

HELP SAVE HUMANITY!

written by

Hank Biro

London, Ontario, Canada  
519-859-3339  
henb240@gmail.com

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FADE IN:

INT. PARSEP'S CAR - DAY

A tall and rugged young man, PARSEP, parks his vehicle across the street from a dingy, run-down building. He wears his police uniform.

Beside him sits his partner in law-enforcement, JAMISUN.

PARSEP

Well then, let's learn some things  
about the trash that's soon to be  
arrested by us.

Parsep picks up his walkie-talkie, presses the on button and speaks into it.

PARSEP (CONT'D)

This is Parsep. Send us the  
profiles. Quickly this time.

A small monitor turns on between the officers on the dashboard. The screen shows overlapping photos of offenders.

The first of the four photos fills the screen and another officer speaks through POLICE RADIO built-in to the vehicle.

POLICE RADIO

Feeo Flynt. Threat level is four.

The photo of Feeo slides off-screen, then the next photo fills the monitor.

POLICE RADIO (CONT'D)

Rubik Tafi. Threat level is three.

Rubik's photo exits the frame, then the third perp's photo enlarges to fill the screen.

POLICE RADIO (CONT'D)

Fyshur Plink. Threat level is nine.

Fyshur's photo slides away, while Parsep fumbles with his walkie before he turns it back on and talks through it.

PARSEP

Wait. What did you just say?

POLICE RADIO

Threat level is nine.

PARSEP

A level niner. That's all the info  
I need.

The monitor shuts off and Parsep lets go of the button on his walkie-talkie and turns to Jamisun excitedly.

PARSEP (CONT'D)

Do you know what that means?!

JAMISUN

I can read you like a book,  
partner, and it scares me.

PARSEP

Full force is required.

JAMISUN

The rulebook states only if  
necessary.

Parsep has tunnel-vision and barely heard his partner.

PARSEP

A challenge for once.

Parsep opens the car-door and is about to exit. He turns back to his partner.

PARSEP (CONT'D)

Will you be joining me, Jamisun? Or  
will you be turning tail?

JAMISUN

You going to ask me that before  
every raid?

PARSEP

(laughs)  
Good answer.

Parsep and his partner exit the vehicle.

INT. DRUG DEN - DAY

Parsep busts the door down and he and Jamisun enter with their pistols drawn.

They are inside an empty house, except for the single cushioned chair and couch that the drug dealers sit in and a table in front of them.

JAMISUN

Freeze!

The PERP named Fyshur speaks.

PERP #1

That's a funny. We were just finished discussing how beneficial it would be for us to go to prison.

(beat)

You know how it is in there. More a school teaching how to become most dangerous, than it is a rehab centre. Besides, it's about time we taught to others our unique skill sets.

PARSEP

You done with the history lesson? And by history I'm talking about you, because that's what you'll be soon.

JAMISUN

By skill sets you must mean producing and selling illegal narcotics to innocent citizens. To mothers! And children! All you scum wish for is they lose their innocence, like you did! You're all under arrest, and you will be for a long time.

PARSEP

Not yet, they aren't.

Parsep lowers his gun, then quickly snatches Jamisun's gun from him. He proceeds to bend the barrels of both guns.

PARSEP (CONT'D)

I'm here to teach you so-called teachers the meaning behind pain! I'm here for the fight to end all fights! So, who's worthy?

The criminals look at one another, and smile while still in their seats.

The perp named Feeo responds.

PERP #2

If it's an epic fight you're after, just give us ten seconds.

## PARSEP

Precisely ten seconds is all I'm going to give you punks. Well, that and some severely hefty hospital bills.

The perps all get up quickly and take drug dispensers from out their back pockets.

The dispensers look like cigarettes wrapped in black paper.

The dealers stick a dispenser up each of their nostrils, then they pull out double-barrel lighters from their other pocket to ignite the ends of them.

The perps inhale deeply through their noses and the paper rapidly burns down to the filter, then they blow out the smoke-drug from their mouths.

Soon after, the criminals's muscles nearly double in size and their facial features change slightly.

Parsep smiles.

## PARSEP (CONT'D)

If that's what it takes, so be it!

Feeo picks up a large knife from off the table, and lunges at Parsep with the filters still up his nose. Parsep stops the blade when he grabs the criminal's wrist and squeezes.

The perp's bones shatter. He reaches for his dangling wrist and screams out in frustration.

Parsep then punches Feeo straight in his chest, and multiple ribs are heard breaking.

The ten seconds Parsep gave the crooks is up and the first perp is dropped.

The next two perps, Rubik and Martun, both fight Parsep at the same time.

Parsep blocks their swift punches and kicks with ease, until he doles out his own counterattacks that render the crooks unconscious in mere seconds.

The final perp standing, the level niner named Fyshur, prepares to fight Parsep next.

Fyshur says a quick prayer in his head with his eyes closed and does some hand motions afterwards.

PARSEP (CONT'D)

You'd better bring it, because the crew you roll with are a bunch of pip-squeaks!

Fyshur opens his eyes and rushes towards Parsep.

Parsep lets Fyshur punch him in his face.

Parsep falls, catches the ground with his hands, and smiles.

Fyshur walks over and places a hand on Parsep's shoulder.

Parsep gets up rapidly, grabs the hand on his shoulder, and uses it to spin Fyshur around in circles. His feet leave the floor and his body is horizontal.

Parsep lets go and the perp crashes into a wall, which bends and cracks from the force of his body.

Fyshur lifts himself up, shakes the drywall from his hair and body, then does multiple front flips in Parsep's direction.

When he's a few metres from Parsep, the criminal jumps high in the air, then performs a half-flip off of the top of Parsep's head.

Fyshur's legs reach the ceiling, and he leverages it with his feet to launch himself back down to Parsep.

He lands a devastating elbow right into Parsep's noggin.

Parsep drops to the floor.

PARSEP (CONT'D)

I thought we were fighting? Not playing leap frog.

Fyshur turns him onto his back, lifts him by his collar, then brings his arm back to strike Parsep again.

Before he throws his punch, Parsep smacks the perp's temples with the palms of his hands. Fyshur rises and brings his head back fast. The white filters shoot from his nostrils.

Parsep is up off the floor. He very quickly bends his right knee and does a side-kick hard under Fyshur's chin.

He is sent flying across the room, and his body does backflips through the air.

He breaks through the wall and into the kitchen, where something boils inside a pot on a lit stove.

Fyshur lifts his head to look at his attacker, then passes out cold.

Feeo is awake and quietly crawls towards a firearm hidden under the couch.

He takes hold of the pistol, spins around, and quickly fires it at Jamisun.

All the bullets except the last are off course. Before the final bullet shoots through Jamisun's face, Parsep kicks it with his steel-toed boot.

The bullet ricochets and is redirected into the ceiling.

Jamisun stands petrified, while Parsep walks over to the conscious perp and boots him once in his face.

EXT. DRUG DEN - DAY

Medics wheel the criminals out of the building on stretchers, and more police officers have arrived at the scene.

Parsep stands by the ambulance and admires the damage he's done to the drug dealers.

Jamisun hurries out of the drug house and approaches Parsep.

JAMISUN

I need to talk to you.

PARSEP

Okay, what is it?

Jamisun paces back and forth a few steps, then stops in front of his partner and tilts his head up to face him.

JAMISUN

What were you thinking back there!?

PARSEP

Hey! Don't you question me! Beating down losers was in the job description!

JAMISUN

You broke protocol!

(beat)

Find yourself a new partner. Although, knowing you, that just might be your biggest challenge yet.

Jamisun turns and walks away.

INT. POLICE STATION - DAY

PARSEP sits at his desk in his office.

A co-worker, PHILLYPS, knocks on the door, strides in without a reply from Parsep and places a large pile of papers on the desk, then sits.

Parsep has a look of confusion on his face.

PHILLYPS  
Good morning, Parsep.

PARSEP  
Morning, Phillyps.

PHILLYPS  
I'm afraid I bear bad news.

PARSEP  
What is it?

PHILLYPS  
I'm afraid you're off the force.

PARSEP  
What!?

PHILLYPS  
It's the truth. Boss says you've caused nothing except trouble for our department since you were instated.

PARSEP  
That boss of ours, too wimpy to come out of his office and tell me this himself.

PHILLYPS  
Well, actually--

Parsep slams his hand on the desktop, then points at his frightened co-worker.

PARSEP  
Shut up.  
(beat)  
What else?



PHILLYPS

I'm sorry to say the records here prove there is in fact a great deal of merit to what the boss has told me. You've been on duty five years now and in that time you've managed to bring down more perps than all other officers combined.

PARSEP

So, what's the problem?

PHILLYPS

We appreciate all the work you've done, the thing is you're much too gung-ho. Your techniques, too aggressive. we can no longer tolerate the kind of negative publicity your reckless policing brings. You must retire your badge and gun one week from tomorrow. I'm sorry Parsep, please, don't hurt the messenger.

Parsep looks furious though he manages to control his rage. Phillyps leaves in a hurry.

EXT. OUTER SPACE - NIGHT

Countless stars scatter the pitch-black surroundings.

SUPER: 7 DAYS LATER

A meteorite flies by and it travels quickly towards Earth.

INT. PARSEP'S HOUSE - DAY

It's morning and Parsep seats himself at the dining table. He looks dreadful.

His girlfriend, WANEETA, places a plate of breakfast on the table in front of him.

Waneeta sits down across from Parsep and she eats her food.

WANEETA

Wow, what's with you? You look super hungover. Did you not have a good sleep?

PARSEP

Not really.

Parsep grumbles something and makes some coffee.

WANEETA

Why don't you eat something?!

Parsep showers and changes to his police clothes.

EXT. PARSEP'S HOUSE - DAY

Parsep kisses Waneeta goodbye at the front door before he drives to work.

EXT. POLICE STATION - DAY

Parsep drives into the parking lot, gets out of his car and enters the building.

EXT. POLICE STATION - NIGHT

Parsep exits the building, gets in his car and leaves to start his "patrol shift".

INT. BAR - NIGHT

Parsep sits drunk at the counter wearing his police uniform. Music blares and colourful lights glare.

Between the bar and VIP section is a small, busy dance floor.

To the left and right of the dance floor are a number of circular tables with long, red tablecloths that cover the laps of people who sit there.

On top of each table dances a dancer.

At the back of the bar in the VIP section sits a large, war-torn, purple samurai named MADDU, with two girls on either side of him.

A few seats down from Parsep sits a HITMAN, who wears a hooded cloak to conceal his appearance.

The hitman finishes a shot of liquor, slides the bartender a coin, then turns, gets up and walks towards the samurai.

The hitman removes his cloak.

His fighting clothes are underneath.

Maddu spots him. He shoos away the girls and he stands up with some effort.

He places a hand on the handle of his katana sword, walks towards the hitman and stops to leave space between them.

MADDU

You really wish to die in front of  
all these people?

The hitman goes into his ready stance.

The samurai looks amused.

MADDU (CONT'D)

(laughs)

Have it your way!

Maddu goes into his ready stance. The hitman runs towards the large warrior and reaches him almost instantly.

This startles the samurai and leaves him with no time to draw his sword, so he swings at the hitman with his fists.

The hitman blocks his swings. The samurai stares at his arms like they're broken.

Maddu draws his sword and tries to cut the hitman as he does this. The hitman easily dodges the blade. Maddu raises his sword above his head.

MADDU (CONT'D)

(yells)

Before Maddu brings his sword down, the hitman jumps about thirty feet high up in the air and he lands further back away from the samurai.

The hitman then runs at his target again and this time appears to teleport right behind him.

He lands a lethal chop to the back of Maddu's neck, who drops to the floor, dead.

The hitman's speed and strength astounds Parsep and he drunkenly harasses him.

PARSEP

Who are you? How did you unlock  
such a power? Tell me your secret.

The hitman pushes Parsep back. Parsep loses his balance and falls down on his butt.

Parsep looks up and the hitman is gone, he picks himself up and exits the bar.

INT. PARSEP'S CAR - NIGHT

Parsep enters his vehicle. The POLICE RADIO goes off.

POLICE RADIO  
Parsep. Parsep, you there?

He picks up the responder and talks into it.

PARSEP  
Yeah, I'm here.

POLICE RADIO  
Oh, good. There were multiple complaints describing a flash of light followed by a loud noise and the ground shaking. The source of all this commotion has been traced to the outskirts. I'm sending you the coordinates now.

PARSEP  
Geez, why me? It's my last night.

POLICE RADIO  
I know. I thought it would be a good idea for you to go out with a bang.  
(laughs)

PARSEP  
Yeah, yeah. Threat level?

POLICE RADIO  
Threat level is zero.

PARSEP  
Zero? Why not send Tommi? Or Jamisun? There must be a situation out there more suited to my-- Abilities.

POLICE RADIO  
That reminds me. Jamisun is already there scouting the location. He should've found the cause of all the fuss by now.

Parsep puts down the responder, puts the key in the ignition after a couple failed attempts, and starts the engine.

EXT. CITY OUTSKIRTS - NIGHT

Parsep reaches his destination and Jamisun's empty cruiser is there too. Parsep exits his car.

He enters the forest.

EXT. FOREST - NIGHT

Parsep can see the green light from some markers and walks towards them.

They lead to Jamisun, who stands over a crater which emits steam. The markers cover the area in a green glow.

Jamisun has a vein-like, rust-colour thing, with the name KAWNINGWA, stuck on the back of his neck.

PARSEP

What the heck are you standing  
around for Jamisun? What's that on  
your--

Jamisun turns around quickly. There's patches on his skin similar in colour to the thing on his neck.

PARSEP (CONT'D)

Whoa, you don't look so good.

Jamisun runs at Parsep and attacks him.

PARSEP (CONT'D)

Hey, back off, man!

The two of them fight and the thing that now controls Jamisun makes him even stronger than Parsep.

Parsep is beaten and lays on his back. The creature prepares to absorb him and take his life force.

PARSEP (V.O.)

This can't be. You're not Jamisun.  
You couldn't have been-- How are  
you-- No ones stronger than me!

Parsep gets a sudden burst of energy and knocks the creature over and exposes its back.

Parsep grabs the thing on Jamisun's neck and tears it off. This kills Jamisun.

The alien creature is still alive so Parsep crushes it with his boot and kills it.

Parsep examines the crater and the meteorite.

EXT. CITY OUTSKIRTS - NIGHT

Parsep exits the forest with a marker in hand and makes it to his car.

He checks his pockets, and finds out he lost his key during the scuffle.

Parsep turns towards the forest and questions whether or not to re-enter the woods.

He decides not to.

INT. PARSEP'S CAR - NIGHT

Parsep smashes the front seat window, enters the car, and radios the station.

PARSEP

This is Parsep! I found Jamisun and the reason for all those call ins. It was a dang space rock! There must of been something living inside it. It latched onto Jamisun's neck and I had to tear it off him! He's dead. He attacked me. He was possessed by this thing. It wasn't Jamisun anymore. I managed to kill the alien. There could be more like it, though.

POLICE RADIO

(beat)

Listen carefully, Parsep. Don't worry about a thing. You get yourself home and everything will be taken care of. This will all be sorted out by morning.

This confuses Parsep though he does what he's told.

He patches himself up in the car, then hot-wires his own vehicle and drives away.

INT. PARSEP'S HOUSE - NIGHT

Waneeta is still awake and waits for Parsep as his car pulls into the driveway and he enters their home. She sees the state he's in.

WANEETA

Whoa, what's with the bandages? You look like a mummy.

PARSEP

It's nothing. Just got into a scuffle with some perps and they got the better of me. Jamisun had to step in.

Waneeta looks incredulous, then accepts what he says.

WANEETA

Oh, baby. Where does it hurt?

She kisses him then the two of them go to bed. It takes a while for Parsep to doze off.

EXT. MOUNTAIN-TOP - DAY

It's early morning, and 2-10, an android with the looks of an adult man who appears to be from the future, emerges from his time machine.

2-10 stares out at the city far off in the distance.

INT. PARSEP'S HOUSE - DAY

Parsep wakes up.

He eats breakfast with Waneeta though the TV occupies him. He searches for news about last night and sees nothing.

Parsep gets ready for work. He stares at his badge a while before he pins it to his shirt.

Parsep slumps down the stairs, and Waneeta stands at the front door to say goodbye.

PARSEP

I think I'm going to walk to work.

Parsep opens the door.

Him and Waneeta feel the heat from outside.

WANEETA

Geez, its hot! You sure you don't want to drive?

PARSEP

I'll walk.

WANEETA

Okay, have a good day at work,  
honey. And don't get heat stroke.

PARSEP

Okay. I won't.

EXT. STREET - DAY

The streets are empty. Parsep walks until he finally notices people. They stand in random places and watch him closely. They look like how Jamisun looked the other night.

Parsep is eager to fight and begins to run at them, when a police van pulls up in front of him.

Some officers pile out and shoot at the creatures. The creatures don't fall down when shot and start to run at them.

An OFFICER escorts Parsep into the back of the van, while others continue to shoot.

OFFICER #1

Get in the van!

OFFICER #2

We'll cover you.

INT. POLICE VAN - DAY

Parsep sees these are his fellow officers. They wear intense battle gear and carry many weapons.

The rest of the officers pile in quickly and they all drive to the police station.

EXT. FOREST - DAY

Meanwhile, 2-10 has found the hitman, who chops wood with his hands at his hidden camp site outside the city.

2-10

I'm sorry to interrupt. I thought  
you were someone else.

(beat)

I'm 2-10. I'm looking for a man  
named Parsep. He is a dangerous man  
who seeks only unlimited power. Do  
you know anyone with this name?



HITMAN

No.

2-10

I sense you know something that could help with my search.

HITMAN

No.

2-10

If you do not inform me now, you will be forced to through violence.

HITMAN

No.

The hitman turns to face 2-10, and readies his fight-stance.

2-10 follows suit.

The two of them fight. 2-10 subdues the hitman fairly quickly and bends his arm behind his back.

2-10

Now will you tell me what you know?

HITMAN

Okay, take it easy.

2-10 lets him go, and the hitman straightens and dusts off his clothes.

HITMAN (CONT'D)

You're a strange one, though quite the fighter. I commend you on your abilities and your compassion. I will tell you what I know. What you said before reminded me of a man who accosted me the other night. He saw me fight and was very keen on knowing my training. He was a fighter himself, I could tell.

2-10

What more information do you have?

INT. POLICE STATION - DAY

Parsep suits up in body armor then joins his fellow officers as they listen to the radio for instructions. Suddenly a mass RADIO BROADCAST comes through the speakers.

## RADIO BROADCAST

This is an emergency broadcast,  
this is not a test. Repeat, this is  
not a test.

(beat)

This just in, we have been given  
instruction that we must all gather  
our loved ones and we must travel  
to the nearest designated safe  
zone. Here's a list of all  
designated safe zones--

## OFFICER #3

Who's got pen and paper! Someone  
jot this down for Peet's sake!

## OFFICER #4

Don't get your panties in a bundle!  
They're gonna repeat the list.  
Right? Right!?

## OFFICER #5

That's right, Fredrix. Although, I  
must say, just because all this is  
happening, doesn't mean we forget  
our duties as officers. I believe  
we should all stay behind and  
assist people in the evacuation  
until the city is clear.

## OFFICER #3

She's right.

## OFFICER #4

(nods)

## PARSEP

(laughs)

That sounds nice and righteous and  
all. Except take a look around.  
You're the only ones left. Everyone  
else is either leaving the city or  
they're one of those things. I'm  
not waiting around any longer.

Parsep gets up and is about to leave. Three other officers  
stop him.

## OFFICER #2

Hey, Parsep. You're right, we got  
to get out of here while there's  
still time. We'll drop you off at  
your house.

PARSEP  
All right, let's go.

INT. POLICE VAN - DAY

Parsep sits in the back with another officer. The van suddenly makes a sharp turn then stops and starts to shake.

OFFICER #6  
What the heck's going on out there?!

Parsep and the officer hop out the van.

EXT. STREET - DAY

Almost immediately, the officer is taken by the creatures.

Close to fifty host bodies surround the police van.

Parsep is able to defeat many of them. He is much stronger since his last fight.

Still, he is overcome by their numbers and gets beaten.

The human hosts pick up Parsep over their heads and begin to carry him to their leader, until 2-10 arrives and saves him.

2-10 frees Parsep from the hosts' grasp, and tosses him many meters from the location.

Parsep gets up, retreats to a safe distance and watches from behind a parked car.

The alien's hosts swarm 2-10 while he tries to keep them away from Parsep, and they tear him apart, revealing to Parsep that his saviour is really an android.

2-10's head is knocked off and lands before Parsep. Its eyes look over at him.

2-10  
Go Parsep. You and your partner  
must live. So he can live.

Parsep regains control of his body and he runs home, while the host bodies chase after him.

INT. PARSEP'S HOUSE - DAY

Waneeta sits around unaware of what's going on outside. Parsep arrives and tries to lead her out of the house.

WANEETA

What's going on? What happened to you?

PARSEP

My team got attacked. Alien Invasion. Robot man. No time to explain.

EXT. PARSEP'S HOUSE - DAY

Waneeta and Parsep make it out of the house and into their car and they drive away to the nearest safe zone.

EXT. FOREST - NIGHT

The hitman sits on a log by his camp site and stares at the city in the distance. There is a strange orange glow that emits above the city.

Strange noises begin to form all around him in the forest.

The hitman turns around and looks fearful.

He goes into his fight stance.

Suddenly, small, mutant animal creatures who made contact with the second alien or its hosts, leap out of the forest and attack the hitman.

BEGIN FLASHBACK

EXT. FOREST - DAY

A man, REJINALD, wakes up in his tent and then packs up his camp, sometime in the afternoon.

He backpacks through the woods and enjoys the scenery.

EXT. LABORATORY - DAY

Rejinald comes across a forgotten, shut-down building, heavy with forestation, and he decides to enter it.

INT. LABORATORY - DAY

Rejinald examines what few items remain inside the dusty facility. There's beakers, chemicals, equations jotted onto paper, and other stationary supplies.

Rejinald notices a red button on one of the walls.

He presses it.

An electronic door in the wall slides open. Behind it there are dozens of androids that no longer function, and a large wardrobe of clothes that appear futuristic.

Rejinald decides to move into the building.

He studies the androids and how they work. Rejinald builds one of his own, and so, 2-10 is made.

EXT. LABORATORY - DAY

Rejinald stands with 2-10. He has shed his old, dirty, and torn clothes, and now wears a futuristic ensemble, and a large napsack on his back.

REJINALD

Goodbye, my friend. These past few months with you have made me realize how much I missed out on building relationships with other people.

The two of them share a smile.

REJINALD (CONT'D)

You have been such a wonderful friend. You helped teach me to put my trust in others again. Do not worry, I will return someday soon. I will not forget you, 2-10. Goodbye.

2-10

Goodbye, my friend.

Rejinald extends his hand and he and 2-10 shake hands.

He departs on his new journey, a smile on his face.

2-10 does not stray too far from the laboratory, and apart from the occasional creature he comes into contact with, he remains at that location in isolation for years.

His smile slowly fades.

END FLASHBACK

EXT. INFESTATION ZONE - NIGHT

Back inside the city where the aliens made first contact, the entire area now glows an eerie orange and the temperature is extremely hot.

A small army of soldiers walk through the terrain.

The soldiers all wear bio-suits that increase their strength and lower their body heat drastically.

Everyone except for Parsep carries spray wands, and they "decontaminate" where ever they walk past with a sparkly, neon blue-colour spray.

Parsep leads the group and close behind him are two other soldiers, PRETNI and ALPHAL.

ALPHAL

Why does it feel like our squad receives more patrol hours than every other squad combined?

PRETNI

Isn't it obvious, because we have the unstoppable alien exterminator.

ALPHAL

Yeah, well, there's something fishy about him if you ask me. What makes him so special? We all have the same equipment, and we all went through the same training.

PRETNI

Maybe he's not even human. Maybe the army built him to fight with us so that we actually stand a chance.

ALPHAL

No, I don't think so. I think he knows a lot about machinery, and he must have upgraded his suit somehow.

PRETNI

Well, let's ask him.

ALPHAL

No, wait.

Pretni hurries ahead to speak with Parsep. Alphas shortly follows her.

PRETNI

So, do you mind telling us your secret?

PARSEP

What are you talking about?

PRETNI

Why are you so much stronger than the rest of us? I know we all wear these suits to make us stronger, though it seems your suit makes ours look like nothing. Why is that?

(beat)

Did you get yours upgraded somehow?

PARSEP

I guess you could say that.

PRETNI

If that's true, why don't you help upgrade every soldier's armor?

ALPHAL

She's right, we could use the extra advantage.

PARSEP

I'll put in a good word for you two, if I can find the time.

(beat)

There's some more up ahead.

ALPHAL

You sure?

PRETNI

He's right.

Pretni presses her all-way radio button.

PRETNI (CONT'D)

I'm detecting movement. I spot at least thirty signatures.

A scared SOLDIER pipes up.

SOLDIER #1

That's too many. We should just retreat back to base. Besides, we've sprayed enough for one shift, I'd say.

PARSEP

Who's we?! Every battle, you've done nothing but cower, while we risk our lives. We will take these buggers on, with or without you. Then we will end our shift and go back to base.

More soldiers agree with the scared soldier.

SOLDIER #2

Maybe Juxtin is right.

SOLDIER #3

We don't stand a chance against that number of aliens. And remember training? It's always best to avoid swarms.

The rest of the soldiers nod in agreement.

PARSEP

You call yourselves soldiers?! Fine. I'll do it myself. All any of you have done so far is hold me back, anyways. I will fight much better without having to save your tails every five seconds. All of you go!

Parsep stomps off in the direction of the swarm of alien hosts. Seconds later, Alphas and Pretni join him.

ALPHA

Wait, Parsep! You really were about to take on those menace all by yourself. You are a brave man and I will fight with you.

PRETNI

So will I.

PARSEP

Let's go do these things in then.

Parsep turns to attack, though he waits when he hears Pretni's voice.



PRETNI

You were right back there. I know we all would be dead if not for you.

PARSEP

Your point is?

PRETNI

All I'm saying is, please, don't stop saving our tails if you have the opportunity to do so.

Parsep rushes off to battle the alien hosts.

ALPHAL

Don't forget, don't take on more than you can handle.

Alphal and Pretni follow and quickly arrive to the battle.

Parsep fights with a large group of alien hosts, while his new friends only take on one or two at a time.

The soldiers kill the entire group of alien hosts, and the battle is over quickly.

The three of them relish their victory a moment.

PARSEP

Well, that's that.

Parsep prepares to head back to base.

ALPHAL

We should spray down the area first.

Parsep picks up the nearest alien host by the neck and he jangles its lifeless body back and forth.

PARSEP

They are deceased, with or without your stupid spray. Can't you tell?

Parsep tosses the body at Alphal, who flinches away when it gets close to him.

ALPHAL

Yes, I see. Although, it would still give me some peace of mind if we completed our orders.

PARSEP

Whatever helps you sleep.

Alphal and Pretni use their spray wands to, supposedly, decontaminate the area.

INT. ARMY BASE CAMP - DAY

In a very long hall with rows of telephones on each wall, Parsep speaks with Waneeta, who is thousands of miles away at a safe zone.

PARSEP

Waneeta, I told you, you don't have to worry about me. We're making better progress than we had hoped for, and we haven't lost a single soldier in our last three engagements, all thanks to me. It even seems to me like the enemy is getting slower.

WANEETA (O.S.)

That's great news, honey. You know I will always worry about you, though. Do you miss me?

PARSEP

Yes, I miss you. Though I think it will still be a while before the war is over and done with. There's no telling how much land the aliens have control over.

WANEETA (O.S.)

Well, don't make us wait too long. I can't wait to see you again. I love you.

An alarm starts to blare and a group of soldiers jog past.

PARSEP

I gotta go, my shift is starting up again.

Parsep hangs up the phone and hurries to his station.

INT. SAFE ZONE BASE - DAY

Waneeta hangs up the phone on her end, then she looks down at and rubs her pregnant belly.

INT. ARMY BASE CAMP - DAY

Parsep and his fellow soldiers go to their individual stations and they suit-up into their bio-armor.

EXT. ARMY BASE CAMP - DAY

Parsep, Pretni, Alphas, and the rest of Parsep's squad of seven soldiers all walk to a large tank-like vehicle.

An enormous wall separates the soldiers and the rest of the world from the orange tint of the infestation zone.

INT. ARMY TRANSPORT VEHICLE - DAY

An army training INSTRUCTIONAL VIDEO plays on multiple screens inside the vehicle where Parsep and his fellow soldiers sit.

INSTRUCTIONAL VIDEO

Once inside the infestation zone,  
never take off your bio-suit.

On the monitor, a black silhouette of a cartoon soldier takes off his helmet, then drops to his knees, coughs and clutches his throat.

INSTRUCTIONAL VIDEO (CONT'D)

Even the slightest contact with  
your enemy can cause infection.

Then, another cartoon soldier fights a cartoon alien host with an orange tint.

The host punches through the soldier's armor and the soldier turns the same tint as the alien and starts to attack a different soldier.

INSTRUCTIONAL VIDEO (CONT'D)

So always wear your power-armor!  
It's better to remain human.

(beat)

Don't take on more than you can  
handle, and remember to stay with  
your squadron.

In the cartoon video, a soldier does battle with a group of aliens who all jump on top of him and overtake him easily and they infect the soldier.

In the next scene, a soldier has a squad with him and they all fight one alien host at a time and the soldiers defeat them all.

INSTRUCTIONAL VIDEO (CONT'D)

Taking on a swarm by yourself is never a good idea, and seeing one infested can mean that there is a hundred more nearby. So, be alert, and trust in your squadron.

EXT. INFESTATION ZONE - DAY

Parsep and his squad mates do battle with a small group of alien hosts. A second group of hosts advance on them and Parsep rushes forward to intercept them.

Parsep kills the second group of hosts, then turns to his squad who finishes up their battle with the first group.

Parsep is the first to notice that hundreds of alien hosts surround Parsep and his fellow soldiers.

The hosts clear a path for the second lead alien creature, EILDRENG, that has the appearance of the hitman in mutant-alien form, to speak to Parsep.

EILDRENG

I know you. You are the one who killed my mate. We were bonded for eight-thousand-eight-hundred-and-eleven years, and you stole Kawningwa away from me for the rest of time! Your memory of killing my reflector will help fuel my take over of your entire species.

PARSEP

What on Earth are you talking about, you alien-freak!? I never killed your precious, "Kawblahblah", okay?!

EILDRENG

Feign ignorance if you must, your fate remains the same.

PARSEP

(laughs)

Oh wait a second, was she that ugly slug that was controlling that weak, pip-squeek Jamisun that one night!?

Because, if she was, I enjoyed mashing her slimy guts all over the bottom of my boot heel! And I'm ready to do the same to you!

EILDRENG

I will give your fellow soldiers the opportunity to return to their base, their deaths will come soon enough. For now, my qualm is with you.

Parsep turns to his squad.

PARSEP

You all should listen to that. I can handle this myself.

The alien hosts clear a path, and the squad of soldiers begin their retreat.

Pretni stays and is about to join Parsep. Alphal stops her.

APHAL

What are you doing?

PRETNI

I can't let him fight that-- Thing by himself, he has saved us so many times before, it's time I returned the favor.

ALPHAL

I will stay too.

Pretni and Alphal move beside Parsep.

PARSEP

Leave. You two will just slow me down and be nothing but a hindrance.

PRETNI

We aren't going anywhere. You could die one of these days doing battle without backup, and I won't let today be that day.

PARSEP

If I die, maybe I never deserved life in the first place.

(beat)

Just go already, it's time I ended this war.

PRETNI

What do you mean? Is that thing--

PARSEP

Go!

Parsep's yell makes Pretni jump slightly, and she and Alpha do what he says and join the other soldiers who left already.

PARSEP (CONT'D)

Time for you to taste defeat, you sickly-looking mutant. I hope that you are tougher than your old, slug-of-a girlfriend, I've barely broken a sweat today.

EILDRENG

Kawningwa's absorption strategy differs greatly from my own. I choose strength over numbers, and search for my prey rather than lure them to me. Taking the lives of only the most powerful is the process I use, and already I have absorbed enough creatures to easily take the life of you, also.

EXT. FOREST - NIGHT

Back on the night when Eildreng and Kawningwa landed on Earth, Eildreng, in its tiny, vein-like form crawls out of the meteorite crater.

Eildreng crawls around until it finds a giant T-Rex and attaches itself to the back of its neck.

EXT. FOREST - DAY

The mutant T-Rex that Eildreng has control over stomps through the terrain.

Many tentacles shoot from its body, that strike various animals in the woods, who then mutate into hosts for the alien to control.

Eildreng locates another opponent to absorb, this time in the form of a large gorilla.

The gorilla swings from various branches, and tries its best to defeat Eildreng, though, in the end it becomes one with the lead alien.

EXT. FOREST - NIGHT

Eildreng then thinks back on the time his animal host minions did battle against the hitman, until eventually, the hitman is beaten to submission.

The animal hosts throw the hitman before the feet of Eildreng, who picks him up.

Eildreng places his hand over the hitman's head and uses his power to heal him completely.

The rejuvenated hitman attacks Eildreng, though Eildreng takes hold of him and absorbs his body, and his strength, into his own.

EXT. INFESTATION ZONE - DAY

The lead alien creature continues to address Parsep.

EILDRENG

The idea of adding your lackluster force to my well of strength is laughable, although, I suppose I must make an exception with you and execute this task to honor my one true connector. Your new life full of terrorizing and agony will begin shortly, when your mind and body belongs to me. You are now my slave!

Eildreng vanishes.

Almost in an instant it appears behind Parsep.

Parsep quickly turns around and Eildreng punches him across the face which knocks Parsep to the ground.

Parsep gets up, though Eildreng is too fast and too strong, and attacks Parsep with a flurry of punches and kicks until Parsep is a bloody mess, though he continues to try and beat the alien creature.

Eildreng is about ready to absorb Parsep, when suddenly, Pretni jumps into the picture and stops the process.

Pretni and Parsep join forces against Eildreng and they begin to have the upper-hand.

Eildreng then commands a group of its alien host bodies to fight with and distract Pretni from doing battle with it.

The hosts beat Pretni up bad, while Parsep continues his fight with the lead alien.

Soon after, Pretni is hit so hard she drops to her knees, unable to defend herself anymore.

A alien host steps forward and is about to convert her into one of them.

Parsep tries to punch Eildreng, who grabs hold of his arms. Parsep turns to Pretni.

Eildreng loosens its grip on Parsep, curious as to what he will do. Parsep continues to fight Eildreng.

PRETNI

Parsep--

The alien host punches through Pretni's bio-armor.

Alphal stops when he notices the change to his Squad Monitor on his Eye Display.

A small skull and cross-bones symbol pops up next to Pretni's name. Pretni is now one of the alien host bodies.

Alphal turns and stares at Pretni's gravesite.

Parsep begins to lose the fight once again, he drops to his knees also, unable to keep on his feet from pain and exhaustion. Eildreng stands before him.

EILDRENG

What did I tell you, human?

Alphal quickly returns and elbows Pretni's new host body in the back of the neck and kills her.

Eildreng turns its attention to the new arrival, though is not quick enough.

Alphal rushes over and knocks Eildreng over, picks up Parsep, and jumps away with all his might.

Eildreng gets up slowly and stares off in the direction of their retreat.

BEGIN FLASHBACK



INT. HATOVA FAMILY HOME - DAY

A young boy, LURRY HATOVA, stands next to the deathbed of his grandfather, GRANDPA HATOVA.

GRANDPA

I've been keeping a secret from you, Lurry. Something I should have told you long ago. Our family before me has dedicated most of their time searching for a set of mystical objects. Objects that hold a great power.

LURRY

What are you raving about old man? I don't have time to listen to your demented ramblings. All I care about is the fortune you will be leaving me once you are dead and gone. How much is it exactly?

GRANDPA

The money is all gone. I donated it to important charities across the globe.

LURRY

You're joking, right?

GRANDPA

The money's not important! What's important is that I'm offering you a chance to become whatever you desire most. You could even become a god if you see fit. That's what I had hoped to become.

(beat)

Here, take this key.

Lurry's grandfather slowly removes a key from a chain around his neck, and hands the key to Lurry.

GRANDPA (CONT'D)

Inside my study you will find my will, and with it you will find my most valuable possession. In my death, I leave it to you.

LURRY

I needed that money, you senile old fool!

(beat)

What else are you leaving me with?

GRANDPA

I've spent almost my entire life--

LURRY

What else is there?!

GRANDPA

I also leave you the remaining remnants of your ancient ancestors once mighty army.

LURRY

There has been no need for any army for centuries!

GRANDPA

I was only able to locate three, except they were too well guarded for my workers to obtain. I'm positive that you, my one and only grandson, will complete my mission, and you will achieve a greatness unmatched by all.

Lurry's grandfather passes away, a big smile on his face.

Lurry gets up slowly, then he punches his dead granddad hard across his face, and yet, the smile on his grandpa's face remains intact.

Lurry uses his fingers to force his grandfather's lips to form a frown.

Lurry exits the bedroom, and uses the key to unlock and enter his ex-guardian's private study.

Lurry locates his grandfather's will on top a large wooden desk. Lurry finds a second piece of paper behind the will.

It is a map of the world with three tiny, red x's that scatter the page.

INT. ARMY STORAGE STATION - DAY

Lurry enters the humongous storage area, and he presses a button beside the entranceway, which activates hundreds of overhead lights.

The lights reveal a massive inventory of military equipment and vehicles.

INT. HELICOPTER - DAY

Lurry, who is now a young man, pilots one of his large military copters over a jungle terrain.

EXT. JUNGLE - DAY

Lurry cuts through dense leaves and branches with a machete, until he is in front of the entrance to a grand, almost forgotten entirely, stone temple.

Lurry pulls a torch from his backpack and ignites the tip of it, then he enters the temple.

INT. TEMPLE - DAY

The room Lurry steps into seems to have no other passageways except for the entrance.

Lurry gets down on his knees and sweeps away the dead leaves that cover the floor, until he finds a stone grate.

He tosses his torch outside, removes a crowbar from his pack, and uses it with all his strength to pry open the grate.

Underneath the grate is a thick layer of ice that covers the next underwater passageway.

Lurry kicks and uses his crowbar to bash the ice until it breaks apart, then he takes out a breathing apparatus and sticks it in his mouth.

He plunges himself into the freezing-cold water and begins to swim around the large body of water, as he looks for the entrance to the next passageway.

Lurry swims past many dead bodies that float in the water, until he reaches a pocket of warm water. He locates the exit out of the water.

Lurry pulls himself up through the hole, onto the stone floor, where he shivers intensely for a moment before he picks himself up and continues his search.

He now stands in a hallway and he spots on the floor a couple of charred dead bodies.

After he takes a few steps forward, a series of flame-throwers on the ceiling engage themselves.

The fire shoots from the spigots in a sequence that alternates itself, though there is a pattern to it.

Lurry studies the fire a moment before he makes his attempt to cross it.

Lurry walks towards the first set of flame-throwers. The spigots suddenly move and shoot fire directly at Lurry, so he needs to adjust his approach on the fly.

He manages to make it through this trap regardless.

Lurry moves through a large stone door-way into the next well-guarded chamber.

EXT. UNIVERSITY - NIGHT

A professor, KLYVO, exits the building and walks to his car in the parking lot.

Lurry approaches the man and gives him quite a fright, when he spots Lurry's reflection from his car window.

Klyvo turns around quickly to address the stranger.

KLYVO

Yes? Can I help you?

LURRY

As a matter of fact you can help me a great deal.

KLYVO

I'm not sure I follow.

LURRY

Your name is Klyvo, yes? You're a professor here at the school, you specialize in scientific and political studies?

KLYVO

That's correct.

LURRY

Have you ever dreamed of more from life?

KLYVO

I suppose most people do.

LURRY

What are your deepest dreams?

KLYVO

Where are you going with this?

LURRY

I know of a way to make all of your dreams become reality, no matter how wild they may seem.

KLYVO

Oh yeah? How do you plan on making that happen?

LURRY

It is my destiny to be President of the World, though first I will need your help, and the help of all your resources.

KLYVO

Your destiny, eh? I've heard enough.

LURRY

Step aside, please.

KLYVO

I'm sorry?

LURRY

Step away from the car.

Klyvo does what he's told. Lurry walks over to the front of his car, and takes hold of the bumper.

On his two index fingers are rings.

Lurry lifts the vehicle up over his head, holds it in place with just one arm, then places it back on the pavement, and he makes it look easy.

Klyvo is both astounded and frightened at the same time.

LURRY (CONT'D)

With my strength, and your smarts, the two of us could become the two most powerful people on the planet. So, what do you say? Will you join forces with me?

Lurry holds out his hand, and Klyvo takes hold of it and the two of them make confirmation of their deal.

## INT. BRAIN DIVISION UNIT - NIGHT

Lurry sits in his office that overlooks a large, clean, silver-metal room, that many scientists perform various scientific experiments in.

Most of the scientists write fervently on many pieces of paper, some do various chemical tests, while others focus on the design of a bio-suit of armor prototype, and build separate pieces for it.

In front of a computer, the HEAD SCIENTIST sits and watches a ton of different equations scroll down the screen, until suddenly, he clicks a button to stop the scrolling, and rereads one of the equations.

The scientist jumps up out of his seat and he rushes up the stairs to Lurry's office.

The lead scientist knocks lightly on the office door.

LURRY

Enter.

The eager scientist quickly enters.

HEAD SCIENTIST

I just finished reading through almost each and every scenario that has a chance of getting us to reaching our goal, and I believe I now know of an absolutely foolproof plan that is sure to bring you into top-power.

LURRY

Good. Get started on implementing the scenario immediately.

The head scientist hurries out of the office.

## EXT. FOREIGN PLANET - NIGHT

Two aliens, Eildreng and Kawningwa, exit the bedroom of their enormous palace, onto a balcony that rests very high-up off the ground.

The sky is a very deep, dark purple color and among the stars, spread out in the sky are different color planets, some circular, some irregular, that vary from big to small.

Below the balcony, there are millions of the two aliens' mutant followers, who they have complete control over.

The host bodies all cheer loudly, soon as their two alien leaders enter their sights.

Eldreng turns to speak with its mate.

EILDRENG

I have grown weary of ruling over this planet.

KAWNINGWA

Yes, as have I. Let us seek out new lands for us to defile, and soon enough, we will have reigned over each and every last living races of the universe.

EILDRENG

Just as we have discussed many a time in the past. Shall we ruin this planet's integrity, or spare it from utter devastation?

KAWNINGWA

I would of course rather we remove the planet, all planets for that matter, from their belonging in the galaxies. I say we prepare our departure immediately, my Eildreng.

EILDRENG

I share your sentiments exactly, my Kawningwa.

The followers all suddenly become totally motionless, then they drop to the ground, dead, no longer puppets of the two powerful aliens.

EXT. OUTER SPACE - NIGHT

The foreign planet, once home to Eildreng and Kawningwa, explodes into trillions of small pieces.

A small meteorite from the broken planet, that carries the two aliens, now back in their tiny, vein-like original forms, travels quickly to the next planet for them to conquer.

INT. UNITED SECTORS BUILDING - DAY

In a large meeting hall, sits dozens of political figures.

The meeting DIRECTOR leads the forum discussion.

DIRECTOR

Mr. Hatova, we are in desperate need of your military resources. Will you aid us in the war against the alien invaders?

LURRY

Yes, as a matter of fact, my brain division has been developing new equipment that I believe has the capacity to end any war, current or future, in almost no time at all.

INT. ARMY STORAGE STATION - DAY

All of the armored transport tanks and helicopters are driven out of the building, one after the other.

Military workers open up many crates and remove from them the freshly-completed bio-armor that enhances motor functions.

Many soldiers test out the product, with satisfaction.

END FLASHBACK

INT. WAR ROOM - NIGHT

Lurry sits around a large, round table, with many influential political figures.

Lurry's right hand man, Klyvo, stands beside him.

The LEAD POLITICIAN makes an announcement.

LEAD POLITICIAN

Lurry Hatova, due to your vast resources, and thanks to your incredible foresight, the war is now over. The war lasted only four month, eighteen days, and zero hours. It was the shortest war in the history of our planet, that we know of. We ask you this with the utmost confidence in your extraordinary character, and abilities. Will you help lead the people of Earth into the brightest future possible, help lead us all to greatness? Will you be the new President of Earth?



LURRY

I graciously accept your offer.

The politicians all clap loudly.

INT. PRESIDENTIAL HOUSE - DAY

Lurry enters the main office of his new home.

He takes his seat in his fancy, cushioned seat, behind his huge desk that displays on the front of it a large gold plaque that reads: 'PRESIDENT HATOVA - RULER OF ALL SECTORS'.

A feeling of contentment sweeps over Lurry, and he brings his hands together and laughs to himself loudly.

EXT. DIG SITE - DAY

A migrant worker with the name TELVOR, digs and sifts through a large crater of sand with many other workers around him who do the same.

Telvor plunges his shovel into the dirt, and it makes contact with something hard.

He uses his hands to unbury the object. He calls out to the dig manager.

TELVOR

Something strange! Over here!

The manager walks over to Telvor, and when he sees the recently-found object Telvor holds in his hand, he quickly snatches it from him.

Then, the manager does a few hand motions, and two large guards quickly appear and grab hold of Telvor by his arms, and they drag him away from the site.

INT. DIG SITE MAIN OFFICE - NIGHT

Telvor sits and waits in a chair in a small, empty room, though there is a second chair directly across from him.

After a very long wait, President Hatova enters the room.

Telvor's jaw drops at the sight of him, and Hatova takes a seat in the second chair.

PRESIDENT HATOVA

You have no idea how grateful I am for your discovery today.

TELVOR

It's my pleasure, your majesty.

PRESIDENT HATOVA

Mine also. You should be rewarded for helping me so. What Sector were you from originally?

TELVOR

Sector three.

PRESIDENT HATOVA

What brought you here to work on my dig site? A decent paywage, I imagine?

TELVOR

That's exactly right, sir. I have a wife back at my home-sector. We could not make ends meet over there, so I made the decision to move to this Sector, and I now send my wife the majority of my pay cheques, though, still we face struggles concerning money.

PRESIDENT HATOVA

How would you like to be reunited with your wife, with promise you will never have to struggle ever again?

TELVOR

That would be marvellous, oh great one!

PRESIDENT HATOVA

That's not all I can promise for you. How would you like to be the new leader of your old home-sector?

TELVOR

What?

PRESIDENT HATOVA

I don't like to repeat myself. I'm sure you heard me the first time.

TELVOR

Why would you want me to be leader  
of Sector three? Of any Sector?

PRESIDENT HATOVA

I need someone I can trust to be in  
control of that specific Sector. I  
don't trust just anybody.

TELVOR

What's the catch?  
(beat)  
Master.

PRESIDENT HATOVA

No catch. All I ask is that you  
keep the object you found today in  
your possession at all times, and  
that you protect the artifact with  
your life.

(beat)

Are you willing to perform this  
task for me, and become ruler of  
the people of the Sector you call  
home? I know you will be a fair and  
just leader. Does this offer  
interest you?

TELVOR

Yes. Very much so, Mr. President.

INT. TELVOR'S CASTLE - DAY

Upon two side-by-side thrones sits, Telvor and VAL, his wife.

On either side of the king and queen's throne stands a long  
line of royal soldiers, who carry spears and stand guard.

There is also a long line of their people, who wait their  
turn to explain their troubles to their new leaders.

The next CITIZEN in line makes her request known.

CITIZEN

Please, sires. My family and I are  
in need of more rations. Ever since  
the birth of my fifth child, we  
have been lacking in sustenance.  
Will you please help us?

VAL

We shall! No citizen of ours should ever go another day without the required three meals a day inside their tummies.

CITIZEN

Thank you so much my royal highness, and my king, thank you!

INT. TELVOR'S CASTLE - NIGHT

King Telvor and Queen Val sleep in their big bed, when suddenly, a group of Hatova's secret task soldiers burst into the room, which wakes up the couple.

TELVOR

Who the devil are you?!

The lead SECRET SOLDIER explains their presence.

SECRET SOLDIER #1

President Hatova sent us. We have direct orders from the president to drill a few pointers into your brain. From now on, you run this Sector the way master Hatova wants it run.

TELVOR

This is an outrage!

SECRET SOLDIER #1

Now and onward, you will be receiving a monthly visit from us and our friend over there.

An outline of one of the president's expert interrogators stands in the doorway.

SECRET SOLDIER #1 (CONT'D)

Don't worry, in due time, our little meetings will become like second nature to you.

The INTERROGATOR enters the bedroom and walks over to Telvor.

He picks Telvor up off the bed and holds him off the ground.

INTERROGATOR

He's right, you know. Eventually, it will seem like our meetings simply, fly by.

The interrogator proceeds to toss Telvor around the room, hard against the walls and various furniture, while Val screams in terror.

The king and queen's personal guards stand outside the room. They close the doors and allow the assault to continue.

INT. JAVIAAR'S MANSION - NIGHT

The new lord of this Sector, JAVIAAR, sits in a large-backed chair, in front of a very large fireplace inside his library room, and he sips on a large glass of red wine.

The library doors burst open and a trio of his soldiers, and Hatova's secret soldiers rush into the room.

Javiaar remains in his seat with his back to them.

JAVIAAR

Well, isn't this an interesting turn of events. Though, I'm not surprised in the slightest.

An EX-SOLDIER of Javiaar tries to speak.

EX-SOLDIER

Apologies, my lord. Although, with all due respect--

JAVIAAR

Silence! You no good, lousy traitors! I'll see to it you all rot for your treason!

SECRET SOLDIER #2

Sorry Javi, you are no longer the leading state of authority of this Sector. From now on, you are merely a placeholder for the almighty President Hatova, ruler of all, and we are here to remind you of that.

Javiaar finishes his wine, stands, then he throws his glass aside and it shatters against the floor.

JAVIAAR

Treacherous scum. If you try to strip me of my position, none of you will be leaving here alive! Attack, if you dare!

Javiaar goes into his ready-stance. The expert interrogator for this Sector steps forward, then he disappears.

He re-appears in a split-second, after Javiaar blocks his frontal attack on him.

Javiaar then grabs the interrogator by the throat, lifts him in the air, and breaks his neck with his one hand.

The secret soldiers all look stunned, then furious and they attack Javiaar all at once.

The soldiers are no match for him, and Javiaar very quickly disposes of them.

Javiaar's personal guards drop to their knees.

EX-SOLDIER

Please, Lord Javiaar! we were told that if we refused to listen to Hatova's soldiers, they would murder us, and our families.

JAVIAAR

Your chances of redemption have gone and went the second you questioned my need to lead my people. All of you are under arrest. Take comfort in knowing I won't let anything happen to your families, and perhaps in time I will allow you facetime with them.

INT. FAMILY HOME - DAY

Members of a family sit or stand in front of their television set, and they watch the intersectorial news channel.

On the TV, President Hatova stands outside the entrance to his presidential house, with many of his assistants all around him.

The camera shows Javiaar's military helicopter land in front of the building, and the Sector leader exits it in a hurry.

Then President Hatova holds out his hand for Javiaar to shake, though Javiaar ignores his offer and quickly walks past him and into the building.

The family who watches this transpire in their living room all make sounds of disbelief.

INT. PRESIDENTIAL HOUSE - DAY

In Hatova's private office, Javiaar paces the floor.

JAVIAAR

Have you lost your mind?! What gives you the idea I would just surrender my body to your wretched goons?!

PRESIDENT HATOVA

If you fail to comply with the newly-imposed meetings, I will have no choice, except to declare war on the Sector you reside in.

JAVIAAR

(beat)

You have made a powerful enemy this day! You spoiled brat!

Javiaar exits the office with a pair of loyal private guards.

After he's left, Hatova motions for Klyvo to lend his ear, and he whispers to his second-in-command.

PRESIDENT HATOVA

Ready the G.W.M.G..

EXT. WARZONE - DAY

A group of twenty G.W.M.G. soldiers, who wear the motion-enhancer bio-suits, stand outside the Sector that Javiaar is leader of.

The soldiers' suits all feature the letters G.W.M.G.. The official emblem of the Greatest War Militia in the Galaxy.

The lead G.W.M.G. SOLDIER gives his orders to the others.

G.W.M.G. SOLDIER

Backups on its way. Time to move out, people!

Hatova's armored army all sprint their fastest and make the fifty kilometre trek to the center of the Sector in seconds.

On their way there they run past much less-equipped soldiers from both sides of the two factions at war, who shoot at and sometimes kill each other.

Inside the downtown region of Sector nineteen, a few hundred feet from the bio-suit soldiers, the rest of Lord Javiaar's two-hundred strong army marches forward through the street.

On their front line there is a long horizontal line of soldiers who weild big metal shields, with small round slots in them for the barrel's of their guns to poke through.

Hatova's bio-suit soldiers fire their guns at their enemy, though the shields absorb all of their bullets, and protects Javiaar's army from injuries.

Javiaar's shield-holders shoot back at them, though their targets possess super-strength and reflexes thanks to the armor they wear, and each of them easily step out of the way of the incoming bullets.

JAVIAAR

Warriors! Halt! We must devise a different strategy against these enemies!

Suddenly, the ground the soldiers stand on starts to shake in three second intervals, which causes them to briefly lift into the air.

JAVIAAR (CONT'D)

Make way!

The shield-soldiers clear a path for their leader to walk through, then they return to their defensive position.

There with the bio-suited soldiers, stands a thirty foot-tall bio-engineered ROBOTIC-BIO-TANK. The tank has a human-like body, though it has no head or neck or skin.

The tank holds in its hands a large, advanced-looking gun, and uses it to shoot at one of the shields in the line-up. The gun fires a large spike that connects to a thick electrical cord.

The spike pierces through the shield and the huge tank-creature squeezes a second trigger on its gun.

Electricity flows from the cord into the spike, and envelops all the lined-up shields, which fries the holders of the shields to a burnt crisp.

The bio-tank then points its gun at Javiaar, and a large laser sight covers his chest.

Before the tank-monster tries to shoot through Javiaar, its gun suddenly disappears from its hands.

The gun is now in the hand of PARGUS, who stands with his friend, KAI-ENE, between the two separate armies. They're two young children, with strength well beyond their years.



Pargus snaps the weapon in half.

The tank screams out in frustration through a speaker system in its chest.

ROBOTIC-BIO-TANK

You pip-squeeks prevented me from following a direct order! You're toast!

The walking-tank then goes down on all fours, and on its back is a multi-missile launcher that holds eight missiles.

It fires its missiles at the young fighters, who disappear, then re-appear in a second back to where they stood.

The missiles all lose functionality and drop to the ground without an explosion.

Pargus steps forward, punches his fist into one of the missiles, and removes from it the explosive part of the weapon, then Pargus throws it at the tank-monster.

Contact is made and the giant tank explodes into many small pieces of bio-tissue, metal and wires. Oil stains the area it stood in.

Pargus then advances and attacks Hatova's bio-suit wearing soldiers. It is twenty against one, though Pargus easily handles combat with them all.

Kai-Ene does her part by rapidly going through different areas of the Sector, and slows down only to render unconscious Hatova's other soldiers.

Outside the Sector, stands Hatova's army commander and hundreds more of his soldiers who have yet to enter the battlefield.

The commander watches through military binoculars, the young fighters take out every G.W.M.G. soldier within the Sector, until Kai-Ene appears directly in front of him, and he stumbles to the ground.

KAI-ENE

Have you seen enough?

The commander pulls a white handkerchief from his pocket and it shakes in his hand.

Pargus appears beside Kai-Ene.

They high-five each other and cheer.

EXT. SECURE ZONE - DAY

The remainder of the G.W.M.G. army slowly marches their way out of Sector nineteen, and many carry with them their still unconscious fellow soldiers.

Javiaar stands before the young heroes, with his army behind him, and he thanks the saviours of the day.

JAVIAAR

Our Sector would surely be lost if not for you brave warriors. How can I repay you, for helping save my people?

KAI-ENE

We believe you have an item of great importance to us.

Javiaar thinks to himself a moment, then responds.

JAVIAAR

I believe I know the item you speak of.

INT. JAVIAAR'S MANSION - DAY

Inside his library room, Javiaar walks over to one of his many bookcases, removes three books off the shelf, reaches in with his hand and pulls out a pair of boots.

JAVIAAR

Tell me, what is the importance of these objects here?

KAI-ENE

They hold a power, granting their user incredibly gifted skills. There's no telling how many enchanted objects there are in the world. We are on a journey to make sure their powers are not abused.

JAVIAAR

I have comfort in knowing you young warriors will no doubt protect these here from any and all evil persons, and that you will not use its powers in any sort of negative light. Here, the boots are yours.

Kai-Ene takes hold of the magical items.

INT. ARMY BASE CAMP - NIGHT

Parsep awakens in the medical unit of the base. A cast and bandages cover his body.

He breaks off his cast and tears it and the rest of the bandages off his body, then he snags a hospital gown, puts it on and rushes out of the building.

Now in his own clothes, in the training facility of the base, Parsep trains with all his might.

2-10 enters the room, though Parsep has tunnel vision and does not notice.

2-10

This is outrageous. Where are the rest of Earth's greatest heroes?

This gets Parsep's attention and he blushes a little bit.

PARSEP

Well, I wouldn't call myself a hero. Wait a second, I remember you! You're the robot-man who-- Who I saw get torn apart.

2-10 stares at him for a couple of seconds.

2-10

We need to work together.

PARSEP

I can handle that walking infection myself.

2-10

I must insist against that plan, I believe strength in numbers is our only hope to end this war.

PARSEP

You don't believe me? How about we fight to decide? If you can defeat me, I will join forces with you, and if I win, well, you will be in pieces and I won't be bothered anymore by some annoying robot!

2-10

I already know you can defeat me in battle. I sense your strength and it is quite unbelievable.

Though, I also can sense the strength of the alien leader, and his power trumps yours still. If we band forces, we may stand a chance against the invader.

PARSEP

Get out of here. Before I turn you into a scrap-heap!

Parsep is inches from 2-10, and he points his finger towards the exit.

2-10 leaves him alone, and Parsep returns to his work-out.

INT. EGG CITY - DAY

The city rests inside a gigantic hollow egg, and consists of many bridges and gondolas, and also hundreds of thousands of compartments for people to live in.

The city is empty, except for one father and son.

In the early morning inside his compartment, a very large, muscular Native man, HUCCRO, perks up suddenly.

He speaks with his young son, MURKURU, before he departs.

HUCCRO

Wait here, son. The threat I told you about is on its way.

Murk motions that he understands.

EXT. EGG CITY - DAY

Huccro exits his oval home and stares off in the distance. Animals begin to react as well to the far away commotion.

An army cuts through trees and creates a path through the sacred land, on its way to the city.

The army arrives and they halt at the clearing at the base of the city.

The soldiers' clothes and the construction equipment all feature the G.W.M.G. emblem image.

The doors to a large bulldozer open, and Parsep exits the vehicle, and also his scaley, green bodyguard.

They approach Huccro.

PARSEP

I thought we told all of you  
peasants to clear out of here.

HUCCRO

This is not your land, we have  
lived here for generations and we  
won't let anybody tear it down.

PARSEP

This property belongs to the  
government, we turned a blind-eye  
to crime here for too long.

(beat)

Actually, I like this better. Now I  
get to make you leave.

HUCCRO

You speak lies. If I must fight to  
defend my home, so be it.

Parsep orders the soldiers on the front line to shoot Huccro. They empty their rounds at the Native man, though their bullets do no damage.

Next, Parsep order the soldiers to fight him hand-to-hand.

Huccro defeats them with little effort.

The bodyguard steps forward and rolls up his sleeves to fight next, and in the end he kills Huccro.

Huccro's son runs out from behind a large pillar beside the entrance-way to the city, and cries over the body of his fallen father.

MURKURO

You devils! You have no right!

Murk tries his best to kill the murderer of his father, and he gets a few good punches in.

The bodyguard knocks Murk aside, and after he sees Murk try to get up again, the bodyguard runs over to him and kicks him as hard and far away as he can.

Murk flies through the air and lands about a hundred miles away from the base of Egg City.

Parsep does some hand motions.

The army resumes their deconstruction.

EXT. FOREST - DAY

Murk awakens in the dense forest badly beaten to an inch of his life. He picks himself up and wanders the area alone.

EXT. FOREST - NIGHT

Murk interrupts BRILLY, a light-blue samurai-in-training, while he performs a sword-dance.

Brill has his outer layer of clothes taken off and Murk can spot various scars all over his body.

Brill turns around and notices Murk there, then he performs a loud war-cry.

MURKURO

Where did you get those scars?

BRILLY

I am one of the most feared fighters this planet has ever seen. When you fight as much as I do you're going to end up with a scar or two.

MURKURO

Is that what you are doing now? Training for fighting?

BRILLY

Yes, it's a sword-dance. My father taught me, he is a great warrior like myself.

MURKURO

My father is a great warrior too.

Murk's eyes start to tear up.

MURKURO (CONT'D)

Well, he was. My dad was murdered right before my eyes, and I could not do anything to help him. I'm useless!

Brill stares at Murk a moment before he speaks again.

BRILLY

I wasn't totally honest earlier. My father is dead too, and he wasn't such a great warrior after all. He is the one who gave me these scars.

He trained me too hard and when I lagged behind he would hit me. Now I train everyday so I won't be a disappointment to anyone else.

MURKURO

You don't need to worry about that, as long if you are a good person, you won't be a disappointment to anyone.

(beat)

If you like, I could be your training partner.

Brill nods, yes. They shake hands.

MURKURO (CONT'D)

My name's Murkuro.

BRILLY

Brilly.

MONTAGE

- Murk and Brill train together, and teach each other their fighting and meditation styles.

- Murk pretends to cry and goes up to a shopkeeper, and distracts him while Brill sneaks up behind them and snags as much food as he can carry.

- Murk and Brill sleep on a big hay-stack inside a barn. They wake up suddenly, and run out of the barn and across a field into the forest, as a farmer and his family chases them away with pitch forks in hand.

- Brill and Murk panhandle on the sidewalk. Murk juggles with one hand and holds up Brill with his other, while Brill does a handstand and waves at the crowd.

- Murk and Brill sit at a diner and eat food. Murk notices a girl beside him, so he leans over and tries to flirt with her. She dumps her drink over his head, and walks away. Murk then slips into her seat and talks to the next girl down the counter.

- Brill and Murk climb up the fire escape of a very tall building and set up sleeping bags on the roof. They rest their hands behind their heads, and look up at the stars, then they turn to one another and smile.

BACK TO SCENE

INT. CLUB - NIGHT

Pargus and Kai-Ene sit at a booth and they eat doughnuts together in celebration.

KAI-ENE  
Here's to completing one of our  
missions, with time to spare!

They hold up their doughnuts and cheers them. Murk walks over and approaches Kai-Ene.

MURKURO  
Hey there, pretty lady. How about  
grabbing a bite with someone more  
in your league?

Kai-Ene doesn't even turn around.

KAI-ENE  
Not interested.

Murk slinks away like nothing happened.

PARGUS  
Now what?

KAI-ENE  
Next up is Sector three.  
(beat)  
Don't worry, Gus. Phase two of our  
plan will happen in due time.

PARGUS  
I've waited a long time for this.  
Thank you for staying with me and  
helping me with this, Kai-Ene.

Kai-Ene slowly reaches her hand towards Pargus'

KAI-ENE  
I--

A person lands hard onto their table and snaps it in two. Kai-Ene angrily stands up searches out the cause of this.

KAI-ENE (CONT'D)  
Hey! What's the big idea!?

There is a group of people who converge on Murk and Brill, and another fight is about to break out among them.

Pargus rushes over and steps between Murk and Brill, the crowd, and the PATRON eager to avenge his friend.



PARGUS

There's no need to fight. How about we all just calm down?

PATRON

Screw calm! He was just hitting on my friend's girlfriend, then threw him across the room!

MURKURO

You're next if you don't get out of my face!

Murk steps towards the person and throws a punch at him. Pargus quickly steps between them and he receives the punch to the face instead.

PARGUS

Stop fighting!

Murk then tries to punch Pargus again, this time with all his might. Pargus grabs hold of his fist then flips Murk onto his back, and starts to drag him out of the club by his wrists.

Murk doesn't struggle. He just stares up at Pargus, with a fascinated look.

Brill tries to intervene, but Kai-Ene twists his arm behind his back and takes him outside as well.

EXT. CLUB - NIGHT

Once outside, Pargus and Kai-Ene let them go.

MURKURO

Where did you learn to fight like that?!

KAI-ENE

By training, instead of spending all his time trying to hit on girls.

PARGUS

Why are you so focused on my training?

BRILLY

We seek revenge on one of the president's right-hand men, for taking away Murk's home.

MURKURO

And for killing my father.

Pargus and Kai-Ene exchange glances.

KAI-ENE

What if we told you we are trying to find a way to bring an end to the president's cruel reign over the rest of the Sectors?

PARGUS

I can still feel that punch from before, you're pretty strong. What say we team up and take down Hatova and his men together?

MURKURO

If it gets me close to the man who killed my father, I'm in. And, if I get to travel beside such a pretty girl, that's just an added bonus.

KAI-ENE

Yuck! Don't you ever stop?

BRILLY

He never does.

The young fighters head off in the direction of Sector three.

EXT. CITY - NIGHT

A second android, with the name TOOTH, enters the city. He has the appearance of a young boy, and his clothes are modern unlike the first android.

He trails Pargus and his crew from a very far distance.

INT. TELVOR'S CASTLE - NIGHT

On the top floor of their castle, Telvor and Val wait for another one of Telvor's beating meetings for the day.

Val tries her best to comfort him.

VAL

Why don't we just leave our post?  
Run away from this madness!

TELVOR

I would rather fight back than run away and abandon our people, even if it means my death.

VAL

Oh, Telvie! Don't talk like that! I don't know what I would do without you!

TELVOR

It's okay, my love. I won't fight, and we won't run either.

Telvor start to weep.

VAL

It's okay if you're afraid.

TELVOR

What I fear most is what would happen to you, and the citizens of our Sector if we don't agree to their terms. It's not so bad, the beatings, what's worse is that Hatova no longer lets us truly help our people. They need us, Val!

VAL

We will make it through the horrors that plague us currently. We will prevail!

The doors to the room burst open, and Telvor's interrogator enters, along with the secret task soldiers.

INTERROGATOR

Is it that time already?

The interrogator and the secret soldiers walk over to Telvor, and when they reach him, the expert interrogator brings his arm back and is about to strike him.

Before he has time to strike, there is a small explosion at the wall next to them that leaves a large hole in the castle.

Pargus, Kai-Ene, Murk, and Brill enter through the entrance they just made, and they interrupt the violent act.

KAI-ENE

Stop right there!

INTERROGATOR

What the? Did pre-school run late today?

MURKURO

Your evilness ends here and now!

BRILLY

You should have chosen a different profession. I've met much wickedness in my life, and I must say, you are truly a disgraceful being.

INTERROGATOR

What do you little kids think you can accomplish from challenging me, besides a very early death!?

KAI-ENE

Enough talk! Time for you to finally learn a much needed lesson in karma! Ready?

The young warriors prepare to attack.

KAI-ENE (CONT'D)

Let's go!

The four young fighters charge at the enemy all at once, while the corrupt villains quickly try to prepare themselves for the fight of their life.

EXT. ROAD - DAY

Kai-Ene takes a bite from a shiny, red apple, as she and her new friends walk down a dirt path with forest on either side. Murk approaches her.

MURKURO

Where'd you get the apple?

KEI-ENE

I grew it myself.

MURKURO

Huh?

KEI-ENE

I'm an alchemist.

MURKURO

A what-chemist?

KEI-ENE

Alchemist. It means I can  
manipulate atoms into creating  
whatever I want.

MURKURO

Do you mind manipulating a steak  
dinner for me?

KEI-ENE

Yes, actually. That would go  
against the alchemist code.

MURKURO

What code is that?

KEI-ENE

Never alter the atoms of a sentient  
being.

MURKURO

It's not sentient if it's dead and  
cooked.

(beat)

You know? Sometimes I think my  
atoms must have been manipulated.  
The atoms of all four of us. Or  
something like that. How else are  
we so strong?

EXT. CAMP SITE - NIGHT

Pargus and Kai-Ene set up their tents, while Brill and Murk  
unravel their sleeping bags out onto the ground.

They light up a fire, then they roast marshmallows.

MURKURO

So. How many magical garments have  
you two claimed, anyhow?

KAI-ENE

Four. Now five with your help.

MURKURO

(beat)

Have you tested their powers?

KAI-ENE

No.

Murk and Brill turn to each other with excitement.

MURKURO

Well. What are we waiting for?!

Murk reaches into Kai-Ene's satchel and pulls out a gold necklace with a round amulet attached that has a red gem at its center.

He holds it by its chain and the amulet spins around in circles. Flashing white light emits from the gem, giving off a strobe effect.

The four fighters all shut their eyes and block them from the brightness, and when Murk drops the necklace the lights stop.

They all rub on their eyes until their vision returns.

Next up is Brill. He removes a round metal headband from the bag, that changes its size to suit him soon as he touches it.

He puts on the headband then stares hard at a large boulder nearby. The large stone starts to move, until it lifts out of the ground before Brill places it back down.

Pargus takes from the bag a pair of gloves. He puts them on then stands and throws a punch at a tree a few meters in front of him. Nothing happens.

MURKURO (CONT'D)

Are you sure those aren't just regular mittens?

Suddenly, the tree Pargus aimed his punch at breaks in half.

MURKURO (CONT'D)

Whoa.

BRILLY

Whoa.

Kai-Ene reaches into her bag next, and pulls out a long, white cape. She tosses it into the fire.

MURKURO (CONT'D)

What are you doing?!

The fire has no effect on the fabric.

MURKURO (CONT'D)

Huh.

Kai-Ene very quickly pulls the cape out of the fire then puts it on. The material grows much longer to wrap itself around Kai-Ene's entire body as a shield.

The cape unwraps from around her, and Kai-Ene removes it.

Murk tests the final item. A pair of boots. He puts them on, gets up, and takes a single step before he falls flat on his face. The others cannot contain their laughter.

Murk gets up again, then takes a step much more carefully. His foot hits something solid in mid-air and then he takes another step and his foot plants itself a little higher up than his previous step.

Murk starts to run through the air as though he was going up an invisible staircase. Then Murk jumps up and points his toes downwards and this time he drops back to the ground landing on his feet.

The others cheer and clap loudly for him, while he bends forward to give a bow.

Rustles emerge from the forest around them. They attempt to locate the source of the noise.

It is Tooth, who appears behind them and makes his presence known to the four friends.

TOOTH

Hello, my name is Tooth. I have reason to believe you are the clan of fighters I have been tasked with finding. I have an important message to tell you.

KAI-ENE

What's the message?

TOOTH

Years ago, there was a war happening against a very powerful alien invader, I'm sure you all have heard of it. My friend fought in this war, and he claims he witnessed first-hand the cause of mankind's victory. It was the five of us.

Murk and Brill share a chuckle, while Pargus and Kai-Ene exchange looks.

TOOTH (CONT'D)

I have a time machine--

PARGUS

What!? How did you get a time machine?!

TOOTH

I stole it. What's it to you?

(beat)

Please, we all need to travel back to when the war was occurring. I swear, it is our destiny to save Earth.

None of them realize there are two monks, ALIS and PHRANK, who levitate above the young fighters.

ALIS

He speaks the truth!

Alis and Phrank slowly float down to the ground.

PHRANK

Don't worry, we mean you no harm. It is an honor to be in your presence.

MURKURO

What the heck's going on?! Who are you people?

PHRANK

My name is Phrank.

ALIS

Mine is Alis, and you are Gus, Kai-Ene, Brilly, Tooth, and Murk. Our sanctum follows a prophecy, passed on by our faithful leader, and I am positive the five of you are the legends our prophecy speaks of. We were sent to find you and bring you to our temple, where our leader can prepare you for the battle that shall determine the outcome of our planet.

Kai-Ene, Pargus, Murk and Brill huddle up and discuss how they feel about these newcomers.

MURKURO

I don't trust these three. My guess is they work for Hatova, here trying to keep us from completing our missions. How do we know they're not spies?

KAI-ENE

I think we should trust them.



MURKURO

How can you say that?!

KAI-ENE

We can continue our missions when we return. Besides, it's clear these monks know abilities that could help us achieve our goals.

PARGUS

I agree. We help fulfill this prophecy they speak of in exchange for training.

MURKURO

I say we need to strike now!

BRILLY

Maybe they're right, Murk. I have a feeling if what they say is true, then we need to lend a hand. It would be the right thing to do.

MURKURO

(beat)

You're right, Brill.

The four fighters break from their huddle.

MURKURO (CONT'D)

We accept your invitation! So, where to?

ALIS

Follow us.

Phrank and Alis vanish and the so-called "legends" do the same shortly after.

EXT. BASE OF MOUNTAIN - DAY

The seven travelers arrive at and admire an expansive mountain. Then they disappear in a blur as they climb it.

EXT. MOUNTAIN-TOP - DAY

They reach the top of the mountain which is almost totally flat. At the center of the rock-floor rests a small temple.

INT. MONK TEMPLE - DAY

The five fighters and the two monks enter the building. At the center of the foyer, rests a time machine.

Behind the travel device is a third monk who sits on a slightly elevated platform in a meditation stance, with his back to the new arrivals.

MURKURO

Yoo-hoo!

BRILLY

Excuse me, sir? Are you the head-monk around here?

The monk slowly lifts into the air, still in his meditation stance. Then he slowly spins around.

The monk is Alphas, who now sports a bushy, white beard, and a badly burnt head.

ALPHAS

Why yes, yes I am. Name's Alphas, and I've been waiting a long time to speak with the five of you.

MURKURO

I had no idea we were so famous.

KAI-ENE

How do you know who we are? Your friends here told us you believe we are part of some prophecy. Please, could you explain?

ALPHAS

Yes. A prophecy not known by many. A prophecy devised by yours truly. For you see, I was a soldier fighting in the Rust War. I was present when the alien leader was defeated, ending the war. I saw the five of you save Earth.

(beat)

Years later, I had an epiphany.

KAI-ENE

what was your realization?

BEGIN FLASHBACK

EXT. CITY - NIGHT

Alphal, unkempt and burnt-faced, walks down the street with his grocery cart full of his things.

He hears and turns his attention to a very loud commotion that emits from inside the city square.

Among the many going ons in the huge city square, there stands a boxing ring with many spectators around it.

Inside the ring, there fights a young boy. It is Pargus, who battles a stranger who is many years older than him.

In the crowd of viewers, Alphal pushes his way to the edge of the boxing ring. He watches Pargus fight and instantly recognizes him.

Alphal comments to a PERSON beside him.

ALPHAL

That boy is quite the fighter.

PERSON

Yes! The kid is unbelievable. No one can beat him. I've been here since this morning and he must of fought at least a hundred people so far. At the start, he announced he was betting the six thousand dollars he has in his pockets against whatever the challenger has on their possession! Except for their clothes! First to fall over loses. See that sac?!

The person points to a large, almost-full bag in a corner of the ring.

PERSON (CONT'D)

The kid will be a champion one day, you heard it from me! He's really good.

ALPHAL

Hm. I wonder.

Pargus defeats yet another opponent, and holds open his bag for him to deposit his belongings into.

Kai-Ene, who wears a hooded-cloak, enters the ring and challenges Pargus to a fight next, while Alphal exits the crowd with much on his mind.

END FLASHBACK

INT. MONK TEMPLE - DAY

Alphal finishes recanting his tale. Murk looks skeptical.

MURKURO

Let's entertain the idea that we believe what you are saying. We would take this here time machine back to before we were even born, and fight an evil alien who is hell-bent on taking over the planet.

ALPHAL

It's what must be done.

MURKURO

Says you.

KAI-ENE

Give us some time to discuss this revelation.

Kai-Ene, Pargus, Murk, and Brill huddle up together.

MURKURO

I hope none of you are actually believing any of this. The guy's obviously a loon!

KAI-ENE

Murk. If it is true, it is our moral obligation to help. Besides, if we don't we probably won't even be around to accomplish our main objectives.

BRILLY

Kai-Ene's right.

MURKURO

(beat)

Fine. I'm in.

Pargus gives them a nod to let them know he is also in. They break away from their huddle.

KAI-ENE

We will perform this task, in exchange for you teaching us the skills you have acquired.

ALPHAL

I accept. Although training will have to wait until after the alien threat is extinguished.

KAI-ENE

Why is that?

ALPHAL

I do not wish to alter the past. The first time I saw you five champions, by the looks of it none of you had gone through the same training I have these recent years.

KAI-ENE

Makes sense, I suppose.

ALPHAL

Right on. It's a deal. Now go show that murderous creature what Earth's most powerful defenders are capable of.

INT. ABANDONED ARMY BASE - NIGHT

The army bunker built into the mountain is dimly-lit, covered in dust, and mostly empty except for some empty metal lockers and benches.

The time machine appears, and its door lifts open.

Out steps Pargus, Kai-Ene, Murk, and Brill.

They turn to Tooth, who remains in his seat in the machine.

BRILLY

Tooth? What's wrong?

TOOTH

I sense a devastating level of power. Not far from here. It must be the enemy leader.

MURKURO

You sense it? Does that mean you can sense our strength too?

Tooth nods yes.

MURKURO (CONT'D)

So? How do we compare?

TOOTH

Victory for us will be near-impossible.

MURKURO

Oh great! I knew we should of stayed in our own time!

KAI-ENE

Have no fear you two. You heard those monks. Alphal said he saw us defeat the alien. Winning this battle is well within our reach. It is possible because it has already been done by us.

A buzzing sound is heard and the huge mechanical entrance to the bunker slowly slides open.

Fear crosses the faces of Pargus, Murk, and Brill, while Tooth quickly unbuckles his seat-belt.

MURKURO

Is that who I think it is? Tooth?

Tooth rushes past the others, towards the doorway.

Outside the bunker's entrance stands 2-10.

2-10

Tooth.

The young-looking android looks down nervously.

2-10 (CONT'D)

Who are your travel companions?  
They are incredibly powerful.

KAI-ENE

Powerful enough to defeat the enemy?

2-10

Perhaps. Although we stand a greater chance if I can recruit another. He is a soldier who goes by the name Parsep.

2-10 notices Pargus quickly spin around a moment to hide his devastated expression.

2-10 (CONT'D)

If all of us band together to fight this threat, and we work simpatico using our full force, then the alien leader will not stand a chance.

MURKURO

You're sure about that?

2-10

Yes. I shall go and try to retrieve the soldier, Parsep. The five of you wait here until my return. Agreed?

The young warriors all nod in approval.

2-10 vanishes from the bunker, and Murk approaches Tooth.

MURKURO

How do you know that guy?

TOOTH

His name is 2-10. He is my creator.

BEGIN FLASHBACK

INT. LABORATORY - DAY

2-10 continues his life of solitude at the lab, until Rejinald returns, and 2-10 sees he looks very happy and well put together.

REJINALD

Hiya 2-10! Man, it's good to see you again! I'm sorry it's been such a long time. I have so much to tell you! I met someone! We got married! I have a family now! I know you know how I used to feel about marriage, although, that was the old me! Now, I know the true power of love! None of this would of happened for me if it hadn't of been for you, 2-10. I finally realized that, and that's why I'm here. What can I do to repay you?

2-10

Please, could you build me a new companion?

Rejinald agrees to do this for 2-10, and he and 2-10 begin to construct a second android.

INT. LABORATORY - NIGHT

Half a year later, android version 2-13, Tooth, is complete.

EXT. FOREST - DAY

2-10 and Tooth walk together and savour the new environments.

Tooth suddenly perks up.

TOOTH

Do you hear that?

2-10

Yes.

TOOTH

Whose voices are those?

2-10

Those are humans. We must be nearing a city.

TOOTH

What is this alien invasion they speak of?

2-10

You should not concern yourself with that.

TOOTH

I want to know.

2-10

I will explain if necessary, after our travels today. We should set up camp at this location, then return here after we are finished exploring the city.

TOOTH

Okay.

EXT. CITY - NIGHT

Tooth and 2-10 walk down the sidewalk, and they both carry lots and lots of bags full of things they stole for Tooth.



They approach a large group of people who watch various TVs on display in an electronics store. Tooth watches with them.

The screens show soldiers wearing bio-armor, who march in many vast rows.

EXT. CAMP SITE - DAY

2-10 and Tooth return to camp early in the morning from their trip to the city.

Tooth confronts 2-10.

TOOTH  
Please, don't go.

2-10  
I must go, Tooth. I know you sense it, the planet is in grave danger.

TOOTH  
I'll go with you, I'm strong too.

2-10  
No, I refuse. If I let you fight in this war, and if anything bad were to happen to you, I could never forgive myself. You stay. I promise I will return soon, and we will be reunited again.

Tooth wants to believe this, so he nods in agreement.

2-10 leaves and travels quickly to the distant war-zone.

END FLASHBACK

INT. ABANDONED ARMY BASE - NIGHT

Tooth continues to inform his new friends.

TOOTH  
2-10 was true to his word. He returned to me soon after the war ended. He is the one I told you about during our first encounter. My friend who claimed he saw us end the war. Which means we must battle the alien ourselves.

MURKURO

Are you crazy?!

TOOTH

2-10 never mentioned to me that he was involved in the battle. Same goes for that Parsep person. It was the five of us who win the day, and us alone.

PARGUS

He's right.

Tooth and the others all turn to Pargus, who is now tearful.

PARGUS (CONT'D)

Parsep-- Is my father. He told me something similar when I was younger. After he murdered my mother!

BEGIN FLASHBACK

INT. PARGUS'S FAMILY HOME - DAY

Five-year-old Pargus stands frozen in place and stares at his father with hate plastered on his face.

Parsep stands a few steps in front of his young son, fresh blood covers the front of his shirt and face.

He smiles slightly then walks over to Pargus, and places a hand on his son's shoulder.

PARSEP

Search for me, when you're ready.

Parsep makes his way to the house's exit.

END FLASHBACK

INT. ABANDONED ARMY BASE - NIGHT

Pargus explains more of his recollection to the others, who stand there shocked.

PARGUS

He told me he did it so that I would unlock my true power. All because he wanted to fight me!

If I see him again-- I don't think  
I'll be able to stop myself from  
killing him, and he deserves it!

Pargus continues to cry, and looks down defeated. Tooth  
decides to confide in Pargus next.

TOOTH

I have a confession. Before I  
confronted you all in the woods, I  
had been trailing you for months.  
Gus, I was following you  
particularly. I was told by 2-10 to  
locate you four to fulfill our  
destiny, although I had other  
plans. Because I blamed you for the  
death of 2-10, and I wanted  
revenge.

(beat)

After the war, he and I lived  
together in harmony for only one  
year before he left my side a  
second time. To travel back in time  
to before the war began. To protect  
your father, Parsep. So that you,  
Gus, could be born. So that we  
could achieve our current mission  
of saving Earth. 2-10 was  
successful obviously, though he  
lost his life in the process. For a  
long time, I was so full of hatred  
towards you. In fact, it wasn't  
until after I saw 2-10 alive again  
moments ago, that my grudge against  
you had subsided.

(beat)

I trust 2-10 completely, and since  
he believed his sacrifice was  
necessary, then I do too. It is not  
your fault I lost my friend, I know  
you to be a good person, Gus. It is  
I who was bad for seeking to end  
your life. So now, let's focus our  
efforts on winning our impending  
fight against the invader. It will  
be difficult with just the five of  
us, though it is possible.

MURKURO

I have an idea that may help us.

The five friends form a circle.

KAI-ENE

Let's divvy up the magical items,  
then.

Kai-Ene turns her satchel over and its contents drop onto the floor at their feet.

KAI-ENE (CONT'D)

There's five, so, how about Gus gets one, and Murk and Brill, that leaves two for each of you.

MURKURO

What about you?!

(beat)

And Tooth.

TOOTH

These would have no effect on me.

KAI-ENE

While I'm sure I can hold my own using my alchemy powers.

MURKURO

Well then, why give me and Brill the advantage?

KAI-ENE

It's just that-- The thing about that is--

MURKURO

Yeah, yeah. I get it! We're a couple of weaklings compared to you three.

BRILLY

It's okay with us. Murk and I will take two items each.

EXT. INFESTATION ZONE - NIGHT

Eildreng paces back and forth on dried dirt that was once vast grasslands, various mountains far off in the distance.

Eildreng pauses his steps, then turns and looks towards the approaching fighters.

Seconds later, Kai-Ene, Pargus, Murk, Brill, and Tooth arrive and leave much distance between them and the alien.

Pargus is equipped with the gloves that further his reach.

Murk has on his feet the boots of flight and the metal headband of telekinetic power.

Brill has around his neck the gold chain necklace with the gem of blinding light attached to it and billowing behind him is the cape made of strong, controllable fabric.

EILDRENG

Finally. A group worthy of absorption.

KAI-ENE

Think again. We're here to put a stop to you and your destructive nature.

EILDRENG

You may try, although, in the end the four of you will be nothing more than additions to my collection of souls. It's been much too long since I last fed upon another's life-force.

BRILLY

Too bad for you, you're going to die hungry.

MURKURO

Let's get this over with! I'm sick of looking at this ugly thing!

Eildreng goes into his fighting stance.

EILDRENG

Make your moves, that is, if you're ready to meet your demise.

INT. ARMY BASE CAMP - NIGHT

Parsep continues to train for his next fight with Eildreng.

2-10 arrives at the entrance to the training facility. Parsep addresses him without a break from his regiment.

PARSEP

What did I tell you before? Were the wires connected to your brain short circuiting last time you were here? I don't need your help!

2-10

I have news. I recently met with five new arrivals. Five fighters who are willing to challenge the alien leader with our help.

Parsep pauses a second, then quickly stomps over to 2-10.

PARSEP

Who are they?! If they think that-- Where are they now?

2-10

They are at-- Oh no. We must leave, now.

PARSEP

I'm leaving. You're staying.

Parsep raises his right arm and it is covered in black oil.

2-10 looks down at a hole in his chest. 2-10 raises his left arm, which has been lopped off at the elbow.

Parsep is much too swift for 2-10, and next he sweeps the android's legs with a kick that severs both limbs from 2-10 at his knees.

2-10 drops to the floor, and reaches his final limb towards Parsep in protest.

Parsep grabs hold of 2-10's arm and starts to pull, then he stops before the remaining limb is torn.

PARSEP (CONT'D)

Tell me where the fighters are or you lose every last limb.

2-10

The coordinates are: N-two-nine, W-one-eight-eight.

PARSEP

I'll spare you just this one time. A life for a life is the way I see it. Next time you see me though, you better beware.

Parsep vanishes in a blur.

2-10 quickly crawls over to his detached arm. His index finger opens up and at the tip, a tiny blowtorch ignites.

2-10 begins re-attaching his arm.

EXT. INFESTATION ZONE - NIGHT

Pargus throws a punch from afar and due to his mystical gloves, the force of the strike is extended forward and hits Eildreng, who puts up his arms to block it.

Eildreng's feet dig into the dirt and he is driven backwards many meters.

Tooth shows up behind the alien and punches it hard in its back which launches the creature onto its stomach.

Eildreng gets up, and blocks the incoming strikes of the long white fabric that makes up Brill's cape. Then Murk enters the fray while the enemy is distracted by the magic material.

Murk takes a few steps, and his feet plant in the air as if stepping on invisible stairs. He then performs a backwards flip kick into Eildreng's face, which knocks the alien high up into the sky.

Kai-Ene steps in to conjure up almost a hundred sharp, metal spears above Eildreng and they drop to the Earth as he does.

Murk takes control of the spears using his telekinetic headband. He causes the spears to move through the air much faster than the speed Eildreng drops at.

He directs the weapons and attempts to hit the alien menace from all directions. Eildreng dodges or breaks most of the spears, though is struck by the final three. The spears pierce deep through its flesh and Eildreng hits the dirt hard on its back.

Eildreng slowly gets up, and spots Brill close by. The alien rips the spears out of its body, then rushes the light-blue fighter and raises its fist to punch him. Brill quickly wraps himself inside the near-indestructible fabric of his cape.

Eildreng bashes the cape with all his strength though cannot tear or even dent it, and so he forms a long-sword made of heat and raises it above his head. Before he swings his sword down into the cape, Brill uncovers himself and he has hold of the gem around his neck.

Bright white light flashes from the jewel, temporarily blinding the enemy. Eildreng backs away slowly and rubs his eyes frantically.

The five young fighter all join forces next while the alien is stunned and beat on him with rapid punches and kicks as it tries its best to defend itself.

Eildreng is eventually knocked to the ground yet again.

Eidreng uses its tentacles to lift itself up, then unleashes hundreds more at its attackers. The five fighters fend off the tendrils until Pargus, Murk, Brill, and Tooth are forced to retreat to a safe distance. The tentacles follow.

Kai-Ene stays in place and conjures a sword of her own. She slices and dices each and every tentacle till they are forced back inside their owner.

Eidreng screeches in pain, then Kai-Ene rushes at the alien and punches it so hard that it is knocked far, far away.

Eidreng crashes hard into one of the mountains, that explodes into big and tiny pieces.

INT. ARMY BASE CAMP - NIGHT

2-10 is almost finished attaching his last limb. Alphas enters the room dressed in his bio-suit.

ALPHA

What on Earth? Hey, are you alright? What happened?!

2-10

I was attacked by one of your fellow soldiers. A man named--

ALPHA

Let me guess. Parsep.

2-10

Correct.

ALPHA

Why pick a fight with him?! The man's a machine. No offense.

2-10

None taken. The fight was entirely instigated by my attacker. He is an extremely short-tempered human.

ALPHA

Where is Parsep now?

2-10

He left to confront the alien creature.

ALPHA

Good riddance to either of them.



2-10

He will require assistance whether he wants it or not.

ALPHAL

You sincerely believe the alien leader can be terminated?

2-10

I do.

ALPHAL

(beat)

I can be of assistance.

2-10

I cannot guarantee your safety.

ALPHAL

I'm still willing. That monster. It murdered someone-- Very special to me.

2-10 finishes applying his leg to his knee.

2-10

Very well. Let us depart immediately.

EXT. INFESTATION ZONE - NIGHT

Pargus, Kai-Ene, Tooth, Brill, and Murk are gathered together and they wait for Eildreng's return.

BRILLY

Should we go looking for it?

MURKURO

Maybe it's tired of getting its butt kicked?

TOOTH

(beat)

Get ready, everyone. The enemy approaches.

Eildreng appears, and this time it's the one who leaves space between itself and its enemies.

EILDRENG

I must say. Each of you are valid warriors.

It would be an honour to die by the combined prowess of the five of you.

MURKURO

Well. At least it's not a sore loser. Now let's end this.

Eildreng goes into its fight stance yet again.

The five heroes begin to slowly make their way towards Eidlreng. Pargus stops in his tracks and turns around slowly, while the others begin to charge.

Far off in the distance, Pargus spots his father, Parsep.

Pargus fills with rage. He rushes towards his new target.

Parsep watches the battle, astounded. Pargus appears inches in front of his father, who gets startled and backs away then falls down onto his butt.

PARSEP

Who are you? You look familiar.

Pargus answers with a flurry of furious strikes aimed at Parsep, who tries his best to fight back, except it's no use.

In seconds, Parsep is heavily bruised and bloodied. He is knocked to the dirt, and he looks at his unknown attacker with fear on his face.

Parsep gets up and starts to run away from Pargus.

Pargus remains in place, then throws a punch towards his father's direction. When his arm is almost fully extended, Pargus opens his fist and mimics grabbing hold of an invisible object and squeezing it hard.

Seconds later, Parsep is trapped in the large, invisible fist formed by Pargus's enchanted gloves. Pargus relishes slowly squeezing the life out of his father's body.

Eildreng can handle itself much better now against just the four fighters, and starts to have the upper-hand.

Pargus squeezes even harder and the intense pressure around Parsep's body causes most of his bones to break or shatter.

Pargus hears Kai-Ene call out to him.

KAI-ENE

Gus! We need help!

Pargus turns his head behind him towards his friends, without releasing his grip around Parsep.

Kai-Ene and Tooth fend off more of the tentacles, though they cannot take a break to help Brill and Murk further.

Brill lies still on the ground badly hurt. Murk is also badly beaten though he manages to move in front of his best friend to protect him from Eildreng, who slowly approaches them both, heat-sword in hand.

Pargus turns back to his dying father.

PARSEP

Please-- Have mercy--

Pargus's face slowly settles, and he lets go of Parsep, then rushes over to save his friends.

Eildreng is now directly in front of Murk, who attempts to knock the alien away. Eildreng blocks Murk's strike, then knocks him aside instead.

Murk gets up slowly and limps over as he reaches his arm towards Brill and calls out to him.

MURKURO

Get up, Brilly! Stop, you monster!

Right before Eildreng slashes at Brill with its heat-sword, Pargus appears in front of the alien and jumps up and punches under its chin.

Eildreng is lifted in the air and lands far from where it was struck. Eildreng gets up quick, and Pargus is there already to continue the fight.

Pargus dodges and blocks every punch and kick Eildreng throws at him, while countering with devastating hits of his own.

Kai-Ene and Tooth help Murk lift Brill back onto his feet, and they join in the battle, and together with Pargus they beat Eildreng until the creature can no longer stand and drops to its knees.

EXT. INFESTATION ZONE - DAY

The five champions stand in front of Eildreng, ready to end the battle and the evil alien's life. The five fighters take a step forward.

EILDRENG

(laughs)

The friends then pause their movement, and watch while Eildreng's form starts to alter.

2-10 and Alphal arrive outside the battlegrounds and witness along with the young fighters, Eildreng grow to almost a hundred feet tall, and shifting its shape until it resembles a giant, mutated T-Rex with wings.

EILDRENG (CONT'D)

Your kind killed my one and only!  
Did you honestly think I would not  
avenge my Kawningwa?! Earth must be  
destroyed!

BRILLY

So much for it not being a sore  
loser. How the heck are we supposed  
to kill that thing?!

MURKURO

I have another idea! Kai-Ene, can  
you cause the debris from that  
broken mountain to materialize  
outside of Earth's atmosphere?

Kai-Ene nods yes.

MURKURO (CONT'D)

Do that now!

The broken mountain pieces vanish in an instant.

MURKURO (CONT'D)

Then the four of you distract the  
alien until I return.

BRILLY

Where are you going?!

Murk points straight up into the sky, then runs up in the air in a spiral motion, high as he can go.

Alphal stops to watch the young fighters, while they run away from or counter the various attack attempts from Eildreng.

2-10 gets Alphal's attention.

2-10

I sense a life source this  
direction. Whoever it is they are  
near death. We must help them.

ALPHAL

What about the fighting?! Shouldn't we help those kids?

2-10

There's no need for that right now. Follow me.

Alphal and 2-10 spot Parsep, who lies defeated on the ground, passed out from the pain his son caused him.

They rush over to the fallen soldier, and they crouch over his body to examine the state he's in. Although, Alphal cannot stop watching the young fighter's hold their own against the alien he believed to be all-powerful.

Murk reaches near Earth's atmosphere. He can see the rocks close by in outer space. He uses the power of the magic headband to turn the mountain debris into meteorites, headed straight for Eildreng.

Murk runs back down to Earth and follows close behind the burning rocks, controlling their trajectory.

The four fighters back on solid Earth spot the meteorites nearing them and Eildreng.

They run to a safe distance seconds before the rocks varying from big to small strike through the massive alien, and into the ground, causing a huge flash of light, and the surroundings to shake.

Alphal shields his eyes from the blast. After the dust settles, he sees the massive crater left behind and the battered and smouldering body of Eildreng at its center.

Alphal has a devastated look about him, and begins to question what he was taught in training. He slowly takes a few steps forward, then presses a button on the side of his helmet to remove his head protection.

He takes hold of his helmet and lifts it off his head. At first he's fine, then seconds later he feels the immense heat created by the alien leader and its hosts.

His face turns red and intensely burns more and more. Alphal screams out, drops to the ground, and writhes around in pain.

2-10 hears his cries and stops tending to Parsep a moment to save Alphal's life. 2-10 picks up the soldier's helmet and puts it back on him, then presses the locking button, then the steam removal button on the helmet.

Alphal remains on the ground, and heaves his breath.

The five friends all celebrate their apparent victory together. They cheer loudly, hug, and high five each other.

Tooth is first to notice Eildreng still lives. He turns around to face their enemy, as it rises from the crater.

TOOTH

There's no way.

The other heroes turn too, and they are shocked to see Eildreng survived, full of holes through its body from the barrage of meteorites. Pargus steps forward, determined to end the battle once and for all.

He picks his target then throws a punch with all his might, his hand open straight. The force from his punch, guided forward past the length of his arm by his enchanted gloves, enters Eildreng's body.

Pargus moves his hand around until he senses he has hold of the alien's main form. He once again grabs hold of thin air and squeezes, then swiftly pulls his arm back.

He tears Eildreng, in its vein-like form, out from its T-Rex shell which becomes motionless and crumples back down inside the crater. Eildreng is now much larger than when it first landed on Earth.

Eildreng tries its best to squirm free from Pargus's invisible grasp to no avail. Pargus squeezes his fist tighter, and Eildreng is smooshed until its innards escape its body.

Pargus opens his fist, and Eildreng's broken body and its guts fall to the ground.

The orange tint to the environment begins to disperse rapidly. The heat goes down and the sky clears up. The sun is now free to shine on this part of Earth once again.

The alien's hosts quickly lose their rust-coloured spots and tint, and they all return to their usual forms. The animals go back to their lives, and the human citizens drop to their knees and thank whoever saved them.

EXT. EX-INFESTATION ZONE - DAY

The orange tint and intense heat from the city and its surrounding areas are now completely gone.

2-10 stands in front of Tooth, Pargus, Kai-Ene, Brill, and Murk, and thanks them for their bravery.

2-10 shakes the hands of the young champions one at a time. He moves in front of Tooth last, and extends his hand.

Tooth rejects the handshake and instead wraps his arms tight around his friend who is like a brother to him.

The five friends wave goodbye to 2-10, as they walk back towards the time machine so they can return to their time. They stop waving and focus on what's in front of them, with lots on each of their minds. They all smile and look content.

INT. HOSPITAL - NIGHT

Waneeta lies in her bed inside the birthing unit of the facility. She cradles in her arms a baby Pargus.

Parsep sits beside the bed, and cannot take his eyes off the child. His face is blank.

PARSEP

Can I-- Can I hold him?

WANEETA

Of course you can!

Waneeta hands Pargus over to his father. Parsep looks deep into the face of his newborn son.

WANEETA (CONT'D)

What should we name him?!

PARSEP

(beat)

How about? Pargus.

WANEETA

Pargus. I love that name. How did you think of it?

PARSEP

It's a strong sounding name.

WANEETA

It sure is.

Pargus lies in his father's arms, unaware of and unconcerned with the future for now.

WANEETA (O.S.) (CONT'D)

Our brave little warrior, Pargus.

FADE OUT.