

SPACE PIRATES: THE ANDROMEDAN SON OF TECHNOLOGY II

By

Dave Perry

First Draft
3.4.2009
WGA #123456
c 2009

Dave Perry
Petty Torture Productions
1328 Race St. Apt. 1
Cincinnati, OH 45202
513-307-5370
SpikeSpeigel7200@aol.com

INT. DREADKNOT'S PANIC ROOM - SPACE (NIGHT)

THE CAPTAIN's eyes are all that can be seen. They're closed. He opens them. He looks back and forth. Pan out. He's lying on the TABLE. HEKTOR is making coffee across the ROOM. HEKTOR looks back and notices that THE CAPTAIN has woken up.

HEKTOR

(Apprehensive, but
somewhat glad.)

Welcome back to...heh...reality,
The.

THE CAPTAIN

(A moment of unexpected
sanity is present in this
single line.)

...What happened?

HEKTOR

Well, um, we had to do
something...a little unethical. But
you saved the ship, The, that's the
important-

THE CAPTAIN

Mutiny! Cut down by my own crew!

HEKTOR sighs, looks to the left, then at the ground, then half up at THE CAPTAIN.

HEKTOR

(Trying to find a social
connection, he speaks as
if talking to a child, but
he is stern.)

The...we need to talk about
something. Can you do that? Can you
talk to me about something
important? Remember back when you
were a child, and I'd bring you
into my office, and we'd talk about
things like what you enjoyed doing,
and what your father was like, and
about getting along with the other
orphans? Well, we're going to do
something like that again, right
now. Are you ready? Here, come on,
get off the table and sit in that
chair.

THE CAPTAIN crawls down from the TABLE and into the CHAIR.

HEKTOR

Alright, The. I don't know if you can understand... the gravity... of the information you inadvertently presented earlier tonight before you were knocked unconscious. In the moment, I could say nothing, because what was taking place was key to our escaping the situation. But, now that I have you here, I want to sort of analyze what took place, because what did take place was incredibly revealing, and a new step in your development. One that I wasn't sure existed. That is, until tonight.

(He struggles a bit through this next part. He acts as though he's only thinking about what he's saying as he says it.)

...When I say development, I'm not referring to your social development as much as your psychological development on a physical level...

(He sighs with personal frustration and somewhat excitement.)

The, this is a difficult idea to entertain, and it's making it a task to try to explain it even to myself, let alone you.

...The, you've been given a gift. Not just a gift, a power. A God-like power. Granted, you haven't been able to grasp it, harness it, or, God help us, direct it... but you've just done something extraordinarily promising in that direction. The, earlier today, you controlled part of the physical universe without interacting with it on any physical level. When Sam hit you, that missile stopped dead in its tracks. Do you know what that means, The? Do you have any idea the magnitude of this discovery?

THE CAPTAIN

No magnet can hold me!

He moves, trying to remove himself from the CHAIR, but to no avail. He acts as though he's held to the CHAIR by a magnetic FORCE.

HEKTOR
(Whisperish frustration.)
The, you're not held down to the chair-

THE CAPTAIN
(Overlapping Hektor's line.)
Vile enemy! You will get no-

HEKTOR
(Overlapping The, angry.)
THE! You are not held to that chair! Now stop acting like a damn idiot! I know you're in there, and I know you can hear me, so stop this nonsense, and answer me like an adult! Do you know what you have? Do you know what you are?

THE CAPTAIN
I'm a pirate-

HEKTOR
(Overlapping.)
YOU ARE NOT A FUCKING PIRATE, THE,
YOU ARE NOT A PIRATE!
(He sighs, and then returns to his frustration.)
...Damnit, The! Why don't you understand? I don't get it, I don't get you. How can you live in this place and act as though you know nothing about it? How could you have done something like this? Something so complex and perfect...
(Sympathetic disgust.)
from you.

That's how I know, The, that's how I know there's something in there. Something. No one who has done what you've done could be nothing but...this.

(He opens his arms, as if to say, "This is it.")

There is a clicking sound, and NOAH is on the PA.

NOAH
Hektor.

HEKTOR
(Looks and responds
disappointingly.)
...Yeah.

NOAH
We've landed on Mons Lyctas. Grab a
radiation suit and meet us in the
Docking Bay Hall, we have to check
the radiation content of the
atmosphere before we find a craft
mechanic.

HEKTOR
(He looks over The Captain
a moment.)
...Alright. Be there in a few
minutes.

The...Stay here. I'll be back in a
little while.

HEKTOR leaves the ROOM. THE CAPTAIN gives a look that can
only be described as confused, saddened recognition of some
kind of thought.

EXT. MONS LYCTAS MOUNTAIN SIDE - NIGHT

THE DREADKNOT has landed on a broad flat part of MONS
LYCTAS. NOAH, SAM, and ROCKO are present. HEKTOR exits THE
DREADKNOT through the HOLE in the HULL. He jumps to the
GROUND.

HEKTOR
Wow. I've never been to Amalthea
before, this is quite a view.

CARDNAL
Yeah. We were lucky enough to be
coming in right above the Amalthean
Disk. That's the large crater you
see over the mountain, where the
excavation crews were. To our left
is Mons Ida. I'm sure you've heard
of the rabbit head of Amalthea.
Well, we're on its right ear.

NOAH

Alright, enough site-seeing. From here, we should be able to get a good radiation reading.

He pulls up his hand-held radiation detecting DEVICE. It sounds a little, in an unsteady wave, then lowers to a dull hum.

NOAH

Hm. Well, it isn't terrible, but it isn't great.

CARDNAL

Most of it must be contained in the atmospheric dome over the excavation site.

NOAH

Still, we'd better take the pods and our radiation suits. Where's the mining town you were talking about, Cardnal?

CARDNAL

It's down the mountain, in the Mane Valley. I'd say about eight miles from here.

NOAH

Alright, let's get to the pods. We should only take three. We need at least one held back for an emergency, without wasting any of its fuel.

SAM

Noah and Hektor, take the Crab. Cardnal and I will take the Monkey, and Rocko can take the Century. Sorry, Rocko, but you won't fit in any other pod, so you'll have to take the Buick.

They all head toward THE DREADKNOT's DOCKING BAY.

INT. CYBRUS' PERSONAL POD, "SPIDER" - SPACE

CYBRUS is listening to "I Love You, Baby" by Frankie Valli and the Four Seasons, and he's singing along. Outside, we can see a few ASTEROIDS pass.

CYBRUS

(Stops singing.)

Uh oh, leaving Sedna's Orbital
Spaceway. Time to pay attention to
the road. Wow. I haven't been this
far out in the solar system since I
left home...I wasn't awake for it.
This must be the Hills Cloud...it's
beautiful. More purple than I
thought it would be...

At that moment, a large COMET races by, a few thousand feet
ahead of the SPIDER.

CYBRUS

Wow! That's a rare occasion. Not
even a few seconds into the cloud
and I've already seen a comet. Uh
oh, better be looking for my exit.

...Oort HyperSpaceway...Oort
HyperSpaceway... Shouldn't be that
hard to find, it's the only damn
exit out this far. I'm in the
boondocks of the solar system.

Hope the HyperSpaceway isn't too
skewed tonight. Once I get out of
the Hills I should be fine.

All SPACEWAYS are built to dodge OBSTRUCTIONS such as
ASTEROIDS, PLANETS, and COMETS. The OORT HYPERSPACEWAY
especially, because of the dense concentration of COMETS
that reside from edge to edge of the OORT CLOUD. Travelling
from one side to the other in this HYPERSPACEWAY can take
anywhere from twenty-five hours (unobstructed) to over four
days, depending on the amount of COMET obstruction skewing
the SPACEWAY.

CYBRUS

Better call the crew before I get
to the Canon Station.

The CANON STATION is a point at the beginning of the OORT
HYPERSPACEWAY, where the same effects that a planetary
gravitational FORCE has that shoots ASTEROIDS to the outer
reaches of the SOLAR SYSTEM is magnified greatly. This FORCE
shoots SPACECRAFTS at unfathomable speeds (around 7,920
UAph) through a HYPERSPACE "TUBE" that uses a very precise
formula (the CADMIR FORMULA, discovered in 1950 by Nigel
Cadmir) and very high tech CONSTRUCTIONS to neutralize the
space between the HYPERSPACEWAY and the outer SPACE.

INT. THE DREADKNOT'S DOCKING BAY - SPACE

NOAH, HEKTOR, SAM, ROCKO, and CARDNAL are present. NOAH and HEKTOR are preparing to board the CRAB, SAM and CARDNAL the MONKEY, and ROCKO is in the CENTURY.

INT. DOCKING BAY OFFICE - AT THAT MOMENT

The TELESCREEN in the DOCKING BAY's OFFICE opens and a small animated IMAGE of a MOUTH opening and closing is displayed. NOAH notices just before he enters the CRAB. He gets in, and transfers the call to the CRAB. CARDNAL appears on the TELESCREEN.

NOAH

Hey, you couldn't have made it to
the termination shock yet, what's
up?

CARDNAL

No, I haven't, I'm going to be
entering the Canon Station in a few
minutes. I figured I'd call before
I enter the HyperSpaceway, because
I won't be able to contact you for
the next day or few.

NOAH

Alright. Well, I hope you know how
to work that Station, because I've
never been out that far, and I've
heard it's a little tricky.

CYBRUS

Just gotta shut the pod down,
really. The interference of the
Cadmir Wall is the only thing to
remember. The Canon Station
supposedly takes care of the rest.
Well, I just wanted to check in.
I'll get back to you guys in a day
or so.

NOAH

Alright. If you come across
Matterix, don't try to hop that
spaceway like the one we did
yesterday, it's nothing like the
spaceways near the planets. There's
no amount of opposing speed that
will come anywhere near
neutralizing the inside of the
spaceway from the dead space

outside. You'll be vaporized if you jump the wall.

CYBRUS
Understood. Cybrus out.

He hangs up.

EXT. MINING TOWN OF MANE VALLEY - AMALTHEA - NIGHT

NOAH, HEKTOR, SAM, CARDNAL, and ROCKO are on the GROUND outside the PODS, all in RADIATION SUITS.

CARDNAL
The place is deserted...

NOAH
We don't know that yet, but I can think of a quick way to find out.

NOAH runs off.

INT. MINING COMPOUND SECURITY TOWER OFFICE - NIGHT

NOAH enters, CARDNAL following.

CARDNAL
What are you doing?

NOAH
Activating the evacuation alert system. If there's anyone in this town, we'll flush 'em to the streets.

NOAH opens a CABLE BOX and flips three switches. An alarm sounds off over the COMPOUND. NOAH and CARDNAL exit the OFFICE to the watch BALCONY. As they look over the residential district of the COMPOUND, they see the security FLOOD LIGHTS activate.

NOAH
I didn't activate any flood lights.

CARDNAL
Couldn't it be part of the security system?

At that moment, a WOMAN, 27, short dark hair and slender build, runs out into the STREET from an apartment BUILDING in nothing but a TOWEL.

NOAH

Wow, check it out. Jackpot.

The WOMAN looks around, then up at NOAH and CARDNAL. NOAH and CARDNAL look at each other, look back at the WOMAN, and take their HELMETS off.

WOMAN

Hey! Just what the hell do you think you're doing? This is a government operated mining compound, under who's authority do operate?

NOAH

My own, but I'd forfeit it to you for an hour or two. Just let me get off of this tower.

EXT. MINING TOWN STREETS (ACTION ALLEY) - NIGHT

A few minutes have passed, enough time for the CREW to meet the WOMAN after she's had time to cloth herself. The WOMAN exits her apartment BUILDING drying her HAIR with the TOWEL.

WOMAN

Alright, now what is this all about?

HEKTOR

We're looking for a craft mechanic to take a look at our ship. We were previously in...well, a bit of a scuffle. We're going to need some engine repair work done, and our hull has a major hole in it. On top of that, our computer-based nuclear reactor isn't being fed enough 235.

WOMAN

Sounds like you did a nice piece of work on it. Well I can help you with the reactor, but I'll have to get Proctor to take a look at the engines and cosmetic damage.

HEKTOR

Proctor?

WOMAN

He's the compound's super. He and I are the only two inhabitants of the compound at the moment. We're the clean-up crew, essentially. We were

able to push the radiation outside of the atmosphere, but until it's cleared from Amalthea, they won't allow the workers to return.

NOAH

Well we need to get Proctor out here as soon as possible, and if you could take a look at our reactor, Missus...

WOMAN

Knox. MISS Vivian Knox, thank you.

NOAH

Oh, absolutely. I'll give you a ride in the pod.

VIVIAN

I don't ride...

(Looking over at the pods) monkeys. I've got a bike, I'll meet you there. Where are you anchored?

HEKTOR

Up around the south side of Mons Lyctas, roughly eight miles.

VIVIAN

Alright, I'll grab Proctor and meet you there.

INT. CYBRUS' SPIDER POD - SPACE

COMPUTER VOICE

External device is requesting rendez-vous. Will you receive the transmission from the external device?

CYBRUS

Accept.

COMPUTER VOICE

Rendez-vous has been accepted. Opening communication to CANON STATION, SOUTH GATE 1441, SUN SYSTEM. Communication open.

STATION DOCK OPERATOR

Hello, sir, hold on, I'll be with you in a moment.

CYBRUS

Sure.

INT. OPERATOR'S OFFICE - SPACE

The DOCK OPERATOR moves his attention to another SCREEN, where he opens a DOCK for another TRAVELLER. He then returns to his previous SCREEN and re-opens his connection with CYBRUS.

INT. CYBRUS' POD - SPACE

DOCK OPERATOR

Alright, thanks for holding. Where you headed, stranger?

CYBRUS

I need to run through Gate...153, isn't it? I'm headed to Nimniad.

DOCK OPERATOR

You are correct, sir, Gate 153A to South Teleport Gate 465B. I'll program your navigation system for you, and if you like, you can just watch your celestiograph as you travel, and you'll know your way without the charge.

CYBRUS

Teleport gate? What's that?

DOCK OPERATOR

You don't do much intergalactic travel, do you, stranger? Heh, the teleport gates are what's gonna take you from the Oort Cloud of the Sun System to the solar system you're going to in Andromeda. You'll go through about five of them before you reach your destination. I hope you brought some Tylenol, because you're in for a hell of a headache going through that many gates.

CYBRUS

Headache?

DOCK OPERATOR

Yeah, deatomizing is hell on your cerebrospinal fluid, which is the brain's shock absorber. The break in flow takes a moment to readjust,

and so the jarring of the body upon
reatomization causes a killer
tension headache.

CYBRUS

Great...

DOCK OPERATOR

Well, good luck to you, stranger.

The DOCK OPERATOR closes communication.

COMPUTER VOICE

Communications have been closed.

CYBRUS

Alright. Computer, reassign name.

COMPUTER VOICE

Vocal commands match the following
options: One, reassign the
computer's name. Two, locate
mechan-

CYBRUS

One.

COMPUTER VOICE

Command accepted. What name should
I respond to, pilot?"

CYBRUS

...Rhoma.

COMPUTER VOICE

Command accepted. Male or female?

CYBRUS

Female.

COMPUTER VOICE

Command accepted. Age?

CYBRUS

27.

COMPUTER VOICE

Command accepted. Nationality?

CYBRUS

French-american.

RHOMA

Command accepted. Computer is now
Rhoma, female, 27, french-american.

CYBRUS
Rhoma, secure all activities aboard
this pod to request by name.

RHOMA
Command accepted. All files
security level 5, password: Rhoma.

There is a clicking sound, and the pod moves a bit, as if
released from a hold.

CYBRUS
Alright, the pod's being loaded.
Rhoma, power down.

RHOMA
Command accepted. Lights, down.
Water, down. Security, down.
Releasing generator. Booting
TempOx. The pod is now running on
reserve power, with an ERD of
fifteen hours. Recharge within time
dictated, or any unsaved
preferences or files may be lost.

CYBRUS
Dont worry, Rhoma, no emergency.
Just prefer to have some power at
all times.

RHOMA
Host program "CSComm" requests
communication.

CYBRUS
Accept.

RHOMA
Command accepted.

CSCCOMM
Your vessel is ready for departure.
Please secure yourself and prepare
for turbulence. ETA to receive gate
465B: thirty minutes.

CYBRUS puts a SEATBELT on and a strange HELMET that covers his
entire head.

CSCCOMM

Departure in five, four, three,
two, one.

The POD clicks, then accelerates quickly inside a sort of rail gun TUNNEL. It exits the end and goes through a SPACE GATE that de-atomizes it.

EXT. THE DREADKNOT - MONS LYCTAS - NIGHT

NOAH, HEKTOR, SAM, CARDNAL, ROCKO, VIVIAN, and PROCTOR, are present.

PROCTOR, 35, is a medium built man, with short black hair, glasses, and a five o'clock shadow. He wears khakis, a white shirt, and a blue tie under a tan jumpsuit.

VIVIAN

Well it doesn't look good, but I think if we can get it to the compound, we might be able to repair the engines, replace the reactor, and, provided we have a few accident-free days, do a decent patch job on the hull. At any rate, I know a mechanic that has a 5L Turtle Shell patch that'll hold off damage and keep out debris until you can get it repaired properly.

PROCTOR

Wait, Vivian, we can't replace their reactor, we don't just have spare reactors lying around.

VIVIAN

We can write off one of the good ones. Totalled in the blast.

PROCTOR

(Stern.)

You know we can't do that, the adjuster has already been out here, Vivian.

VIVIAN

He's an adjuster, Proctor. He's paid to minimize the damage. We'll replace the good one with theirs, and write it off. First things first, we need to get the ship to the compound. I'll open it up, just pull it through the East Gate and park it in Action Alley.

NOAH

Alright. Sam, go grab Cassandra. I need the two of you to board a couple pods and direct me down. I don't want to ignite the engines, we'll just open the pads and hover down.

EXT. SPACE GATE 465B - SPACE

The GATE activates, and CYBRUS' SPIDER POD exits the GATE.

INT. SPIDER POD - SPACE - NIGHT

CYBRUS

(Progression.)

Huh. Well that wasn't so -
AHHHHHHHHHHHHHHH! PAIN!
EXCRUCIATING, MIND BENDING PAIN!
Rhoma! Tylenol! Does the pod have
Tylenol?!

RHOMA

Question acknowledged. The pod does not have Tylenol.

CYBRUS

Well what does it have?!

RHOMA

Question acknowledged. One anti-inflammatory medication present, ibuprofen, in combination with 500 milligrams Paracetamol, 60 milligrams Caffeine, 15 milligrams Pyrilla-

CYBRUS

What is it?! Whatever, I don't care, just give it to me...

RHOMA

Medication is a pain-reliever, Midol. How many pills do you require, pilot?

CYBRUS

Midol...of course...Sam built it.
Two, Rhoma. Two pills.

RHOMA

Warning, biochemistry not in

conjunction with medications requested.

CYBRUS
Damnit, Rhoma! Are there any recorded side-effects of the medication on insibian biochemistry?

RHOMA
No record of testing exists.
Medicating now is experimental use.

CYBRUS
Fine, give it to me.

RHOMA
Request acknowledged. Please receive two units of Midol from the MedCab.

Two PILLS drop into a small OPENING in the side PANEL of the POD's DASH. The PANEL is designated as "MedCab." CYBRUS takes the two PILLS.

CYBRUS
Rhoma, set pilot to auto. Set destination to Nimniad.

RHOMA
Request acknowledged. In what country of Nimniad do you wish to dock?

CYBRUS
(Now realizing.)
...I don't know.

RHOMA
Statement acknowledged. Error 540. Protocol states that in the event of insufficient data input, auto-pilot docks at the capital city of the largest American colony on destination planet.

CYBRUS
But there isn't a-

RHOMA
Error 556. No American colony is present on the planet Nimniad. Protocol states that in the event

of insufficient data, auto-pilot docks at nearest available capital city.

Destination confirmed, the city of Tetrum, no country applicable, the planet Nimniad.

EXT. THE DREADKNOT - MINING TOWN - ACTION ALLEY - NIGHT

NOAH, HEKTOR, SAM, CASSANDRA, ROCKO, CARDNAL, VIVIAN and PROCTOR are present.

NOAH

(Insufferable.)

Five days? We don't have five days, Cybrus will be on Nimniad by tomorrow!

VIVIAN

Well, I don't know what to tell you. You can't leave with your ship in this condition, you won't make it past the first Canon Station, even if you managed to keep fuel in the tank- and you won't.

NOAH

There has to be another way to repair the Dreadknot. All we need is a reactor and a patch job.

HEKTOR

What about the damaged engine?

NOAH

Shit, that's right. And an engine replacement.

VIVIAN

There's no other way, guys, I'm sorry.

PROCTOR

Well, now, wait. That's not entirely accurate...

NOAH

I'm all ears, buddy, what's the plan?

PROCTOR

Well....I guess first I need to know

how much power one of your engines generally runs.

NOAH
Rocko?

ROCKO
About eighty million horsepower, if that's what you're asking.

PROCTOR
Alright, well then there might be a temporary alternative. Vivian, our escape shuttle can muster about seventy million per engine. If we can rig it to where our engines are in the position to move their ship, we can do the patch job and get it to the Transportation Station on Ganymede.

VIVIAN
Well what good is a transportation station going to do? They're trying to get to Nimniad, which is in another galaxy, and those stations aren't approved to transport living tissue.

PROCTOR
Yes, well if we can at least transport the ship to the Gordon Space Station, then we can find a craft shop with the proper tools. In the mean time, we can let them take the Scope to Nimniad. Now, the Scope is only an eight room Nissan passenger ship, and it only has two dorms, but it will get you where you need to go.

HEKTOR
Noah, are you sure you want to leave the ship in their hands?

NOAH
We don't have a choice.
(To PROCTOR.)
Let's get it set up.

INT. MINING TOWN - ASSOCIATES' LOUNGE - NIGHT

"NINE HOURS LATER"

SAM, CASSANDRA, CARDNAL, HEKTOR, and THE CAPTAIN are present. SAM is asleep on the sectional COUCH. CASSANDRA and HEKTOR are drinking COFFEE at one of the TABLES. CARDNAL is asleep at the TABLE adjacent to CASSANDRA and HEKTOR, with his head down over the TABLE TOP. THE CAPTAIN is sitting on the other side of the sectional COUCH, watching Animal Planet on the TELEVISION.

NOAH enters.

NOAH
Alright guys, we're done.

CASSANDRA and HEKTOR get up and stretch. SAM slowly gets herself up from the COUCH. CASSANDRA shakes CARDNAL's shoulder lightly.

CASSANDRA
Come on, hunny, the guys are done
with the ship.

CARDNAL wakes up.

CARDNAL
Huh? Oh, alright.

He gets up and stretches.

SAM stares at THE CAPTAIN, almost entertained at her frustration that he doesn't appear to have heard anyone.

SAM
Hey...Captain...

She gets up and walks over to the TELEVISION. She turns it off.

SAM
Alright, time to go.

THE CAPTAIN
Not now, TV.

SAM
The screen is black, Captain.

THE CAPTAIN
I happen to like BET.

EXT. MINING TOWN - ACTION ALLEY - NIGHT

NOAH, VIVIAN, ROCKO, HEKTOR, CASSANDRA, and CARDNAL are present. SAM and THE CAPTAIN enter.

THE DREADKNOT is parked in the center of ACTION ALLEY.

VIVIAN

Alright, the engines are rerouted.
This should be enough power to get
to Ganymede.

The SCOPE lands just behind THE DREADKNOT. PROCTOR exits the SCOPE and approaches the others.

HEKTOR

So, Vivian, you and Proctor are taking the Dreadknot to Ganymede, and the rest of us are taking the Scope to the Canon Station and on to Nimniad, is that correct?

VIVIAN

Well, actually...Noah and I were talking, and it may be better to switch out people. I'll pilot the Scope and go to Nimniad with the rest of you, and one of your crew can go with Proctor to Ganymede. This way, we can keep tabs on our respective crafts.

HEKTOR

Alright, then, who's staying?

NOAH

Well, we considered Rocko. Logically, he would be the best to stick with the Dreadknot, in the event that there's an issue with the ship itself. Rocko would be able to answer any questions before the rest of us.

ROCKO

Considered, nothin'. I've already agreed. We'll have it done before you get back.

HEKTOR

Then we're ready to go. Wait, where's the rest of the crew?

NOAH

They're in the Dreadknot, they can stay with the ship and continue cleaning. Vivian, we've got to go.

VIVIAN

Right. Proctor, keep your line open incase anything should happen and I need to contact you and Rocko.

PROCTOR

Will do.

SAM

Rocko, let us know if there are any issues with the ship. Keep us updated.

ROCKO

Right.

NOAH

Alright, guys, into the Scope. This bus is leaving in two minutes.

NOAH boards the SCOPE.

HEKTOR

Come on, The.

HEKTOR, THE CAPTAIN, SAM, CARDNAL, and CASSANDRA board the SCOPE. PROCTOR and ROCKO wave them off.

EXT. MATTERIX'S BATTLESHIP - AMALTHEA - JUST OUTSIDE THE MINING TOWN - NIGHT

CECTRUM and ZETHEM are present. MATTERIX approaches from the direction of the MINING TOWN.

MATTERIX

Well, the DarTrack may not have led us directly to Cyprus, but we know where he's going.

CECTRUM

Where is that, sir?

MATTERIX

He's going to find Nexus. On the ship, both of you. We're going home.

EXT. NIMNIAD - CITY OF TETRUM - MID DAY

MONTAGE

Views of the INSIBIAN CITY reveal an amazing crossworld of

NATURE and URBAN life. TETRUM is a FOREST of massive TREES with diameters as large as a quarter-mile. These TREES are the city's OFFICE BUILDINGS. The ROADS are all of a foreign IVORY-like MATERIAL. The ARCHITECTURE is made up of ornately carved WOOD, all pieced together like an intricate PUZZLE. The VEHICLES appear to be direct HYBRIDS of AUTOMOTIVE and ORGANIC technologies, and are primarily built from the cleaned CARCASSES of animals.

INT. CYBRUS' POD - DOCKING STATION - CITY OF TETRUM - MID DAY

RHOMA

Destination reached, ETA accuracy
within twelve percent. Save
location in APAB (Auto-Pilot
Address Book)?

CYBRUS

(Enamored by his
surroundings.)

Oh, uh...yeah, sure.

RHOMA

Request acknowledged. Galaxy:
Andromeda, Solar System: Kailumar,
Planet: Nimniad, Country: Not
Applicable, Town: City of Tetrum.
Location saved.

CYBRUS exits the POD.

RHOMA

Door ajar. Door ajar. Door ajar.

CYBRUS

Rhoma, park and power down.

RHOMA

Request acknowledged. Ignition
disengaged. Powering down.

The POD HATCH closes.

CYBRUS looks around at the CITY, awe-struck.

CYBRUS

My God, all this time...All this
time, and this is my home. I could
have been here.

An INSIBIAN wearing what looks like a UNIFORM of some kind approaches CYBRUS.

INSIBIAN #1
(Clicking and popping sounds.)

CYBRUS
Excuse me?

The INSIBIAN continues to make clicking and popping noises.

CYBRUS
I-I'm sorry, I don't understand-

The INSIBIAN continues.

CYBRUS
I don't believe I speak your language, I'm sorry, I-

The INSIBIAN stops. He motions for CYBRUS to wait where he is.
The INSIBIAN enters the DOCKING STATION.

CYBRUS
This may be more difficult than I thought. I don't even know my own language.

The INSIBIAN exits the DOCKING STATION, and behind him is another INSIBIAN in a similar type of UNIFORM.

CYBRUS
Oh boy, here we go again.

The two INSIBIANS approach CYBRUS.

INSIBIAN #2
Well, I'll be. Go ahead, say something, boy, so I can make sure my friend here isn't mistaken.

CYBRUS
I'm sorry, I just wasn't able to commun-

INSIBIAN #2
Haha! Amazing, absolutely amazing. An english-speaking insibian, before my very eyes. You know, boy, there aren't too many of us around. I was beginning to think they didn't need me.

CYBRUS
They? I'm sorry, who are you, I must not have caught your name.

INSIBIAN #2

Oh, of course, how silly of me.
Seeing as how you don't seem to
know the language, it may be
difficult for you to pronounce my
name. Lucky for you they assign us
names for all languages we're
assigned to. From here forth, you
can call me Caspus.

"They," as I've been saying, are
them.

(He points up toward the
DOCKING STATION.)

The large pussies at the top of
that tower, there.

CYBRUS

W-wh...I'm sorry, large pussies?

CASPUS

You know, the money-makers. The
corporate guys.

CYBRUS

Oh, haha, you mean the fat cats.

CASPUS

Oh, ha, yes. I have to apologize,
my english is rougher near the
slang. Well, anyway, I work on the
ground level of the station, as a
translator. Foreign relations 101,
you know. They assign us names so-
oh, well, we've already been
through that, haven't we? What was
it I could help you with?

CYBRUS

Well, actually, uh...I was looking
for someone.

CASPUS

Alright, what's this sib's name?

CYBRUS

Well, you see, that's the
thing...I'm not sure.

CASPUS

Oh, well, that is an apple.

CYBRUS
Pickle.

CASPUS
Right. Well, do you have any other information that could help in finding who you're looking for?

CYBRUS
Well, I know a few things about someone else, who is also looking for him. His name is Matterix, and he didn't seem too keen on me. I believe he's also looking for my father.

CASPUS
Oh, boy. You're looking for your father, and you don't even know his name. But, I'll tell you, boy, that's not the worst bit of information you've given me.
Matterix.

CYBRUS
You know him?

CASPUS
Well, not personally, but I know who he is. He's the High General for the entire insibian State.

CYBRUS
Oh, no. Why would someone so high in the insibian government be looking for me? Or my father, for that matter?

CASPUS
I'm sure I don't know, but I can tell you this: I'd be careful in your dealings with Matterix. He's got a reputation among insibians as...to put it mildly, rough around the edges. Some people believe he's been keeping us in this recession for some kind of personal gain, though no one knows for sure why. Ever since the laws were put in place regarding the fair treatment of animals, we've been drastically undersupplied on an energy source that's anywhere near efficient, and

Matterix doesn't seem to want to do anything about it. The State is crumbling, and there's nothing the sibs can do about it.

CYBRUS

Would you know where I might be able to find him?

CASPUS

Well the military division is in Izel, which is about 30 ketiks north of here.

CYBRUS

Miles?

CASPUS

Well, my transfer is a little weak, but that should be around 400 miles.

CYBRUS

Is there a fuel station around here?

CASPUS

Not for that machine, there isn't. You'll have to take a rental.

CYBRUS

I don't have the money for a rental. I'll have to take my chances in the pod. Well, thank you for the information.

CASPUS

Not a problem, my friend. Good luck finding your father.

CYBRUS

Thanks.

CYBRUS gets back in the pod.

CYBRUS

I should probably call the others...

Rhoma, get the Dreadknot on screen.

RHOMA

Request acknowledged. Which

extention would you like to reach?

CYBRUS

Just open line one and hit every extention.

RHOMA

Request acknowledged. Calling Line One, Dreadknot.

A TELESCREEN opens within the POD's COCKPIT, showing a SYMBOL of two SCREENS and an ARROW moving from one to the other.

INT. DREADKNOT'S BRIDGE - SPACE

ROCKO and PROCTOR are present. ROCKO is piloting THE DREADKNOT, while PROCTOR manages the NAVIGATION STATION.

A COMPUTER's VOICE is heard. The DREADKNOT's computer's name is NEXA and has a feminine VOICE.

NEXA

Attention, attention. Incoming call on line one. Incoming call on line one.

ROCKO

Open line.

A TELESCREEN opens just to the left of ROCKO.

ROCKO

Hey, Cybrus! How are things going? Have you made it to your planet? Where you able to find your father?

CYBRUS

Hey. Well, I made it to Nimniad, but I haven't found my father. I did, however, find some interesting information about Matterix that I would like you to check out, if you can.

ROCKO

Sure, buddy, what's up?

CYBRUS

Well, I found out that he's some kind of military leader here. Sounds like the highest in the government. Everything's so strange here, I don't understand the

language. I have a feeling it's going to be difficult to find anything alone. I met someone here that does speak english, but I'm not sure I'd be comfortable asking him to follow me around. Also, this place that Matterix apparently lives is over four hundred miles away. I don't know if I can make it there with the fuel that's in the pod, and they don't have the fuel I need here.

ROCKO

Alright, well hang in there, pal, I'll look up what I can on Matterix now.

CYBRUS

Thanks.

ROCKO opens a SCREEN.

ROCKO

Nexa, database search, universe.

NEXA

Understood. What is the search criteria?

ROCKO

An insibian, male, named Matterix.

NEXA

Understood. Searching Matterix...

CYBRUS

I'll tell you, I miss Nexa. This onboard computer is a hassle. Because her command recognition is ancient, she has to affirm everything I ask her to do, and I have to add information in short commands.

ROCKO

Yeah, well Sam was never big into the AI end of space craft engineering. Looks like we might have something...

NEXA

Searching complete. Four files

found in the universal web database.

ROCKO
Open each file in seperate windows,
Nexa.

NEXA
Understood.

Four more SCREENS open on the right side of ROCKO.

ROCKO
Nexa, engage auto-pilot.

NEXA
Understood.

ROCKO gets out of the PILOT SEAT and walks over to the central COMMAND STATION, which sets like an ISLAND in the middle of THE DREADKNOT's BRIDGE. The SCREENS follow him.

ROCKO
Hang on, I'll send the files to you.

CYBRUS
Alright.

ROCKO
Nexa, send files in windows two through four to the call sender on line one.

NEXA
Understood. Sending files...Files sent.

ROCKO
Here it is. Matterix. Age: 124.
Sex: Male. Location: The City of Izel on the planet Nimniad, in the galaxy of Andromeda. Currently holds the position of High General in the insibian government.

Wow, a planet governed by a single body. That's unbelievable. And it's a heirarchy at that.

CYBRUS
It looks like the second file contains the more pertenent

information. His history. It says here that he took command of the military after his brother died. Nexas. Nexas...I recognize that name. I named the Dreadknot's computer after this person. It was a name that always stuck out in my memory, but I could never remember where I'd heard it. Rocko, look up Nexas.

ROCKO

Alright. Nexas, search Nexas. He's a male insibian from Nimniad.

NEXA

Understood. Searching Nexas...

ROCKO

What do you think it means, Cybrus?

CYBRUS

I don't know...What if it's my father? What if Matterix is my uncle? If so, why is Matterix-

NEXA

Searching complete. Two files found for Nexas. Send files to line one?

ROCKO

Yes.

NEXA

Understood. Sending files...Files sent.

CYBRUS

Nexas. Male. 1859 A.D. to 1962 A.D. He died while on a trip to a mining plant on some other planet. He was with Matterix at the time.

"Although no remains were found, it was confirmed by his brother, Matterix, that Nexas was crushed after being trapped inside the Quad Sector mine when it collapsed from the inside."

...If Nexas was my father, that means...

ROCKO

Oh, buddy, I hate to tell you this, but it looks like you hit the nail on the head. "Nexis also had a son who went missing shortly before Nexis' fatal accident. The child was six when he went missing, however, no record of him since 1962 has been found, and his whereabouts remain unknown."

1962... Cybrus, the information that came with you in your pod said your birth date was 1956. In '62 you would've been six years old. You crashed into the Dreadknot on June 15 of last year.

CYBRUS

That means I had been floating through space for...forty-six years...my God. Wait a minute, if this information is accurate, my father's already dead. How will I know anything if I can't speak with him? God knows I can't talk to Matterix, and he's the only other voice in this equation.

ROCKO

No worries, pal, let's look up your family. If there's someone you can talk to, we'll find 'em.

Nexa, search Nexis and family tree.

NEXA

Understood. Searching Nexis and family tree...

CYBRUS

Every time I had searched myself, I could find no results. If I were a member of the royal family, why would there be no information about me?

ROCKO

I couldn't tell ya. Maybe Matterix wiped you from the net to make sure whatever information he's looking for didn't get in the hands of anyone else.

NEXA

Searching complete. One file found
matching exact description, "BRANCH
THIRTY-FIVE OF SECOND FAMILY -
Royal Insibian Hierarchy." Send
files to line one?

ROCKO

Yes.

NEXA

Understood. Sending file...File
sent.

ROCKO

...It looks like your only living
direct member is...your
grandfather. Alphum.

CYBRUS

We have to find him.

INT. RESTROOM OF THE SCOPE - SPACE

HEKTOR is urinating, and singing "Black Magic Woman." He looks up, looks down, and double-takes. He squints.

HEKTOR

Oh God. Shit, shit, shit-

He repeats this quickly as he rushes out of the RESTROOM.

INT. COCKPIT OF THE SCOPE - SPACE

NOAH and SAM are present.

SAM

So we agree then? We get to
Nimniad, go out to scout with the
others, then sneak back in and
smoke a bowl in the bathroom.

NOAH

You've got ten minutes after we
land, or it's mine.

HEKTOR enters abruptly.

HEKTOR

Guys, we've got a problem.

Just then, a MESSAGE comes through.

COMPUTER VOICE

Attention pilot: Call waiting on
line one. Attention pilot: Call
waiting on line one.

HEKTOR

Damn.

NOAH

(Looks at HEKTOR
questioningly.)

...Accept.

A TELESCREEN opens on the left of the WINDSHIELD. It's MATTERIX.

MATTERIX

(Sounds like clicks and
pops to the crew.)

It's been too long. How was the
pow-wow on Amalthea?

NOAH

I...I have no idea what your
saying, Matterix. I don't speak
Rice Crispies.

INT. MATTERIX' BATTLESHIP - SPACE

MATTERIX

(Addressing Cectrum.)

Conversation is a waste of time.
We're going to have to do something
they CAN understand. Fire the
bumper.

CECTRUM fires. A semi-transparent SPHERE fires from the
BATTLESHIP and bounces off the REAR of the SCOPE.

INT. COCKPIT OF THE SCOPE - SPACE

The SCOPE is jarred. NOAH, SAM, and HETKOR are tossed mildly.

NOAH

Damnit, what does he want me to do?

MATTERIX

(clicks and pops.)

Prepare to board the Scourer!

NOAH

(With a beat.)

I don't know what the fuck you're

saying, dillweed. I don't speak your fuckin' language.

SAM
We can't fight him in this thing,
and he hasn't destroyed us. He must
think we still have Cybrus.

HEKTOR
That doesn't make any sense,
because the only way he would know
where we were is if he saw us take
the Scope. I doubt he just happened
upon us in the middle of space!

NOAH
Do you hear that?

NOAH looks above them, through the WINDSHIELD. MATTERIX' BATTLESHIP is passing over them.

SAM
What the hell is he doing?
Attacking from the front is never
strategically appropriate when you
can attack from the rear...

...He wants us to board his ship.

HEKTOR
We can't do that!-

NOAH
We don't have a choice. A sedan
can't wage war on a battleship,
Hektor.

The DOCKING BAY DOORS of the BATTLESHIP open.

NOAH
Alright. This isn't going to be
easy. We can't communicate, and
we're at a weapons disadvantage.
The odds that Matterix is headed to
Nimniad are high, if what Hektor
said is true about him being on
Amalthea. He knows where Cybrus is.
For now, we're going to have to do
what Matterix says. If we do, he'll
lead us straight to Cybrus.

HEKTOR
And what are we going to do when we

get there, it's not like we've got this thing planned out. We don't have any weapons, a-and even if we did-

NOAH

Hektor! Shut up. We don't have a choice, we're going to have to wing it from there.

(He engages a BUTTON, the PA system for the SCOPE.)

Attention...Guys, we're in trouble.

When we land inside Matterix' battleship, we'll be putting ourselves in serious danger.

Whatever you do, do NOT mention Cybrus and do NOT mention anything about The Captain. Matterix wants both of them, and we don't want to give him any information that might get him what he wants. Just act like a bank hostage. Stay visible, and don't make any sudden movements. Remember, we can't communicate with them, so anything we do is likely to frighten them. This being said, I stress that you do NOT make any sudden movements.

(He sighs.)

...Prepare to dock.

TO BE CONTINUED...