into the distance.

TRU:
Yuck-I have GOT to find some shoes!

She pulls her foot loose with another wet SQUELCH sound.

Tru looks over to at Sharvali, whose eyes are wide with alarm. Fear flits across Tru's face for a moment, then she visibly relaxes.

TRU:
Oh, nice try! I'm not fall..

At that instant a slimy green tentacle shoots out of the darkness and coils around TRU's legs- she flops to the floor and is immediately pulled shrieking into the shadows.

SHARVALI:
NEWBIE!

Sharvali runs frantically after Tru into the darkness.

10 INT. DEEPER IN THE PIPES- DARK

Shrieking, Tru is dragged through the pipes, arms flailing as she's pulled along by something big and growling. Sharvali is dashing as fast as she can, reaching out for Tru's hands, at the same time fumbling in her pouch.

Tru's flailing hands grab hold of a hatch, and she clings to it for dear life. She grunts as the unseen creature dragging her is jerked to a halt, still clutching her ankles.

Sharvali leaps into view.

SHARVALI:
Hang on!

TRU:
okay...

(CONTINUED)

Sharvali finally pulls the object she's been after from her pouch- it's a CANDY BAR. She lifts it to her teeth, rips off the end of the wrapper like the pin of a grenade, and flings it into the darkness towards the creature.

Instantly the tentacle slithers off Tru's ankles and the creature recedes into the darkness, slurping noisily.

Tru and Sharvali just slump where they are, out of breath.

TRU:

Thanks...friend...of...yours?

SHARVALI:

bandersnatch...it's like a mutant...frog...with a sweet tooth.

TRU:

Oh, this place...just keeps getting better...

END OF ACT TWO

ACT THREE

11 INT. RECEPTION LOUNGE- BRIGHT FLUORESCENT LIGHT

The girls emerge through a bulkhead door into a rubbish-filled waiting area. A tattered BANNER hung on one wall reads "Congratulations Aletheia Settlers".

The girls are dirty, disheveled and exhausted. They cross to a row of clearly marked ELEVATORS on the far wall.

SHARVALI:

Ok, great- we made it. These elevators will take us to the Commons.

TRU:

Hey- Millie, you promised cupcakes.

MILLIE:

That is true- they will be ready momentarily.

SHARVALI:

Newb, it's not safe to hang around here- we need to go.

(CONTINUED)

TRU:
NO! Look, I've been shot at by
robots, we've walked for miles, and
a mutant frog tried to eat me! I
DESERVE A CUPCAKE!!!

There is a cheerful DING sound, and a panel on the wall
slides up, revealing a plate of CUPCAKES.

TRU:
Yay, cupcakes!

A moment later, the girls are standing by the elevator
doors, Tru happily finishing off a cupcake and carrying the
rest on a platter. Sharvali presses the "Down" button.

TRU:
Ok, so we go to the Commons- then
what?

SHARVALI:
Depends- you settle in, find
somewhere to sleep, try to stay out
of trouble...

TRU:
Shouldn't we be trying to save the
ship?

SHARVALI:
(Shrugs)
Ok- do THAT then.

The doors to the elevator open- inside are three slightly
older boys in red jumpsuits and military armor. They have
RED SKULLS crudely painted on their helmets, and carry
fearsome looking laser weapons. They are CARRUTHERS (13),
MEAKER(15) and their leader, CAPTAIN AKINS (17).

Sharvali suddenly tenses, ready for a fight- behind her,
oblivious, Tru smiles brightly.

TRU:
Oh Hi! Cupcake?

SMASH CUT TO:

Sharvali and Tru lie on the floor of the reception room,
wearing high-tech HANDCUFFS on their wrists and ankles.
Three Red Skulls stand in a cluster nearby, talking into one
of their wrist displays and eating the cupcakes.

(CONTINUED)

SHARVALI:
"Oh Hi! Cupcake?"...

TRU:
Give me a break, It's been a rough morning... so fill me in on this new craziness.

SHARVALI:
These guys are the Red Skulls- a gang of Military branch kids. I've been their "guest" once before.

MILLIE:
The Red Skulls are following Order 37, which states that the Military should take command of all personnel in a time of crisis.

SHARVALI:
In other words, they think we're their slaves.

TRU:
Ok, seriously, everyone on this ship is nuts.

The Red Skulls finish their side conversation and approach the girls.

CAPTAIN AKINS:
Sharvali Walker, you are under arrest for criminal damage to military property during the course of deserting.

SHARVALI:
I didn't DESERT, I ESCAPED- there's a difference!
(to Tru)
They captured me once- I left.
Stuff got broken.

TRU:
Well what about ME? I didn't desert, or escape or whatever!

CAPTAIN AKINS:
Well, um... you're with her.

TRU:
You can't just handcuff people- it's ...not fair!

(CONTINUED)

CAPTAIN AKINS:
So you'll come with willingly us if
we release you?

TRU:
No.

CAPTAIN AKINS:
Well then...cuffs.

TRU:
This is ridiculous!
(to Millie)
Millie, tell them to let us go.

MILLIE:
Let them go.

CAPTAIN AKINS:
No.

MILLIE:
I asked him. He said no.

TRU:
(sigh) I shoulda stayed in bed.

CAPTAIN AKINS:
(to Sharvali)
We just spoke to Commander Callo-
he's eager to see you again.

SHARVALI:
Oh joy- how's his nose?

TRU:
What did you do to his nose?

SHARVALI:
(Motions to Captain Akins)
When I get loose, I'll show you on
him!

CAPTAIN AKINS:
(to Carruthers and Meaker)
Get them on their feet- we've got a
long walk ahead of us.

TRU:
Oh great- more walking!

12 INT. LARGE HANGAR- BRIGHT LIGHT

The Red Skulls lead Tru and Sharvali into a huge aircraft hangar. Several tarp-covered FIGHTER CRAFT are visible in the distance. They come to a ladder going up into darkness.

CAPTAIN AKINS:
Ok you two, up!

SHARVALI:
Using what, our teeth?

Tru helpfully turns to show her cuffed hands.

CAPTAIN AKINS:
(Sigh)...right, let 'em go.

The Red Skulls start unlocking Tru and Sharvali's cuffs.

CAPTAIN AKINS:
(Cont, to the other Red
Skulls)
I'll take point- you two follow the
prison-er- the new recruits. If
they try anything...
(raises gun menacingly)
..blast them.

SHARVALI:
Relax- you morons can't even fire
those things!

CAPTAIN AKINS:
Uh...Can too!

SHARVALI:
No you can't- they're smart
weapons.
(to Tru)
They only shoot for authorized
adults.

CAPTAIN AKINS:
That's classified! You can't...

SHARVALI:
(r.e. Carruthers)
Look- This one still has the safety
on!

Captain Akins angrily slaps Carruthers on the helmet

(CONTINUED)

SHARVALI:
(r.e. Meaker)
...and I'm pretty sure THAT's for
spray paint.

Meaker looks at down his gun barrel, then points it at the
floor and fires. A puff of yellow paint sprays out.

MEAKER:
Cool...

CAPTAIN AKINS:
Ok, enough! Up the ladder- or we
find something hairy and awful, and
feed you to it!

13 INT. HANGAR ROOM LADDER- DARK

Captain Akins is climbing the up the ladder, followed by
Sharvali, then Tru, with Carruthers and Meaker below. The
higher they go, the darker it gets.

CARRUTHERS:
Hang on...gotta stop

Everyone stops

CAPTAIN AKINS:
Come ON, Carruthers!

CARRUTHERS:
Gimme a sec...I can't see anything!

MEAKER:
Me neither!

TRU:
Give it a moment...your eyes will
adjust... your pupils should dilate
in a second to let in more light.

SHARVALI:
..not a good time for a science
lesson, newbie!

TRU:
Really- it just takes a moment for
your pupils to get super-sensitive
to light...any better?

(CONTINUED)

CARRUTHERS:

Yeah... (brightly, clearly pleased she's speaking to him)-you're right, I can see pretty good now. Thanks!

MEAKER:

Me too-

TRU:

Ok, good...Millie?

MILLIE:

Yes?

TRU:

Activate Light.

Instantly Tru's arm blazes forth with a powerful flashlight beam, right into the eyes of the Red Skulls below her! They shriek and cover their faces, yelling in confusion.

CARRUTHERS AND MEAKER

(yelling over each other)

Ahh- I can't see! I'm blind! All I see are spots!

TRU:

Sharvali! GOGOGOGOGO!!!!

Sharvali scrambles right up onto Captain Akins' back, Tru right behind her! The only light comes from Tru's flailing arm, revealing glimpses of the struggle. There are GRUNTS and SHRIEKS and THUMPS, but there's no telling what's happening. The darkness returns as the girls scramble up the ladder.

After a beat...

CARRUTHERS:

Captain Akins?

Carruthers and Meaker catch up to their leader, Carruthers holding a small light. Captain Akins is dishevelled and battered, his nose noticeably swollen- and his left arm is cuffed to the ladder! He points angrily up into the darkness

CAPTAIN AKINS:

GET THEM!!!

Meaker raises his gun and fires upwards- a puff of yellow paint blasts out, coating all three of them.

14 INT. CORRIDOR TO THE COMMONS- BRIGHT LIGHT

FADE IN:

Sharvali and Tru run up some steps into a simple hallway, giggling- the floors are clean, carpeted- more residential and less industrial. A weird little VACUUM BOT wanders the floor, humming quietly.

There's a pair of handwritten posters on the wall, with kids handwriting: "WELCOME TO THE COMMONS" and "TRUCE AREA: NO FIGHTING!"

SHARVALI:

Ok Newb, relax- they won't follow us in here.

TRU:

This is it? This is the Commons?

SHARVALI:

Yup. It's not much, but it works.

They relax their pace and walk a bit, the sounds of LOTS OF KIDS growing louder. Sharvali reaches out and rests a hand on Tru's shoulder, stopping her.

SHARVALI:

Hey Tr..newbie... nice thinking back there. Lucky I was with a useless Junior Science nerd, huh?

Tru beams

TRU:

Got a badge and everything!

15 COMMONS: BALCONY VIEW: INT

Our heroes emerge onto a balcony. Tru's eyes grow wide as she sees what's below.

Below the is a huge room, like a hotel lobby. It is the room we saw in Tru's dream in the beginning of the episode, only now it looks like a squatters camp- which, in truth, it is. Down there, HUNDREDS OF KIDS in jumpsuits of every color go about their business- talking, sleeping, playing, arguing.

TRU:

There's...there must be hundreds...

(CONTINUED)

SHARVALI:

Oh that's just here- there are lots
more in the gang territories.
Probably thousands.

TRU:

So this is it- a bunch of kids is
the only hope for humanity...

SHARVALI:

Yup- it's all up to us...
(slaps Tru on the back)
...what else is new?

END.