

The New Savvy Adventures : 003

By JourneyJay

FADE IN.

EXT. COMMAND POST - DAY

The employee from GET SAVVY that locked the node door upon capturing Ricky Story is on the console that revealed the spectral collision in episode 1:

THIRD EMPLOYEE

If Ricky is here, then it's only a matter of time.

The console detects Twizted and Savvy headed out of town and displays:

---Primary Assets Detected---

---Secondary Assets Detected---

The employee radios the helicopter staging area:

THIRD EMPLOYEE

Boys, I'm going to need a chopper to come get me at the outpost-

EXT. HELICOPTER STAGING AREA - DAY

The camera shows three destroyed helicopters and an undamaged one in front. We hear through the radio the employee continuing. We pan to see Jaysin, the Sin God, holding up a helicopter pilot near a node door:

THIRD EMPLOYEE (RADIO)

Readings indicate that Twiztid and Savvy are exiting the city in a vehicle, we have to stop them.

JAYSIN

Give me the key!

HELI PILOT

(Maniacle)

Your militia is no more, there is nothing you can do now!

Jaysin throws the pilot to the ground and vaporizes him while hastily approaching the helicopter radio. He returns the call:

JAYSIN

Roger that outpost, just give me a few

minutes to power up this bird and we'll be en route.

BEGIN MONTAGE

- Jaysin collects and puts on a pilots outfit.
- The chopper starts up.
- Jaysin is flying the chopper.
- The chopper is flying through the sky.

EXT. COMMAND POST - DAY

The Third Employee is looking at the helicopter on the machine that detected the spectral collision in EP. 001. He gets suspicious and checks for life at the helicopter staging area. The machine reports no activity, so the employee activates an override to control the chopper. He gets on the radio:

INT. CHOPPER - DAY

THIRD EMPLOYEE (RADIO)
Helo I'm taking manual control of the bird, after that assault we can't be too careful...don't need anymore supprises.

JAYSIN
...are you sure about that?

Jaysin shoots out the window-

EXT. CHOPPER - DAY

- Then a box on the side of the helicopter, regaining control.

INT. CHOPPER - DAY

A pause.

A timer activates inside the cockpit.

THIRD EMPLOYEE (RADIO)
Well well well, the sin God does it again.

JAYSIN

A bomb?!

THIRD EMPLOYEE (RADIO)

Listen carefully, you're going to take out the target on your display before that timer reaches zero, or the helicopter explodes.

JAYSIN

What kind of company builds bombs into their fucking choppers?!

THIRD EMPLOYEE (RADIO)

If you slow down, the timer speeds up...if you try to land, the timer speeds up. If you DO land, the helicopter will explode immediately. If you get low enough to jump from the helo...

JAYSIN

Damn man cool your jets!

THIRD EMPLOYEE (RADIO)

After you finish the task at hand, the timer will reset-

Jaysin is preparing to shoot another box on the chopper:

EXT. CHOPPER - DAY

THIRD EMPLOYEE (RADIO)

SHOOT THE OTHER BOX JAYSIN and the chopper explodes.

Jaysin doesn't shoot. He gets back on comms.

INT. CHOPPER - DAY

JAYSIN

You think you can stop what's coming?!

THIRD EMPLOYEE

...The company appreciates your cooperation. Get it done.

EXT. CHOPPER - DAY

The chopper flies to Savvy and Twizted.

EXT. HQ SITE - DAY

We see the exterior of the building through the sight of the Sniper, who is perched on the roof from EP. 002. The Sniper speaks to his team, whom enter the sight, which follows them to the building:

SNIPER

You guys pick up that radio chatter?

SNIPER 3

All I hear is a building supposedly filled with the enemy...suprisingly quiet.

SNIPER 2

Feels like we're walking into a trap-

The intercom activates as they enter the building, take positions, and trap the elevator:

INT. HQ SITE - DAY

48

Gentlemen, I know we are all underdeveloped here, but clearly the company has faith in our abilities as they currently stand...the boss wants us ready to take on a new threat. Prepare for transport!

INT. 4TH FLOOR - DAY

Various 48's are preparing to leave the building. A group of them enter the elevator.

INT. ELEVATOR - DAY

The elevator plays music as they descend.

INT. 4TH FLOOR ROOM - DAY

An explosion is heard from the elevator. A few 48's hastily leave the room. The lead 48 checks the holographic display. It shows the building and the Snipers pulling back as dozens of 48's converge on their position, starting a firefight outside:

48

Weapons. Wish I could use those...

EXT. HQ SITE - DAY

The Snipers continue to pull back while taking out 48's, some of whom are popping out of latches on the ground:

SNIPER 2

These guys always did bother me!

SNIPER 3

Hey, that's not even cool bro!

SNIPER 2

Oh right, I forgot about the enemies feelings!

Sniper 3 takes down 2 48's.

SNIPER 2

...ok, but killing them is acceptable by your standards!

SNIPER 4

No time to argue ladies! Drop these guys before-

Their weapons start to click.

We move back to the Snipers scope, his weapon still works. The snipers on the ground move to melee combat but have to work together to take down individual 48's:

SNIPER

Just my lucky day!

The lead 48 returns to the intercom and begins to speak:

48

That's right boys-

INT. 4TH FLOOR ROOM - DAY

48

It would be a sad day if we just let bullets go to waste!

The holographic display reads:

---WEAPONS DISABLED---

48 opens up comms, attempting to reach The Chair Spinner 2:

48

Boss, it's them, they're here. The casualties are...extreme, I'm not prepared to move on the objective.

The Sniper answers the comms.

SNIPER (COMM)

It's not looking good for you 48, not good at all.

48

(Angry)

You've got to be kidding me!

48 tries and fails to reroute the signal:

SNIPER (COMM)

We don't want to destroy you 48, just tell us your mission.

48

(Spiteful)

Oh really now?! The body count says otherwise!

EXT. HQ SITE - DAY

The Sniper is finishing off the 48's through his scope:

SNIPER

You and I both know this was the only way.

The scene distorts and the bodies and snipers on the ground vanish. CultGang approaches the building, we have returned to the events in EP. 002.

SNIPER

(Aggitated)

Ah crap!

EXT. HQ SITE (PARALLEL UNIVERSE) - DAY

The Snipers on the ground finish off two more 48's.

SNIPER 4

Woo! Yeah baby!

EXT. 4TH FLOOR ROOM (PARALLEL UNIVERSE)

The Snipers burst into the empty room. They approach and activate the holographic display. Sniper 2 speaks to the Sniper:

SNIPER 2
He's not here! Hey, did you hear me?!

The display reads:

--- Warning: Collapse Detected ---

SNIPER 3
I don't think he's out there...

SNIPER 4
Then 48 must be with him.

Sniper 4 redirects the display to locate Savvy.

SNIPER 4
Alright, no time to dabble!

He blows open the escape hatch.

SNIPER 2
Oh wow...a large hole.

Sniper 4 pushes Sniper 2 in:

SNIPER 4
Huge...

CLOSE ON SNIPER 4

SNIPER 4
Gaping...

He jumps in.

SNIPER 3
JourneyJay would LOVE that one!

Sniper 3 jumps into the hole.

INT. HQ SITE PARKADE (PARALLEL UNIVERSE)

The snipers slide out into a parking lot. Sniper 2 presses a button to open a gate to the outside. There are several motorcycles and luxury cars:

SNIPER 3

I assume we're taking these.

SNIPER 4

Savvy is still dangerous on her own.

Sniper 4 revs up and takes off. Sniper two approaches Sniper 3.

SNIPER 2

Yet he leaves without us.

Sniper 2 gets on a cycle, so does Sniper 3. They take off.

EXT. COMMAND POST - DAY

The helicopter touches down. The employee approaches...the helicopter doors open, and Jaysin steps out. The employee is armed.

THIRD EMPLOYEE

Why did you choose him?!

JAYSIN

Why wouldn't I?

They continue to bicker back and forth as the node door opens. Ricky Story steps out and immediately uses the device that tracked Savvy, Twiztid, and controlled the chopper. The display reads:

---Secondary Assets Deceased---

It shows the area where they were blown off the road.

In a fury he rushes to the employee and Jaysin, who are still bickering.

RICK STORY

Which one of you killed Twiztid?!

The employee is shocked to see Ricky.

JAYSIN

He made me do it man the chopper was going to explode if I didn't!

RICKY STORY

I'm in charge now, hand me your weapon.

THIRD EMPLOYEE

They put you in charge?!

Ricky jumps for the weapon and hastily ends the employee.

RICKY STORY

Yes...yes they did.

JAYSIN

Hey man don't do that to me please-

RICK STORY

You know how to fly this thing, we're going back.

Ricky moves for the chopper:

JAYSIN

I'm sick of following orders man!

RICK STORY

This isn't an order, you can leave if you want-

Ricky starts up the chopper.

RICKY STORY

But I'll probably crash...just saying.

Jaysin thinks it over.

JAYSIN

Let me have it.

RICKY STORY

Have what?!

JAYSIN

If you give me the helicopter, I'll take you to Twiztid.

RICKY STORY

I don't even care bro let's go!

INT. HQ SITE PARKADE - DAY

The two universes have settled, merging together.

48 enters the parkade.

48

Where are the bikes?! Why is the door open! I guess I'm taking the car.

We zoom out to the Chair Spinners monitor, watching footage of the parkade:

INT. HQ EXECUTIVE FLOOR (UNIVERSE 2) - DAY

Time speeds up as 48 enters one of the cars and speeds off. The Sniper enters the parkade eventually and gets in another car, speeding off after 48. The footage loops.

An employee is standing awaiting orders from Chair Spinner 2.

CHAIR SPINNER 2

Nothing goes according to plan...can we fix this?

EMPLOYEE 12

Honestly, it might be better for us to just-

CHAIR SPINNER

We're going to figure this out!!!

EMPLOYEE 12

I...I know but, I think the only way to manage this set of circumstances is to go to the other multiverse and...

CLOSE ON CHAIR SPINNER 2

CHAIR SPINNER 2

Negotiate?

EMPLOYEE 12

Yes.

CHAIR SPINNER 2

What's your name?

EMPLOYEE 12

I know it sounds impossible, please don't fire me!

CHAIR SPINNER 2

Nonsense! Get it done!

Employee 12 is confused and surprised.

EMPLOYEE 12
Uh...me?

CHAIR SPINNER 2
I'm putting you in charge of this.

EMPLOYEE 12
Thank...thank you sir-

CHAIR SPINNER 2
Go!

Chair Spinner 2 gets on the phone while Employee 12 runs off.

CHAIR SPINNER 2
We've got another one of those
ambitious types...he's on his way
down.

He hangs up. He puts his hands together and contemplates.

INT. HQ FLOOR 60 (UNIVERSE 2) - DAY

Employee 12 exits the elevator. 3 people look at him and stop working:

EMPLOYEE 13
...you're the guy?

EMPLOYEE 12
Sounds impossible, right?

THE OTHER EMPLOYEES
Yes.

We move ahead several minutes. Employee 12 is standing in front of the node door in the room...the door opens.

EMPLOYEE 14
This isn't going to work.

Employee 12 walks forward:

EMPLOYEE 13
Hey...

Employee 12 looks back.

EMPLOYEE 13
Don't forget who you work for.

Employee 12 looks back at the node, then he walks in. The node closes. The node locks.

EMPLOYEE 15
He's not coming back.

EMPLOYEE 13
Duh.

EMPLOYEE 14
Ha, yeah.

Employee 13 starts a timer.

EMPLOYEE 13
Open the node for 5 minutes every 6 hours until this time tommorrow.

EMPLOYEE 14
Well are you going somewhere?

EMPLOYEE 13
I am.

Employee 13 moves to the elevator:

EMPLOYEE 14
Where?

EMPLOYEE 13
I can't say.

EMPLOYEE 15
Just let him go, we can handle this.

EMPLOYEE 14
...fine, but I'm clocking him out.

Employee 15 vaporizes Employee 14.

EMPLOYEE 13
Oh great.

EMPLOYEE 15
I'll take care of it.

The elevator opens.

EMPLOYEE 13
That's what you said last time.

Employee 13 steps into the elevator.

EMPLOYEE 13
Stop vaporizing people!

The doors start closing:

EMPLOYEE 15
It was the only way!

Employee 16 comes out of a door to the hallway between the node door and the elevator, right as the elevator closes:

EMPLOYEE 16
What was the only way?

Employee 16 looks at the vaporized employee. He is vaporized by Employee 15.

EMPLOYEE 15
We are definitely going to have a problem.

INT. HQ FLOOR 60 (UNIVERSE 3) - DAY

Employee 12 exits a node into an identical floor 60 in another universe...it's empty. He walks to the elevator:

EMPLOYEE 12
(Disconcerted)
This doesn't feel right.

INT. HQ EXECUTIVE FLOOR (UNIVERSE 3) - DAY

The elevator opens, Employee 12 steps out. Inspecting the floor, everything appears abandoned. He enters the chamber of the Chair Spinner, it's also empty.

He gets on the console:

EMPLOYEE 12
Where is everybody?

He activates the blinders that cover the window panes, bringing light into the building. A few stray forms fly waverly on a gust of wind. He spins the chair to face the windows.

EMPLOYEE 12
I don't understand why they always keep these closed.

Jennifer, from The Jennifer Chronicles, EP. 002, falls past the windows with JourneyJay. Employee 12 jumps out of the chair and looks towards the ground.

EMPLOYEE 12

Whaaaaat?!

EXT. COMMAND POST - DAY

Employee 13 exits the node door. It is quiet.

MASTER SHOT

He is alone.

He uses the console:

EMPLOYEE 13

Where is everybody?

The display shows the spectral collision and the school from EP. 001 and the large number of units.

EMPLOYEE 13

Looks like they sent everyone.

The units vanish from the display, then the spectral collision. The display blinks:

---RECALIBRATING---

EMPLOYEE 13

Recalibrating?

The display changes, reading:

---No Units In Area---

EMPLOYEE 13

Well then where are they?

He pulls a query and the display zooms out. It reads:

---Total Units In Region: ...---

Employee 13 focuses on the three blinking dots.

INT. HQ FLOOR 60 (UNIVERSE 2) - DAY

The elevator opens. Two employees are inside. They are vaporized before exiting. Employee 15 enters the frame with a

welding torch and a welding mask:

EMPLOYEE 15
Definitely not getting out of here
alive.

Employee 15 starts to weld the elevator doors shut.

EXT. COMMAND POST - DAY

The console is still blinking those dots:

EMPLOYEE 13
What is wrong with this thing?!

The node door closes and locks. It reads:

---Secure Area---

Employee 13 takes notice.

EMPLOYEE 13
That's...interesting.

Employee 13 is struck with a projectile and falls to the side, hitting his head on the console on impact:

CUT TO BLACK:

EXT. SIDE OF HIGHWAY - DAY

Twiztid lay obliterated on the ground. Parts of their bodies are tossed into the trunk of a car, followed by their bodies. The car drives away...we can hear faintly the helicopter approaching.

EXT. HIGHWAY - DAY

The helicopter has reached the highway. It lands at the site of the missile explosions.

JAYSIN
We're here!

RICKY STORY
Where's Savvy?!

JAYSIN
She was right here when I left man, I
don't know where she is now!

RICKY STORY

Wait here!

Ricky Story gets out of the chopper.

EXT. SIDE OF HIGHWAY - DAY

Ricky is looking at marks indicating that a car was there.
The chopper lifts off.

RICKY STORY

It matters not, I've found my path.

INT. HELICOPTER - DAY

JAYSIN

He expects me to wait around at
gunpoint?! Naw man I got things to do.

EXT. CLIFF - DAY

Sniper 2 rides up and dismounts. They set up a sniper post:

SNIPER 2

I'm in position. She should be here
any second.

EXT. HIGHWAY AREA 2 - DAY

Sniper 3 pulls up behind a rock formation and Sniper 4 moves
ahead:

SNIPER 3

This should be easy.

Sniper 4 stops, dismounts, and cloaks the motorcycle...then
continues walking in the direction they were riding.

SNIPER 4

We should restrain her when she gets
here.

SNIPER 2

Whatevers clever.

EXT. HIGHWAY AREA 3 - DAY

Savvy is walking into the ambush.

OVERLAY CREDITS TO EXACT MOMENT THAT THEY CAPTURE HER WITH A
TECHNO-NET IN EP. 002