

Return to Dust

BY: D. B. SEDLACEK

EXT. DESERT NOT FAR FROM A RUGGED GAS
STATION - NIGHT

The night sky is clear, revealing a myriad of stars and distant planets. It's peaceful, serene appearance hides what can't be seen with human eyes.

A gang of bikers are gathered together, surrounded by broken down vehicles and other large, unidentifiable chunks of metal that create a barrier to anyone who would chance penetrating their camp. Several small fires keep the camp well lit.

The biker gang consists mostly of members from other gangs. Within them lies such violence and deviance that their old gangs wish nothing to do with them. Each of the twenty six members of the gang is holding a weapon ranging from a spiked sledgehammer to a small semiautomatic gun.

There is a post near the middle of the circle with a female figure chained to it. The petite blonde wearing torn clothing looks as though she's been through hell. The gang leader is standing next to her.

The bikers hope ASH will come for the bait. Ash is in his late twenties early thirties, tall (6'3), and very muscular. He wears a jacket with patches from his years as an elite member of the Rangers. His bike is an overpowered Harley with tires designed for a smooth ride off-road.

Ash stares down at the camp from atop a hill bordering it. He is covered by the darkness and only the faint sound from the motor of his bike alerts the gang to his presence. The bikers look in the direction of the faint sound of the bike with visible unease.

BIKER LEADER

(shouting)

Crichek! Do you hear! The dust
cries your name. It calls for your
return.

Sounds of Ash's bike can be heard in the darkness coming from a different direction every other moment.

Some darts fly in from outside of the camp hitting some bikers in the neck and chest. They pass out a few seconds after being hit.

Some of the surrounding bikers become panicked and fire blind shots in the direction of the sound of Ash's bike. A very loud bang like metal clashing on metal is heard as a hydrant is laid open and water comes gushing out in the direction of the camp.

The bikers watch as the water flows under the outer vehicles towards them and the fires. Some canisters fly over the borders of the camp landing in front of the flowing water and begin to let out smoke and gas.

Many of the bikers move away from the smoke towards where the water is coming in. When a large number of them are standing in the water as the smoke spreads, a powerful amount of electricity shoots through the water knocking most of them out.

A moment later, simultaneous explosions destroy several vehicles on the outside of the camp as Ash flies through one of the new openings on his bike. Ash is fired on and quickly turns his bike sideways causing it to slide at a very high speed.

The bike smashes into the biker leader and some of the other bikers firing at Ash, slowing to a stop within a few feet of the chained blonde. Ash quickly frees her of the chains, before diverting his attention to shoot some attacking bikers in the arms and legs.

Ash realizes something as he's firing but by the time he turns around his girlfriend has been shot twice. He looks at the killer and the smoking gun he holds. ESAU is almost seven feet tall, has larger eyes, and an athletic body. Upon Ash's glance Esua quickly turns around and jumps in his 2009 Ford GT Supercar. He takes off before Ash, who's holding his girlfriend, has a chance to respond.

Ash gets on his bike carrying his girlfriend with him and rides away from the camp dodging gun shots and igniting some hidden explosives to cover his escape.

As soon as he's a safe distance from the gang Ash pulls over to the side of the road onto the sand and dirt.

His girlfriend is having a rough time breathing. He tries to cover her wounds in a fruitless effort to stop the bleeding.

ASH

Come on. Stay with me. Your'e going to be ok. Don't leave me.

She takes a couple of rough gasps before finally passing away. Ash, still looking down and holding her begins to look up. Unable to contain himself he lets out a scream revealing his tremendous grief and pain.

EXT. SMALL BAR IN THE DESERT - DAY

A biker enters a small bar along a desert strip in a hurry.

BIKER

Esau is at the Indian reservation and Crichek has been spotted heading that direction..

The noise level in the bar triples as the bikers, reacting to the news, quickly get up to head towards their bikes.

EXT. INDIAN RESERVATION - DAY

A pyramid shaped structure with elliptical supports and an alien design is carved into a small mountain. There is a pathway from the bottom to the top where an unopened door in the side of the mountain resides.

There are over a hundred bikers that have gathered around and a nearly equal number of Indians who have come to confront the bikers. The Indians are outraged at the bikers for trespassing on their sacred land. They are friendly with Esau however and let him pass through to the edge of the structure.

A well built middle-age Indian steps to the front of his comrades and addresses the bikers.

INDIAN

You are trespassing on sacred soil. Leave immediately.

A leader of one of the biker gangs steps up to the Indian.

GANG LEADER

My gang will leave as soon as I have a word with Esau.

INDIAN

You are on federally protected land. Being here without our permission is a felony. Leave now.

GANG LEADER

Federally protected? What, did the white man sign a treaty with you or something. Because if I know the white man, that treaty don't mean shi...

A younger, muscular Indian interrupts pulling out a large knife.

YOUNG INDIAN

Step aside father, there's only one way to deal with these men .

The middle-age Indian puts out his hand to stop his son

INDIAN

No.

The gang leader pulls out an eighteen inch long steel weapon similar to a nightstick. He presses a mechanism located near the middle of it and two eighteen inch blades pop out on each end.

GANG LEADER

(Smiling)

Come on boy. Make your tribe
proud.

The bikers and Indians begin pulling weapons and a fight almost ensues. However, before the gang leader and young Indian are within striking distance of each other the gang leader sees something out of the corner of his eye.

Ash shows up driving through the middle of the crowd of bikers. They back off giving him enough room to pass. None dare to strike out at him although one biker thinks about it. He reaches for his weapon but then changes his mind when Ash slows to a near stop and looks in his direction.

When the biker moves his hand away Ash continues forward. Further ahead a biker watching Ash starts to reach for his gun.

BIKER 1

I can take him.

The biker standing next to him stops him.

BIKER 2

No. Let them take each other out.

Ash stops at the border dividing the bikers and Indians.

ESAU

Still you pursue me.

ASH

And still you run. Face me.
Let us end it here.

ESAU

(yelling, almost in a desperate tone)
I will not fight the blind.

Esau begins talking in a more controlled, half pleading voice.

ESAU

There was a time when I had
nothing left. Hope had left me
and I wanted nothing more than to
sleep and never awake. But then I
came across an anomaly. A miracle
that I had always hoped for but
never imagined I'd find. I
couldn't let it die.

Esau taps controls on the cloth-thin patch on his
shoulder.

ASH

What the hell are you talking ..

An opening appears at the top of the structure. Ash
stares at it in awe. Esau runs up the structure towards
the opening. Ash pursues on his bike riding towards
the structure. Esau disappears through the opening and
lights shoot out of the top of the structure into space.

When Ash reaches the bottom of the structure he lifts
the front wheel of his bike and begins riding towards
the top. His wheels bounce violently off the structure
as he rides upwards, driven by anger and vengeance.
Ash rides through the opening a second before it
closes. As he goes through it he sees a bright flash of
crimson and purplish blue light envelope him.

EXT. EDGE OF THE WORLD CLIFF – DAY

A barren mountainous landscape borders a cliff
extending in a slightly jagged line as far as the eye can
see. Far below the edge of cliff are several layers of
clouds. It looks as though it were the edge of the
world. Ash and Esau lay yards away from the edge of
the cliff. As Esau is getting up, somewhat disoriented,
he notices that Ash has followed him.

ESAU

So you would pursue me even to
this place.

Ash is lying face down but moving slightly as he starts to come to. He slowly gets up and looks around, confused about where he is.

ASH
What is this place?

As Ash continues to look around he grows more confounded

ASH
How ... how did we get here.

Before Esau can reply he notices some approaching robots coming. The robots are shorter than the height of Esau and have a gun for a forearm on one side and a metallic arm with an oversized hand that looks as though it could crush a human head on the other side.

Nine robots head toward Ash and Esau at a pace almost twice as fast as either of them could run.

ASH
Robots?!

ESUA

Mechanical Sentries. They will not kill us. We'll be captured and questioned. Then you'll die.

The robots seem to be communicating before they break apart and begin to flank Esau and Ash. One of the robots moves to grab Ash. Ash glances towards his bike twenty yards away then back at the robot. He pulls a .45 out of his jacket and begins to fire at the bot as he runs to his bike.

The shots hit the bot in the head and chest slowing it down enough for Ash to reach his bike from which he grabs an assault rifle. Firing rapidly Ash is able to take out the bot closest to him and two more before his clip runs out. The remaining robots' guns suddenly seem to be activating.

Ash is reloading as the first energy shot takes off the end of his gun. Ash runs behind a large rock to avoid fire and throws an explosive, which takes out another two of the robots. The remaining three move into a formation to flank Ash from all sides.

Finally Esau is forced to intervene. He pulls out a weapon similar to a pistol. The true power of the weapon is revealed as Esau takes off the head of one robot and blasts the gun off the other. The third robot gets off some shots at him but Ash sneaks up behind it and fills it up close with .45 ammo.

As Ash finishes unloading his .45 the robot with the shot off arm grabs Esau catching him unaware. The bot heads towards the edge of the cliff dragging Esau with it. Esau begins shooting the robot in the torso until it breaks in half. The bottom half goes over the edge of the cliff and the top half follows, still gripping onto Esau who is barely able to grab on to the edge of the cliff as he's dragged over it.

As he hangs his grip begins to slip. Esau can't hold on with the robot's weight pulling on him and he loses his grip. Before he falls Ash grabs him.

ASH

Why did you save me?

ESAU

For the same reason I saved you
the first time.

ASH

The first time?

ESAU

From the girl.

Ash is confused and under all the weight he begins to slip himself.

ESAU

Here take this

Esau manipulates the 'control pad' on his shoulder, pulls it off, and places it on Ash's shoulder.

ESAU

Head towards the larger sun as it first rises. Now, let me go. There's no time to explain. I'll be alright.

ASH

What the hell are you talking about.

Ash begins to slide over the edge of the cliff. Esau straightens out his hand making it nearly impossible for Ash to continue to hold on to him. Ash loses his grip and Esau falls.

EXT. WASTELAND – DAY

It is the same desolate, rocky landscape. As Ash is riding his bike towards the larger sun he notices a stranger in the distance. He slows his bike down and comes to a stop a few yards from the stranger.

The STRANGER is wearing a dirty robe with a hood made out of coarse material. The stranger stops walking and faces Ash's direction.

STRANGER

You appear lost.

ASH

(not knowing where to begin)

Where ...

What ..is?

STRANGER

(interrupting)

Your heading towards the rising Sun.

You must be trying to get to Endall.

The stranger notices Ash's shoulder patch.

STRANGER

Where's Esau.

ASH

He fell off the edge of the ..

Ash doesn't know how to describe it and stops talking as the stranger approaches him. The stranger begins to program Ash's shoulder patch.

STRANGER

When you get to Endall tell them
You just made enforcer.

ASH

Enforcer?
Who are you? What is this place?

STRANGER

It is difficult to explain.
Continue following the sun until
you reach Endall. At Endall you'll
find a Command building. There,
many of your questions will be
answered.

The stranger finishes the programming and starts walking off in a different direction than he was originally traveling. Ash mumbles to himself before resuming his course towards the larger sun.

Hours later Ash finally reaches what appears to be his destination.

EXT. ENDALL – DAY

It is close to dusk at Endall which is the size of a large town or small city. Robots similar to the ones that attacked Ash near the end of the world move around freely. There are statues of symbols that look similar to small galaxies and other less recognizable celestial objects.

In the middle of the city sits a huge metal construct that looks similar to a skyscraper only more wide and uneven. Half of it looks a couple hundred feet high while the rest near the center looks closer to over a thousand feet tall.

As Ash walks further into the community he starts to see a variety of people who are dirty and dressed in ragged clothes. Some of them are speaking in foreign dialects. The people appear tired and some of them are hauling heavy bags and equipment.

ASH

Anyone speak English.

No one responds so he stops a sixty year old lady.

ASH

Do you speak English?

She just gives him a frightened and bewildered look before scurrying off.

ASH

Does anyone here speak English!

A robot heads towards Ash and the tag on Ash's shoulder blinks for a fraction of a second.

ROBOT

Malvo 251 ready for assistance.

ASH

Can you understand me? What is this place?

ROBOT

This is settlement LF 1426K, 500
Marks South, 28 marks East.
Primary purpose of settlement:
mining and manufact...

ASH

Do you know where the Command
Building is?

ROBOT

Eight knicks north 2 knicks east.

ASH

Which way is north?

The robot turns and lifts its arm pointing north.

ASH

Uh, thanks.

Ash starts to feel dizzy as he tries to accept what is actually happening.

ASH

(muttering to himself)

This can't be real.

(to robot)

What's outside of this place?

ROBOT

Settlement LD 1324, 585 marks

South 10 marks E...

Ash gives up and begins riding in the direction the robot pointed. He comes up to a large building with Bots (robots) guarding the doorway. Some markings and symbols are on the front of the building although Ash hasn't a clue what they stand for.

As Ash walks through the doorway he sees a large network of various machines ahead that he has to pass through. A machine close to Ash comes on and the tag on Ash's shoulder blinks.

MACHINE

Proceed left.

A door to Ash's left opens. He walks through to be greeted by a shorter, stockier, BALD MAN who's sitting behind a steel desk. The short stocky man looks up as Ash walks in. Ash's shoulder patch blinks as the man behind the desk glances at a holographic display that comes up to his left

BALD MAN

So they decided to send us
another enforcer. Took them
long enough. What's your name.

Ash begins to open his mouth to speak but before he is
able the bald guy interrupts.

BALD MAN

Ash.

Ash tries to control his surprise that his name comes up
on the holographic display. The bald guy begins
glancing through the info being streamed to him on the
display.

BALD MAN

Not a bad record. I should be
able to put you on duty right
away.

The display closes and the short bald man stares at
Ash.

BALD MAN

Welcome to Endall.

EXT. CAPTOR FOTRESS – DAY

A man in a uniform approaches security machines
similar to those that Ash passed through earlier. After
a quick scan a door opens. The man walks into a large,
ornate room. Standing on the left side of the room
looking out a tall window is a bearded man. The man
walking in stops and straightens his posture.

MAN IN UNIFORM

The patrol that was sent to
investigate the matter
transmission has disappeared.
We have reason to believe that
one or two people may have been
transmitted to the location where
we lost contact with the bots.

The bearded man (JACOB) turns his head.

JACOB

Increase patrols in that quadrant.
Notify nearby communities that
they need to increase security
measures but don't tell them why.
Esau might have finally come
home. If he brought anyone with
him it is absolutely imperative
that we find them before they
come into contact with the
workers.

INT. ENDALL COMMAND BUILDING - DAY

Ash and another enforcer are walking through the
command building's steel hallways. The enforcer with
Ash stops in front of a door. He sticks out his hand
which is scanned along with his eyes. The door opens.

ENFORCER

Here's your room.

The enforcer begins to give Ash a quick description of
his headquarters.

ENFORCER

You've got your artificial
environment interface over there.
A port into the community network,
and sleeping quarters along with the
facilities.

The enforcer points at the bathroom. He then motions
with his hand and the door closes. The enforcer begins
heading out of the building and Ash follows. Outside
of the building sits several strange vehicles. One is
similar to a long motorbike only instead of having
wheels it hovers a few feet off the ground.

It contains two seats, one for the driver and one in the
back with what appears to be a triple barreled weapon
connected to it. The enforcer gets in the front seat and
motions for Ash to sit in the back.

Ash gets in the back and a small energy wave shoots out of the back of the airbike providing rapid acceleration.

On their way to the mines the enforcer yells at Ash over the passing wind.

ENFORCER

You have very high rankings. How did you end up in a craphole like this.

Ash pauses to think before replying.

ASH

I think it has something to do with a slight case of amnesia I had because of a training accident.

ENFORCER

What happened?

ASH

I don't remember.

ENFORCER

(smiles)

That helps to explain your strange behavior. If you have any questions I'm here to help.

They come to the edge of a large hole that looks similar to a crater. There are several workers hauling materials out of a cave near the bottom of the crater.

ENFORCER

This is the mine that you will be watching over. We've had quite a few problems with the workers but it shouldn't be any trouble for someone of your caliber.

INT. INSIDE THE MINES - DAY

In a poorly lit abandoned area of the mine workers discuss stolen information about the tracking technology inside of them and the layout of the central generator.

WORKER 1

Even if we take out the central generator the trackers will kill us once we leave the area.

FARMER

We have to be ready to remove a massive amount of trackers in a short period of time. The removal procedures need to start immediately after the generator...

FARMER is interrupted by the sound of robots and enforcers running through the passage to the abandoned area. Farmer is a worker appearing to be in his mid 30s, about 5'10, with an average build. His name suits him as he seems to have the appearance one would expect of a farmer.

ENFORCER

Hands in the air!

Six of the workers make a break for it including an older worker who quickly grabs the pad containing the stolen information. Three of the fleeing workers are fatally shot while a fourth younger worker takes a shot to his shoulder. Farmer has made it the furthest but slows down to assist the younger injured worker.

The older worker makes it around the corner and quickly removes a rock lodged into the rock mine wall so perfectly it's almost indistinguishable from the wall. He throws the data pad into the hiding spot next to several weapons. Farmer and the other younger worker in the escaping trio wait anxiously on the old man to finish.

FARMER
(hushed but urgent)
Hurry up!

The old man grabs an energy rifle and quickly replaces the rock. The younger worker runs over to the old man and grabs the energy rifle from him. The younger worker looks to be in the late teens or early twenties, however the expression on his face and the forlorn look in his eyes reveals years of great hardship.

YOUNGER WORKER
Go!

Farmer and the older worker don't want to leave despite the younger worker's urgent request. The robots and enforcers fire on the younger worker who returns fire. Farmer starts to head towards the younger worker unable to make up his mind about staying or leaving.

The younger worker is shot in the stomach and rolls against the cave wall. He sees Farmer and the older worker still standing around and desperately motions with his head towards the direction opposite the Captors. Farmer and the older worker take off while the younger worker charges his weapon and runs around the corner firing in a desperate last stand to buy Farmer time.

INT. INSIDE THE MINES - NIGHT

Ash walks through the mines he is suppose to be patrolling when he comes across an older female worker. When she tries to walk by without drawing his attention Ash stops her.

ASH
I need to ask you a few questions.

The woman becomes panicked and begins speaking in a foreign language.

ASH

What? I can't understand you. Do you speak English?

The woman continues speaking in the foreign language, begins shaking her head, and now seems terrified. Ash turns and takes a few steps away from the woman.

ASH

(yelling)

Does anyone here speak English.

A young lady, struggling to carry a bag through the mine, looks as though she's going to say something but quickly changes her mind and lowers her head. Ash walks over to her.

ASH

Do you speak English?

She refuses to look at him. He grabs her and turns her towards him.

ASH

I'm not going to hurt you. Do you speak English.

A male worker who's watching the scene speaks up.

BLAKE

I speak English.

BLAKE, who's facing the wall of the mine, has two rock picks in his hands. He's six feet tall, brownish blonde hair, with a chiseled jaw and athletic build. Blake looks at Ash. Ash walks over to him

ASH

I need you to answer some questions.

BLAKE

I haven't been here long sir, but I'll answer them the best I can.

ASH

What is this place?

BLAKE

This is Deadfall mine.

ASH

No, the area outside of the mine.

BLAKE

(unsure of his answer)
Endall?

ASH

What planet is this if it is a planet, and where is it located with respect to Earth? Or if this is not a planet then what the Hell is it.

BLAKE

(knowing better than to give an answer that can be used against him)
I'm not sure what you mean.

Ash aims an energy pistol (similar to a pistol only bulkier and with a larger barrel) at Blake and places his fingers around what appears to be a trigger.

ASH

If you don't answer me I'll be forced to reprimand you.

Blake pauses, changing his demeanor, as he begins to think that Ash may not be a genuine enforcer.

BLAKE

You forgot to charge the weapon and ... the safety is on.

Ash begins examining the weapon in an attempt to locate the safety and figure out how to charge it.

BLAKE

I'm not sure what planet or place this is.

Ash stops examining the weapon to listen.

BLAKE

I arrived here less than three weeks ago. The best I can figure, this is an alien planet and we are their slaves. I'm not sure where Earth is located with respect to this planet but I do know that it is very, very far away.

ASH

How did you get here?

BLAKE

I'm not sure. Last thing I can remember,
(he pauses)
things were going very bad for me. I was dying. That and the fact that my body seems to be slightly different. I wonder if this place isn't what some of the others believe it to be. Hell, Purgatory, the Spirit World, or maybe some other place you go when you die.

ASH

How is your body different?

BLAKE

My blood is black .. or it turns that way the instant it comes into contact with the air. But mainly my body just feels different, like I got put into another person's body that looks exactly like mine.
What's with all the questions?
Don't the information systems in the enforcer communes have the answers your looking for?

Ash contemplates what Blake has told him ignoring Blake's question.

ASH
(too confused to be forceful)
No one is to hear about this
conversation.

BLAKE
Yes sir.

Ash begins to walk away.

BLAKE
Wait!

Ash stops.

BLAKE
You can charge the energy pistol
by applying pressure to the switch
located on the left side of the grip.
The pistol has no safety.

Ash looks at the switch Blake told him about.

ASH
Thanks

Ash walks away.

INT. ENFORCER DINING FACILITY

The location is a restaurant for enforcers and other officials. The area is well decorated with carvings and pictures on the walls. The tables are polished steel surrounded by padded seats providing the room with a simple but classy look.

Ash is sitting at a large rectangular table next to the bald guy that he met earlier and the enforcer who showed him around. Around fifty to sixty other enforcers in the surrounding area are dining and drinking.

BALD MAN
So how was your first day in
Deadfall mine.

ASH

Different.

BALD MAN

Any of the workers give you any trouble?

ASH

No.

BALD MAN

Good. Ever since that matter transmission the workers have been more restless. If anyone steps out of line, hurt them real bad. And make sure the others are watching while you do it. Try not to kill too many workers though.

The recycle process here usually takes over four weeks which ain't bad if it's just a worker or two.

But if it gets to be much more than that it can amount to a lot of lost labor.

I find that shooting a worker in a non-vital part of their body usually works well for handling disobedience.

The enforcer who showed Ash around jumps in.

ENFORCER (RAY)

You may want to kill a worker early on as an example. Although hurting them can be effective, they are most afraid of recycling.

BALD MAN

Ray here is always looking for an excuse to kill. Back on Earth he killed a man when he was the tender age of 13. He's been hooked ever since.

RAY

(directed to Ash)

What about you? Take a few lives back on Earth.

ASH

Yes

RAY

How old were you the first time.

ASH

Eight years old. I was eight when I killed my sister.

She was only five at the time. We were out in our front yard playing when I found a frog. I picked it up and began chasing my sister with it. She ran away from me screaming and my father shouted at me to cut it out. I was having fun though and continued to chase her with the frog even as she ran towards the street.

I could hear the car slamming its brakes when my sister disappeared.

I looked down from the edge of the street and all that I could see was a growing pool of blood next to one of the car tires. My sister was in critical condition for nineteen hours and twenty three minutes before she finally died.

Not sure at first how to reply, Ray pauses before speaking.

RAY

(leaning back)

You didn't exactly kill her, it was more of an accident.

ASH

If I had listened to my father.
If I hadn't been so careless and
and mindless then my sister
would not have been hit by the
car, she would not have suffered
in intense pain for nineteen hours,
and she would not have died.
I knew that I was responsible for
her death and so did my parents.
They didn't speak to me much after
that.

RAY

What you have friend is a gift. A
gift for making things dead. It is a
gift that will serve you very well
here.

INT. ASH'S QUARTERS – NIGHT

Ash wakes up in his room, looks around at the high
tech components in every corner and then out the
window. As he lays back down he mutters to himself.

ASH

Damn, it wasn't a dream.

INT. DEADFALL MINE – DAY

The older worker (the one who hid the weapons and
data) is hitting the mine wall with a pick axe. He
cringes from the aches in his body after each stroke
against the wall, his hands trembling, barely able to
hold the grip of the pick. A worker who appears to be
in his early thirties comes running up to him. The
worker is panicked and breathing heavily. He reveals
an energy pistol to the old man.

WORKER

I need you to hide this for me.

The old man drops the pick axe.

OLD MAN

What are you doing with that.

WORKER

(talking quickly)

I heard about you and the other rebels. That you've stolen weapons and information. Found a way to hide them without the bots seeing them.

I want to join you. I stole this weapon but think they saw me. I need you to hide it quick.

OLD MAN

I can't help you. The risk would be too ...

WORKER

They're not far behind me. I have to get rid of it.

A bot comes down the mine aiming its weapon at the worker.

BOT

Worker 47638 you have committed multiple level three violations.

WORKER

Wait!

The bot fires two shots into the stomach and chest of the worker. The shots go straight through him leaving large exit wounds. He dies instantly. As he falls the energy pistol comes into the grip of the old man who quickly drops it. It is too late.

BOT

Worker 24219, your contact with the weapon is a level three violation.

The bot points its weapon at the old man but is quickly interrupted.

ASH

Wait!

The robot lowers the weapon and turns its head towards Ash.

ASH

I'll take care of him.

Ash walks up and grabs the old guy.

ASH

Come with me.

He brings the old man just outside of the entrance to the mine. The old man becomes frightened and panicked.

OLD MAN

The robot was mistaken. I had nothing to do with the weapons. You can't recycle me again. I barely regained my sanity,

He grabs a sharp rock and swings it at Ash. Ash dodges it but gets nicked slightly in the arm and some blood trickles out at the spot of the wound.

ASH

Calm down old man I'm not going to hurt you.

The old guy looks at Ash's wound with astonishment and awe.

OLD MAN

Your blood. It's red! The matter transmission. That was you!

ASH

You better get out of here before a bot shows up and notices that I'm letting you go.

OLD MAN

I have nowhere to go. And if I
run they will find out who you are.
You must help us. In the
communes is a worker named
Langston.
Find him and tell him that the man
from the big rock candy mountains
sent you.

The old man looks nervously as a bot approaches.

OLD MAN

I must be killed so they don't
discover you.

ASH

Look old man, I know things
are really crazy around here but
if you think I'm going to shoot
you ..

The man pulls Ash's gun from its holster and shoots
himself, then falls into Ash's arms. Ash goes with him
to the ground. He tries to cover the wound but the old
man dies almost instantly. Ash watches the black
blood spill out of the wound as the bot arrives at the
scene.

INT. WORKER COMMUNE - DAY

A short time later a disturbed Ash marches around the
communes searching for Langston. He spots a worker
that matches the description of Langston he obtained
from some of the workers in the nearby area.

ASH

Langston.

The worker tilts his head up a little then quickly looks
back down not wanting to draw attention to himself.
Ash grabs the worker and drags him over to an
information system terminal.

ASH

How do you make this work.

LANGSTON

(Frightened)

I'm not trained to use the
information systems.

ASH

(Frustrated)

The old man from the big rock
candy mountains sent me. Now
tell me how to use the damn thing.

Langston's expression changes.

LANGSTON

Reuben sent you. How is he?

ASH

Not good. He took his life so I
wouldn't be found out.

Although the news visibly shakes Langston up he
begins to explain the information system to Ash.

LANGSTON

You activate it using this control

Langston turns on the system.

LANGSTON

The transmitters automatically
interact with your shoulder tag
and verify that you have access
to the system.

The information system scans Ash's shoulder tag and
his face. Ash presses the control and an interface
comes up.

LANGSTON

It responds to voice commands.

ASH
(to the information system)
What planet is this?

INFORMATION SYSTEM
(in a woman's voice)
Pallora of the Omega system.

A hologram displaying a picture of the planet is shown.

ASH
How far is Earth from here?

INFORMATION SYSTEM
Two mycas away.

ASH
What is a myca.

INFORMATION SYSTEM
An area of consistent physical laws of time and space. A universe.

ASH
How did the workers get here?

INFORMATION SYSTEM
Which time period.

Several options are displayed through the holographic image, random numbers in increasing order with the present year listed as the last entry.

ASH
Present.

The holographic image turns into that of a man. The image rotates zooms in on various parts of body while displaying information about the parts.

INFORMATION SYSTEM

Before the target on Earth dies
it's brain is mapped to the neural
network storage. Body
construction begins based upon the
target's DNA maps with security
trackers added in. The soul of the
target is trapped using naciometric
high variation containment fields
and brought to Purg stations while
construction of the body is being
completed.

LANGSTON

Somehow, those who keep us here
have discovered the outer workings
of the soul and how to trap it.
Our souls were intercepted on their
afterlife journey to be brought
here and bound to false bodies.
There is no escape. If our body
is destroyed our soul will be
sucked back into a containment
area. If we are still sane when
we escape the madness of the
recyclers by finally linking to a
new body then we are sent back
to our normal work.
If we can't take it and our sanity
leaves us then we are sent to do
labor that would normally be
reserved for animals. Work that
requires responding only to the
most fundamental stimuli.

Langston pauses for a moment.

LANGSTON

It was not always this way. In
the beginning men were
transported here with their
original bodies. They were
allowed to use the technology
of their captors.

(MORE)

LANGSTON (CONT'D)

As time passed these men began to lament about their lost freedom. They took up arms and defied their captors in a great war. The war was lost and technology was banned from men.

Holographic images are shown of the wars. Fifty story mechs piloted by humans fight alongside powerfully armed spaceships and other advanced mechanical weapons with nearly unlimited firepower.

LANGSTON

After a few thousand years man rose up again and despite putting up a valiant fight was once again defeated. Our captors realized that men would always rebel against living as slaves. Even if it led to their own demise. So the captors found a way to take the last remaining freedom the men had left. That which is found in death.

ASH

Who are the captors? Where did they come from?

LANGSTON

I'm not entirely sure. Some are humans who betrayed their own people. Many others are creatures that I did not know existed before coming here. The first captors came from a race of sentient beings called the Terehons who are native to this universe.

Their origins date back before the birth of our universe. During the pinnacle of their civilization one named Baal arose, the strongest, brightest, and most aggressive of the Terehons.

(MORE)

LANGSTON (CONT'D)

Advancements that would have taken centuries without him as the driving force took only a few years and all those that stood before him fell. The very physical laws of this Universe seemed to bend at his command.

The hologram displays pictures related to Langston's dialog.

LANGTON

Although the computer verifies everything I just told you nobody knows for sure if Baal is the one responsible for this place. Despite our best efforts we haven't been able to access information much beyond what you already know.

Langston stares blankly at the holographic images displaying the history of the Terehon civilization.

LANGSTON

It's very odd how many similarities there are between them and us, this universe and ours. The laws of space, gravity, and time are remarkably similar to those of our universe with very minor variations. And the creatures, their emotions and senses seem to mimic ours.

ASH

Why do they need the souls. Why not build the bodies and leave them to function without souls.

LANGSTON

The soul's inner workings is linked
to areas of time and space or a
lack thereof that not even the
Captors can touch. Without souls
the bodies are essentially useless.
They lack creativity, emotions,
and thought.
Even the ability to make the most
basic decisions eludes them.

As he listens the room begins to blur on Ash.

ASH

This ..
(more to himself then to
Langston)
this can't be real. It must be a
dream or maybe I'm dead .. or
maybe it was that ..

LANGSTON

Why is it that it can't be real.
On Earth when you looked to the
sky and saw all infinity laid out
before you, did you believe it
just an illusion.
Did there not exist never ending
time before your birth from
which endless possibilities have
arisen.

ASH

Yes. But the chances ... of this
place being real and all of this
happening against the chances
that I have gone completely mad ...
I would have to go with the I've
gone completely insane theory.

(to himself)

I knew it was going to happen. I
would lose it sooner or later, but
to this extent.

LANGSTON

Relax friend, with time things
will become clearer and perhaps
more real.

INT. ASH'S QUARTERS - NIGHT

Ash is on the information system in his room, trying to
learn as much as he can. A robot brings in a struggling
young blonde woman.

MALLORY

Let go of me.

ASH

What's going on?

BOT

She volunteered to attend to you
tonight.

MALLORY

Let me go!

The robot lets go and leaves the room. Ash smiles at
her. Mallory checks to make sure the robot has left the
area before speaking to Ash.

MALLORY

Are you the redblood, the one that
came in the matter transmission.

Ash's smiles fades.

MALLORY

We need your help.

ASH

Look lady, the things going on
here may be screwed up, but
there is little I can do. Besides,
despite the unusual circumstances
I'm beginning to enjoy it here.

(MORE)

ASH (CONT'D)

I've been given the respect I
deserve and I haven't even killed
or maimed anyone.

MALLORY

But without your help we can't ...

ASH

Can't what? Overthrow the
Captors? Have you seen the
security they've got around here?

Ash motions at the information system activating the
hologram.

ASH

In the central containment
generator alone they have over
fifty heavily armed bots and
enforcers backed by mechanized
guns in every passageway and
room. And even if you took the
generator out, then what? Who
knows what kind of military forces
they have outside of this place.

MALLORY

With the central containment
generator down we can
neutralize the control mechanisms
inside of us. We will be able to
fight and can free other
communities to fight with us.
You alone can destroy the
generator. If I or any other
worker step one foot into it
we will die instantly.

ASH

How am I suppose to destroy it.
With guns or explosives? All my
life I've grown up being taught
that guns were evil. I'd never
listened but I think now's a good
time to rethink the way I lived.
All this violence has worn me
down. It's time I get in touch
with my softer side and learn how
to express my feelings. I've been
thinking about learning how to
dance.

MALLORY

(saddened)

So you will not help us. You will
stand by and watch as our very
souls are torn apart.

ASH

(starting to feel sorry for her)
If there was even the smallest
chance of beating the captors
then it might be different. Look,
I have only so long here before
I'm found out so I'm going to be
looking for one of those matter
transporter things to send me
back home. If it's possible I'll
try to bring you with me.

Ash smiles.

ASH

That is, if you treat me nice.

MALLORY

(Beginning to smile)

If I treat you nice.

Ash's smile becomes bigger and dumber, then a hand
smacks him across his face.

MALLORY

You're a coward and a pig.

Ash calls for the robot and tells it to take her to her quarters.

MALLORY

(as she's being dragged away)
Not all the slaves are adults.
Sometimes they bring children
here too.

Ash begins to respond but looks at the robot realizing that he could expose himself if he were to say the wrong thing. He looks down at the information system controls.

ASH

As an enforcer that's none of my
concern.

INT. WORKERS QUARTERS

Mallory is hauled into the workers quarters by the robot. The doors shut and lock behind her. The workers quarters is a beaten down complex providing minimum shelter and utilities. The security mechanisms are new but everything else is old and worn. Mallory is in a lobby of sorts.

Alexander and Farmer both approach her.

ALEXANDER

How did it go?

MALLORY

I could not convince him to help
us. He's a coward, just like so
many of the others.

FARMER

Do not be too quick to judge him.
What we are asking him to do is
far beyond what one should ever
ask of another human. If things
were to go bad, as they very
likely are, then the consequences
to him would be unspeakable.

ALEXANDER

We'll have to follow through with the rest of our plan if we are to convince him to help us. This chance will not come again. If we wait, it will only be a matter of time before we are caught and the progress we've made is undone. But if we are to continue, we will all have to be in agreement.

Alexander looks at Farmer who looks at Mallory.

MALLORY

If there's no other way.

ALEXANDER

It's agreed then. Everything will go as planned, no matter the consequence.

INT. ASH'S QUARTERS – DAY

Ash has just recently awoken and it doesn't look like he had a very good night's sleep. Langston enters his room and speaks with urgency.

LANGSTON

You must come with me. I have something I must show you.

ASH

Do you people ever give up.

LANGSTON

If you allow me fifteen minutes of your time I promise you that none of us will ever bother you again.

Ash rubs his face as he gets up.

ASH

For some reason I have a hard time believing that.

Ash and Langston are walking through hallways of an enforcer complex when they come across a worker standing by a door. By the way he is dressed the worker appears to be of the same status as Langston. The worker looks around nervously before letting Ash and Langston in through the door.

Inside the room resides Alexander, Farmer, and some other workers that are part of the resistance. They are all gathered around the center of the room. As Ash moves in closer to see what lies in the center he begins to make out a figure lying on a steel bed. It appears to be a ten to thirteen year old girl.

Ash looks at her and seems a little taken aback and slightly amused cracking a half smile as he looks to Langston.

ASH

What? What is this supposed to be?

Ash looks again at the figure lying on the bed and his amusement changes into anger as he doesn't want to accept what's lying before him. Ash turns towards Langston, grabs him by the neck with one hand, and lifts him up off the ground slamming him back against the wall.

Langston's face begins turning red as he is unable to loosen Ash's grip. One of the workers begins to pull out a weapon but farmer stops him. The expression on Ash's face reveals a mixture of rage and sorrow as a few tears stream down his face.

ASH

(shouting in a cracked voice)
What is this? If this is some kind of trick.

FARMER

There is no trick.

ASH

She's not even the right age.

FARMER

(trying to explain as quickly as possible)

Unlike the adults, the children's bodies are designed to age until they become fully grown. However, their bodies age twice as slow as back on Earth. That and the time displacement between this universe and the one we came from has caused her to grow at a third the rate at which you've grown.

SISTER

Asher.

Because she's weak and sick Ash barely hears her.

SISTER

(trying to speak up)

Asher, remember when we use to watch Peter Pan?

Ash drops Langston. Farmer and a couple of other workers go to help Langston who's coughing as he hits the floor and sinks to a sitting position.

SISTER

Remember how I use to jump off the couch thinking that if I did it just right I could fly away to never never land. I never thought that never never land

(struggling to finish)

would be like this.

Very disturbed Ash turns his head towards the girl, voice cracking.

ASH

I'm .. I'm sorry Sarah, the frog, I was young and ..

SISTER

Don't worry about it big brother,
it wasn't your fault. I never
blamed you.

ASH

But if I hadn't been chasing you

SISTER

(wishing that Ash would stop feeling
guilty)
No.

She begins coughing, with a little blood showing up. It appears that her condition is worsening by the second. Ash turns towards Farmer, speaking with a mixture of anger, frustration, and sadness.

ASH

What's wrong with her?

FARMER

When she left the boundaries of
her community her body began
to break down. We were able to
slow it down but just long enough
for you to see her.

Ash turns and looks at his sister.

ASH

How .. How could God allow this?

SISTER

But he hasn't. He sent you didn't
he?

Sarah struggles more with each word. After the last one she is unable able to say anything else and dies.

ASH

Sarah?!
(yelling louder)
Sarah?!!

Ash grabs her as he yells her name, her body is limp. When he figures out that she's dead he begins to perform CPR on her. Farmer comes up and speaks to him sympathetically.

FARMER

It won't do any good, her body
has deteriorated too far.

Ash pushes Farmer into the other workers who catch him before he slams into the wall. He turns back to his sister and realizing that he has no hope of reviving her lets all his rage pour out through a fierce scream.

INT. ENDALL'S MAIN CONTAINMENT
GENERATOR (RECYCLER) – DAY

Two robots are patrolling a steel corridor. The robot close to a bend in the hallway detects something and disappears around the bend in pursuit of the possibly hostile presence. The second bot stops and looks in the direction of the bend as the first bot verbalizes a warning message that starts to fade the further away it gets.

FIRST BOT

Stop, identify yourself, you are
not authorized to be in this ...

A sound similar to a car slamming into a concrete wall is heard as parts of the robot and flames go crashing against the edges of the wall around the bend. Through the flames and robot parts emerges Ash on his bike with wheels screeching as he passes through the bend.

The second robot takes a couple shots at him but he's moving too fast. As Ash passes the robot a chain comes flying at it and wraps itself around the bottom part of the robot.

The chain is hooked onto the back part of Ash's bike. Parts of the robot break off as it is yanked and dragged bouncing off the floors and walls.

What little remains is completely destroyed as it slams into the wall of another bend Ash passes through.

INT. DEADFALL MINE – DAY

Blake is working in the mines at the same time as Ash's battle. The mine shakes causing dust to fall on his head and ragged clothes. Blake takes a couple swings at the wall of the mine. To his left are two older men who would appear to be in their sixties if on Earth. To Blake's right the mine keeps going slightly descending and twisting left.

Blake makes an uncoordinated swing with his pick and it bounces off the wall barely causing a few small flakes to break off. He lowers his head.

BLAKE

That's it. I only get four hours of sleep a night, the food tastes like crap, I've got a weird looking rash on my back, and I don't even know where the hell I am.

One of the older men glances at Blake and sighs.

OLD MINER

Here we go again.

BLAKE

Screw it! I'm gettin the hell out of here.

OLD MINER

Calm yourself. You would much rather be here than in one of the recyclers. At least here you have a fighting chance at keeping your sanity.

BLAKE

How the hell am I suppose to calm myself when I've got those bots running around jumping on my back every two seconds.

Blake begins imitating the bots.

BLAKE

Worker 52136 return to work or face behavior adjustment, Worker 52136 you are in violation of rehydration during a non rehydration work period.

A bot notices Blake is not working and starts heading towards him.

BLAKE

Worker 52136 you are a worthless sack of meat inferior to us and our highly advanced circuitry in every way

BOT

Worker 52136 return to work immediately.

Blake completely ignores the bot.

BLAKE

Worker 52136, us bots have decided that because you are such an ugly sack of meat, if we ever evolve into having robotic machinery for excrementing our wastes you will be the first thing we wipe our butts with.

BOT

Worker 52136 you have committed a level 2 violation and will ...

BLAKE

Worker 52136, Worker 52136 Shut!

Blake takes the pick in his left hand and swings it through the bot's head.

BLAKE

Up!

Blake throws the pick in his right hand down the mine at another bot coming towards him. The pick hits the bot in the neck area causing it to malfunction. The two old miners stop their work amazed at what has taken place.

OLD MAN

The kid's got more fight in him than I thought.

OTHER OLD MAN

Yeah, he might even last another two minutes.

BLAKE

Ain't so superior now are you bot.

He kicks the bot which is now lying on the ground with the pick axe through its head. Blake hears several robots moving up the cave. He turns to the old man who spoke to him earlier.

BLAKE

Catch you later grandpa.

Blake begins running upward through the mine.

INT. THE MAIN CONTAINMENT GENERATOR
(RECYCLER)

A guard, located in the innermost part of the construct of the main containment generator, stares at a screen as several blinking lights begin to go out. He presses some controls desperately but to no avail. The guard yells in a panicked voice to his supervising officer.

GUARD

We have a breach in the system!
The corridor guns and security
doors have been overloaded.
Several microcircuits have blown out
rendering them useless.

CHIEF ENFORCER

What?

GUARD

We also have an intruder! He's
taken out the security bots in the
first three corridors and will be
here in less than five seconds.

The guards turn and face the door as Ash crashes through. To the left of Ash as he enters is the main generator that keeps the whole community running. The area where Ash is riding is elevated and about as wide as half a football field.

About seven meters above the platform that Ash is on resides controls for the generator. This is where the chief enforcer and his assistant are located. Several bots are patrolling the area.

Ash rides his bike ahead full speed ramping his bike off of the ascending path that leads into the room. With his bike airborne he begins firing his energy pistol at a bot in his landing path. Ash lands and bounces off of the partly finished off robot completing its destruction.

He continues ahead at full speed shooting to the side and front. Shots go through the guard's chest and abdomen. A split second later the chief enforcer is hit in the shoulder. Ash slams his brakes twisting the bike around at the end of the room tires screeching. He rides forward taking out a couple more bots as he turns to the left and ramps up to where the chief enforcer is.

The chief enforcer feebly raises his weapon to Ash trying to get a shot off.

Before he can squeeze the trigger the weapon is knocked out of his hand as Ash rides by and then screeches to a stop. Ash aims his blaster at the chief enforcer.

ASH

Shut it down.

CHIEF ENFORCER

Go ahead and shoot me. I'll just be recycled. There's nothing you can do.

Ash aims at the generator and fires but the shot hits an invisible force field. He lowers his gun towards the bottom of the generator and shoots at circular machinery aligned with the force field. However the circular machinery is also protected by the force field it generates.

CHIEF ENFORCER

Your plight is hopeless. There's no way to break the barrier.

Ash hits the supervisor knocking him out. He then turns his head as an approaching robot is heard entering the opposite end of the room.

BOT

You have violated worker laws 5, 1824, 42, 387

The bot enters through a door that is protected by a force field similar to the one guarding the generator. Ash watches as the force field flickers allowing the robot to pass through unscathed. Ash then smiles.

The robot goes crashing through the circular machinery and the force field shuts down. Ash mounts his bike and sets some explosives to twenty seconds. The wheels of his bike come within inches of the edge of the platform bordering the generator as he throws the explosives at it. Thin steel spikes attached to the explosives dig into the generator on impact.

INT. DEADFALL MINE

Blake is running up the mine as he comes across a couple of younger female mine workers. He quickly slows his pace to a walk.

BLAKE

How's it going ladies?

As he passes the two attractive workers they give him a curious look. Just as he smiles several energy and laser shots fly over his head as the bots chasing him begin to catch up. Blake takes off running.

As he rounds a corner he comes across a bot and punches it in it's dirty bot head before it has a chance to react to him. The bot loses its balance almost falling as Blake, who's barely slowed his pace, grabs his hand and curses.

Blake begins to slow down as the pace at which he's moving begins to take its toll. He comes charging up a steep ascent to discover four bots waiting with weapons charged. He spots something important to his right and head towards it while the bots unleash a barrage of shots.

Blake jumps into a construct similar to a mine cart only with advanced anti-gravity and propulsion systems technologies. He hits the controls and it begins moving forward at an accelerated pace. The cart speeds by the bots as their shots ricochet off its frame.

The construct speeds by several more bots who only manage to get a shot or two off before the cart is out of range. Blake ducks down further as shots fly over his head hitting the mine wall. After a short delay with no shots Blake peeks his head out just enough to see the entrance to the mine and the stopping point for the cart.

He is suddenly filled with panic and begins pulling the controls for the brakes but the cart isn't able to stop in time. The cart comes to a sudden stop and throws Blake out. After flying several feet Blake hits the ground and rolls coming to a stop in front of an enforcer.

ENFORCER

What the hell?!

The enforcer aims his energy rifle at Blake who grabs it and pushes it forward into the enforcer's face knocking the enforcer out. Blake grabs the rifle and fires a shot that removes the head of a bot coming around the corner of the entrance to the mine.

Gaining confidence from his victorious attacks Blake begins charging forward yelling at the top of his lungs. He arrives at the entrance of the cave to find bots coming in every direction. Blake begins to feel his chances fade as he estimates there are at least ten to fifteen bots.

BOT

Worker 52136, prepare for
recyclation.

The bot lifts one of his arms with a peculiar mechanism at the end that begins emitting a purple light. Blake pauses for a second exasperated. He then aims at the main generator, and begins firing shots at it while yelling.

He only gets three rapidly fired shots off before the generator explodes. The mechanism emitting the purple light shorts and sends electrical jolts through the bot. Blake looks at his rifle.

BLAKE

(In a hushed yet excited voice)
I'm unstoppable.

The robots turn towards the destroyed generator then back towards Blake. Blake uses the opportunity to fire on the bots as he's running. He hits two in the chest and one in the head. Another gets its leg shot off.

The remaining bots regain their composure and fire their weapons at Blake. They only get a couple of shots off before getting shot from behind. A final robot remains. Ash's chain wraps around the bot before it's able to turn around.

Just after the chain's length runs out Ash slides to a stop. The bot is nearly split in half by the pull of the chain and lands in front of Ash's bike close to Blake. As Ash dismounts his bike he aims an energy rifle at the bot without looking and shoots it finishing it off. Blake can tell by the expression on Ash's face that Ash is still pissed off about his sister.

ASH

Most of the enforcers are fleeing
and the bots are confused. Let's
take this place.

BLAKE

What do you think I've been
doing.

INT. CONTROL ROOM IN COMMAND
BUILDING

Langston and Alexander are in the control room.
Langston is just beginning to comprehend what
happened.

LANGSTON

He did it. He's taken out the main
generator. All of the community's
main security systems have shut
down.

Alexander continues staring at the holographic display.

ALEXANDER

And so it begins again

Elsewhere, workers pause from their work to look at
the burning rubble of what use to be the generator.

ROBOT

Return to work

A worker hits the robot in the back with a sharp tool.
He then looks at the other workers.

WORKER

What are you waiting for, if you
ever had the desire to taste
freedom again, now's your chance.

Alexander and Langston walk quickly down a hallway.
They knock out a hollow part of the wall, reach
through and grab some energy weapons. They
continue moving down the hallway with a fiercely
determined Alexander in the lead. They come to a
door and it opens.

The bald man is waiting on the other side. The bald
man starts to raise his weapon but Alexander shoots it
out of his hand. The bald man begins backing away.

BALD MAN

So you have a part in this
Alexander. This is the end of you.
After your next recycle there will
be nothing left of your sanity. I'll
make sure of that.

ALEXANDER

Perhaps, but at the moment I'm
not the one that need worry.

The bald man backs up into someone. He turns around
and sees Ash who still has that same pissed as hell
expression on his face.

BALD MAN

You. You're the one responsible
for all of this. I checked the
Teranetwork and Epsilon had
never heard of you. How did you
get here? How were you able to
take out the generator? You
should have died the moment you
stepped foot in the outer corridors.

ASH

Where's my sister?

BALD MAN

Your sister?!

ALEXANDER

Since she was outside of her community when she died she is probably being recycled at Parador.

ASH

Where is that?

The bald man begins to chuckle nervously.

BALD MAN

You're planning to go to Paradora, you're even crazier than the Forsaken.

Ash punches the bald man knocking him back several feet. Ash walks up to Baldy who gets to his feet and continues backing up. Ash points his gun at him.

ASH

Get the hell out of here.

BALD MAN

You'll be dead by the end of the week.

Ash aims his gun at the bald man and starts shooting around him. Baldy takes off running down the halls as Ash continues shooting at him, missing on purpose.

ALEXANDER

You did well taking out the generator, but you've left us with little time to prepare for what's coming. Well equipped armies will be advancing upon us in a matter of days. If we don't begin preparations immediately then our freedom is just a fading illusion. The end of which lies a fate I will not speak of.

Meanwhile Blake and the other workers are slowly driving out the last of what remains of the bots and enforcers. The workers start to flank the enforcers to the left and right. The enforcers respond by sending the bots out to cover them as they run away from the community.

The bots coming out from their cover are quickly shot and destroyed as the remaining enforcers disappear in the distance. Having sealed their victory Blake and the workers begin cheering.

BLAKE

To the pub!

The crowd lets out another cheer, mostly guys. As Blake and several of the workers head to the pub to celebrate they encounter Mallory.

MALLORY

Sure, go celebrate, and become intoxicated, and in a few days one of the Captor's armies will arrive and you will pay dearly for your rebellion.

BLAKE

Damn it woman, I've worked hard all day killin bots and I need a beer, or whatever you call that bad tasting drink they have here.

Alexander walks up to the scene accompanied by Ash and Langston.

ALEXANDER

We have to be prepared when the captor's army arrives. By all means celebrate, but keep it short and drink little, for we will need to begin preparing tonight.

INT. CAPTOR FORTRESS – DAY

An enforcer walks into the large well decorated room.

ENFORCER

The generator in Endall has been destroyed. The workers are rebelling. They have taken complete control of the community. It's the worst incident since the second rebellion.

JACOB

No matter how hopeless it is they still fight. Send several thousand of the Ban there. Give them no weapons.

ENFORCER

The Ban are vicious enough without weapons. Several thousand is multiple times the force that is needed to complete the job.

JACOB

The mistake of underestimating workers has been made twice before and will not be made again. They will not take the weapons of the fallen and they will not use our technology against us as we once so foolishly allowed them to do.

The enforcer makes a signal to Jacob.

ENFORCER

May Jacob live as long as Baal himself.

JACOB

Get out of here. Any more hesitation carrying out my orders and you will be dealt with.

As the enforcer leaves Jacob walks to a window and looks out at the horizon.

INT. MEDICAL BUILDING AT ENDALL – NIGHT

Inside of the medical building several doctors work feverishly to remove the trackers from the workers. Alexander speaks to a young man who's taking the names of the workers waiting in line.

ALEXANDER

Make sure that everyone has their tracking devices removed or they will begin dying within the next day or two.

Alexander turns his attention to the doctors.

ALEXANDER

Only forty workers have been operated on in the past hour. We need at least double that if we are to have any chance of saving everyone.

A doctor removing trackers from inside his own arm responds.

DOCTOR

I'm doing the best I can. Even though we've been secretly studying these for over a hundred years there's still so much to their technology that I don't fully understand. If I don't disarm the trackers' internal security devices before I remove them, the patient dies instantly.

Alexander walks out of the room, down the hall and into another room. Ash, Blake, Farmer, and Mallory are around a construct similar to a table looking at a holographic map.

ALEXANDER

What have you decided.

FARMER

We're going to have to take
Frantic community. We should
Have enough time to arrive there
and overrun it before the first
Captor army arrives. Frantic has
explosives and other tools we can
use as well as enough workers to
make the odds less daunting
when we engage in battle.

ALEXANDER

Do you have a strategy for taking
Frantic?

FARMER

I'm working on it.

Alexander nods then walks down another hallway until
he reaches the outside of the building. It's dark outside.
Many of the workers are quickly moving around,
making preparations for the overwhelming task their
about to undertake. Langston is standing close to
Alexander, observing the workers around him before
he shifts his gaze to the sky.

LANGSTON

Tell me Alexander, were our
actions a noble effort to grant
the workers and ourselves what
will be perhaps our last chance
of ever being free, or were they
foolhearted, selfish deeds that
have damned us all.

ALEXANDER

I do not know. But it is of no
importance now. We have too
many obstacles ahead of us to
worry about how we got here.
We have to focus on the task at
hand.

LANGSTON

I pray that if there is a God,
whose watchful eye extends even
to this place, he will have mercy
on us.

EXT. FRANTIC – DAY

Some enforcers are watching the borders of Frantic. They see various types of hovering vehicles coming towards them. It's a security threat. They aim their guns readying themselves for an attack. The lead vehicle comes to a stop. A chief enforcer approaches the vehicle with his gun aimed towards the driver.

CHIEF ENFORCER

What are you doing here? Identify yourselves!

DRIVER

We are from Endall community. I am enforcer John Walter, id bm 15462. The workers rebelled and overran us. There are some on our tail.

The chief enforcer looks at another enforcer who's staring at a small holographic image being produced by a handheld device.

2nd ENFORCER

The identification checks out.

CHIEF ENFORCER

What about the rebel workers.

The 2nd enforcer makes some inputs into the holographic image.

2nd ENFORCER

I see several vehicles about 15000 meters from here. They're closing in fast.

The Chief Enforcer quickly turns towards the driver.

CHIEF ENFORCER

Quick get in here. We'll have no problem holding them off from here.

The bandwagon heads into Frantic community. The entering strangers arrive at the town's generator. A worker (ZULU) walks by as the caravan approaches the entrance of the generator. Zulu stares at an enforcer wearing a hooded outfit with most of the top of his face covered. The enforcer looks back at Zulu and smiles. The enforcer then turns to the other enforcers.

ENFORCER

Let's go inside and setup guard so we can protect the generator if the rebels breach the community.

The voice sounds kind of like Blake's. The driver and the rest of the caravan get out of their vehicles and run inside of the generator.

On the borders of the community the enforcers prepare to engage in battle with the incoming rebels. As the rebels come into site they begin opening fire. 2nd enforcer glances at his holographic device as the display opens revealing the face of one of the persons being fired on.

PERSON UNDER ATTACK

Why the hell are you firing on us?

2ND ENFORCER

Turn yourselves in now and your punishment will be less severe.

PERSON UNDER ATTACK

What the hell are you talking about?! I'm an enforcer, John Walter id bm15462. We've come to seek refuge and you started firing on us.

2nd ENFORCER

Nice try, John Walter was just here, I have his profile, the information has been in our systems since, ... a couple of hours ... ago, oh shit

Inside the control room of the generator a lead enforcer receives a message from 2nd Enforcer.

2ND ENFORCER

Close off the generator, we have a security breach! I repeat, activate code 4 security.

The lead enforcer realizes that the newcomers that just entered the control room of the generator are not who they appear to be. He grabs his gun and starts to turn around when Alexander puts an energy rifle to his head.

ALEXANDER

I wouldn't recommend that.

Some of the other enforcers inside the generator open fire on the rebels as the rebels, who include Blake and Ash toss off their hooded cloaks and draw their weapons. With good aim and the element of surprise the rebels quickly take out all the bots and effectively neutralize the enforcers. Alexander knocks out the head enforcer. Langston comes over and sets the generator to overload.

LANGSTON

We have about four minutes, lets get out of here.

Zulu watches the rebels as they run out of the generator. Some enforcers and bots are waiting outside of the generator and begin to exchange fire with the rebels. An enforcer runs up next to Zulu.

ENFORCER

What the hell's going on here.

The enforcer raises his energy rifle in the direction of the rebels. Zulu elbows him in the gut then grabs his rifle and hits the enforcer in the face with it. Zulu then begins flanking the enforcers and bots fighting against the rebels. He takes out a couple enforcers and a bot. The enforcers begin to retreat leaving the rest of the bots to get taken out. Zulu continues to fire at the remaining bots while joining up with the rebels.

ZULU

(to one of the rebels)
So the rumors of a rebellion at
Endall are true.

FARMER

You are no longer in danger of
being recycled in the generator.
We need to rally the rest of the
workers to help us drive out the
remaining enforcers.

Zulu looks at a few workers picking up the guns of the fallen enforcers and firing at the bots.

ZULU

It seems that the workers have
rallied themselves.

INT / CAPTOR FORTRESS – DAY

Jacob is looking at a holographic image in a very large room. An enforcer approaches.

ENFORCER

Sir, the Frantic community has
been ..

JACOB

I already know. The rebels are
more capable than I'd hoped.
Perhaps sending the Ban will not
be enough. The communities will
have to be destroyed.

ENFORCER

Should we use nova bombs.

JACOB

Fusion bombs should be sufficient.
Launch them immediately.

INT. CAPTOR BUILDING IN FRANTIC
COMMUNITY – NIGHT

Langston checks the screens at one of the information rooms in a Captor building. Alexander, Farmer, Ash, and Zulu are standing close by.

LANGSTON

They've launched two fusion bombs at the communities. The first will reach Endall in less than 28 minutes and the second here in approximately 32 minutes.

ASH

Fusion bombs?

ALEXANDER

Is there any way to defend against them?

LANGSTON

With the equipment and time available the only thing that I might be able to do is corrupt the navigational systems. If I can the bombs will do only moderate damage to the communities instead of complete annihilation. The chances that I will be successful with either bomb are less than fifty percent.

FARMER

I'll organize the evacuation for the workers.

ZULU

I'll go with you. You'll need someone familiar with the layout of the community.

ALEXANDER

I'll go find weapons we can use.

LANGSTON

Ash, go find the doctors and tell them to gather all the equipment needed to remove the trackers from the workers here. Then get them and the equipment as far away from here as you can. You have less than 25 minutes.

ASH

No problem.

Ash takes off out of the room. Langston switches programs revealing a screen with moving diagrams of the launched bombs. He tries to access certain controls but it denies him.

LANGSTON

Why does it always have to be difficult.

Blake is watching several people rushing to load equipment on a transportation vehicle when he sees Ash.

BLAKE

What's going on.

ASH

We have to evacuate. This place won't be here in less than half an hour.

BLAKE

Why not? If things were going good I wouldn't know what to do. I'll go see if any of the crazies want to get out of here. Maybe some of them can actually be of some help to us.

ASH

Do whatever you can. I've got to go.

Blake begins to say something but Ash is already gone. Blake approaches a worker rushing by that looks around his age.

BLAKE

Hey, do you know where the crazies are.

JARED

The what?

BLAKE

The Forsaken.

Jared gives a look of understanding.

JARED

They're not far from here. I'll show you but we must hurry.

Jared changes direction and picks up pace. Blake follows.

Ash reaches the room where the doctors are removing trackers from workers.

ASH

We have to get out of here.

DOCTOR

I know, I need to finish this procedure first. It will only take me a couple more minutes.

A worker runs in and grabs a box of equipment then carries it out. The doctor stops his work on the patient and looks up at Ash.

DOCTOR

Your the red blood aren't you.

ASH

I'm not like everyone else around here if that's what you mean.

DOCTOR

You left Earth only days ago. What was it like there before you left.

ASH

Same as always, technology advances, people still fight. Only it seems to be getting more lonely. People don't interact like they used to, and there's very few surprises left. Not many frontiers that haven't been explored already.

DOCTOR

Given your situation you're the last one that should be complaining about exploring new frontiers. Sometimes fear of the unknown is well placed.

EXT. ASYLUM FOR THE FORSAKEN

Jared and Blake arrive at the place where the forsaken are locked up, a building similar to an asylum. Jared walks up to the door and examines it.

JARED

The door is locked with enforcer recognition security. The only way to open the door is to find an enforcer and make him open it.

BLAKE

No time.

Blake lifts his gun while it's charging and shoots the door which collapses backwards. The two walk inside the structure. The inside is lit by a few weak lights spread out along the corners of the walls. A cloaked figure sits further ahead with it's back to the wall and its head down.

Blake and Jared begin walking through the structure. As they pass the cloaked figure it begins pushing itself back against the wall and turns its head as if Blake and Jared were a significant threat to it.

JARED

Many of those in here were the bravest warriors in the second rebellion. When the forces fighting for freedom were struck down many of the fighters were subjected to endless forms of torture and punishment. Eventually they're state became so that as soon as their souls were trapped in a new body their brain would be completely incapable of separating reality from illusion. They lost any ability to separate their dreams from their time awake. Hallucinations became real people and real people became fantasy. Through madness they found a home, a resting place.

BLAKE

Yeah, I always wanted to go crazy. Even when I was back on Earth, with my original body. When you're crazy there's always voices to keep you company and hallucinations to keep you entertained. What might only be a broomstick to me when I'm sane, could be a really hot chick when I'm crazy.

JARED

The broomstick might also be a huge poisonous snake surrounded by rats and spiders.

BLAKE

Hey, don't bash on my dreams man, they're all I got left.

Blake and Jared exit out the corridor into a large room with carvings of strange creatures and astronomical entities etched in the ceiling. There are over a hundred people sitting and standing around dressed in ragged clothes.

Some of them are staring into empty space while others occupy themselves with highly repetitive mundane tasks such as a figure who is sweeping the same spot over and over even as the floor itself is starting to wear away.

BLAKE

OK, what do we do now.

JARED

You wanted to come here, why are you asking me?

BLAKE

May I have your attention, please?!

Some of the workers stop their mundane tasks or turn their stares from empty space towards Blake.

BLAKE

The enforcers have been overthrown, you're all free to go!

The workers react by returning to exactly what they were doing before Blake caught their attention.

BLAKE

Do any of you understand what I'm saying!? You're free to go, and if you don't you will be destroyed by a fusion bomb which will be here in,

Blake looks at a device that has the time.

BLAKE

around 22 minutes. You don't want to go back to the recyclers do you.

Several people in the room react as though the word recycler causes them great agony.

But still Blake's attempt to reach them seems futile.

BLAKE

We have overthrown the enforcers just as they did several hundred years ago. We are in the midst of another rebellion.

One of the stronger figures, with a beard and wild eyes, responds by repeating the word rebellion with an unusual (even for a forsaken) look on his face. Some of the people near him repeat the word even louder. Then the original crazy eyed guy yells at the top of his lungs.

CRAZY GUY

Rebelliooon!

Then everyone in the room comes to life and begins shouting, most of them repeating the chant Rebelliooon! After chanting the word two or three times, during a short pause, a person with a French accent yells.

FRENCH PERSON

Vive le Workers!!

All of the people in the room scream and begin running for the corridor which leads out of the building.

Blake and Jared at first just stand there with astonished looks on their faces, then as they realize they are about to get trampled they dodge to the sides of the room. The forsaken workers run by them, one holding a broom as if it were a sword.

A forsaken picks up a broken slab and hits a panel on the wall in the corridor. The panel shorts out and forsaken in other parts of the construct are able to break through the barriers that were holding them at bay. These forsaken run out of their holding cells yelling and chanting “rebellion”.

Outside of the building workers pause in awe as the forsaken run out of the building and head towards the outskirts of the community. Blake and Jared watch some of the last forsaken workers run by them.

BLAKE

Where are they heading?

JARED

How should I know. I don't think even they know where their headed.

Blake and Jared get up and begin walking towards the front exit of the building when a hooded figure similar to the one they passed in the very front of the building approaches them.

HOODED FIGURE

Is it,... is it true that the workers have once again rebelled. That.. that the enforcers have all been killed or fled.

Blake responds as he continues to walk.

BLAKE

Come outside and see for yourself.

The hooded figure begins walking with Blake and Jared but then stops. Blake stops and looks back at the hooded figure.

BLAKE

What's wrong.

HOODED FIGURE

How do I know that this isn't a
trick, a trick to test me, see if
I'll try to escape given the
chance.

Or maybe it's just a dream. Or a..

BLAKE

Fine, stay here if you like, I don't
have a lot of time.

Blake pauses for a moment.

BLAKE

Even if it might be an illusion
created by the captors or a dream
that you might awake from in the
same horrible conditions as you've
always been in, is it not worth the
risk to see if it is real. To possibly
take advantage of what might be
one of your only chances for
freedom and escape.

The hooded figure begins to once again follow Blake
and Jared.

EXT. OUTSKIRTS OF TOWN

Near the outskirts of town Ash meets up with Farmer,
Alexander, Zulu, and Mallory.

ALEXANDER

(to Ash)

Did you get the medical supplies
taken care of?

Ash nods.

ASH

How did the weapon search go.

ALEXANDER

Quite well. Thanks to the banned weapons that many of the enforcers stashed away. We also have a couple truckloads of highly explosive materials that we should be able to put to good use.

FARMER

We need to gather our supplies and evacuate before this place is incinerated.

Everyone becomes silent as they hear some of the forsaken yelling. The forsaken are still moving at a hurried pace and some are still chanting “Rebellion”! The forsaken pay little attention to Ash’s party and head straight out of the community with no apparent destination in mind. Blake and Jared arrive with the hooded figure in an enforcer transport.

BLAKE

I set the crazies free.

MALLORY

Do not call them such a disrespectful name.

ZULU

The forsaken were the bravest and most honorable fighters in the second rebellion. It is doubtful that you will ever realize even the slightest hint of their greatness.

BLAKE

(belligerently)

If all of you have so much respect for the forsaken then how come it was I who rescued them.

ASH

We have less than four minutes. We should probably get moving.

Blake and Zulu give each other a look and then head towards the vehicles.

INT. CAPTOR BUILDING IN FRANTIC

Langston stares at the screen while manipulating several controls, some of them holograms.

LANGSTON

Comeon, .. Comeon,..

The controls that manipulate the guidance systems on the projectiles are protected by a futuristic encryption. There's about 55 seconds left. Alexander comes up on one of the screens in the room.

ALEXANDER

Are you having any luck?

LANGSTON

Endall is going to get hit directly. I might be able save half of this community if I'm lucky.

About 27 seconds are left as Langston manipulates the controls and finally gets some of the navigation systems on the fusion projectile to shut off.

Langston jumps up and begins running through and out the building. He grabs an enforcer transport similar to a motorcycle only without wheels.

He rides it at top speed as the bomb explodes behind him. Seconds before the flames reach him he jumps and rolls along the ground then hides behind a large metallic structure used by enforcers to guard the community. It is about 7 feet wide, 10 feet high, and the sides and the top bend in.

It marks the beginning of a shallow trench so as Langston sits behind it he is halfway underground. Langston leans back into the protective metal and sighs as he takes out a cigar.

The flames shoot past the sides of the metal construct and close all the way in some 15 feet after it.

Langston lights the cigar with the flames and begins smoking. He has a tired but non-panicked look on his face, as someone might after working overtime on a day in which everything seemed to go wrong.

Miles away Alexander watches as flames from the explosion light up the night sky. Farmer approaches Alexander: I'm sure Langston made it out alright. He's always come through okay before.

INT. CAPTOR FORTRESS

Jacob walks into a control room and is acknowledged by one of the chief enforcers who immediately comes to a stance similar to that of attention.

JACOB

What is the status of the rebels.

CHIEF

Endall community along with over half of Frantic was destroyed.

JACOB

Half?

CHIEF

Somehow they managed to jam a few of the navigational systems in the fusion missile. One of the workers must have extensive knowledge of our systems.

JACOB

That's enough. Anybody associated with the deployment of the fusion bombs are to be dealt with immediately. Find the exact locations that the rebels have moved to and relay their positions to the Ban.

CHIEF

Understood.

EXT. OUTSIDE FRANTIC COMMUNITY

Ash, Blake, Alexander, and Farmer approach what is left of Frantic community in a transport. Langston is leaning back against a building close to a corner. Farmer parks the transport in front of the building. Langston is greeted with smiles.

ALEXANDER

So you managed to dodge the fusion bomb.

LANGSTON

It's not that hard to do if you time it just right.

Langston stands up straight.

LANGSTON

Using some of the equipment that still survived I managed to find the location of an army of Ban that's headed towards us. I estimated its size to be around 10,000 plus and it will be here in a little over a day.

Langston uses a handheld holgram device to show Ash's party where the ban is. The hologram then moves to the where Frantic community is and zooms out so they can see the locations of both Frantic and the army. Alexander takes the hologram device from Langston and begins looking at some of the locations between them and the ban. Farmer points to one.

FARMER

That ridge right there is probably the best place to hold them off.

ALEXANDER

I agree, but we'll most likely
have to lure them there.

FARMER

That won't be difficult. The Ban
don't plan strategic attacks.
They'll come after us like savage
animals hunting their prey. We'll
need greater numbers to confront
them.

ALEXANDER

I sent some of the workers to
Jacknife to assist my friends who
are ready to join us. They should
be a freeing the community of
Jacknife as we speak.

EXT. MOUNTAINOUS AREA – DAY

Close to some mountains, where the ban are currently
located, stands a creature (Rilox) that looks similar to a
human only it appears to have natural body armor, like
what might be found on a dinosaur, and it stands seven
feet tall with thick claws along the sides of its
forearms.

The creature motions to other creatures to keep
moving. The other creatures are a mixture, from
unkempt humans to Ape like creatures with skin like
that of a lizard and large arms that almost touch the
ground. A few of the Rilox are riding creatures that
look like they could pass for unidentified dinosaurs.

EXT. JUST OUTSIDE FRANTIC – DAY

Less than a day later, a couple hundred miles away
from the Ban, the rebels of Frantic meet up with the
rebels of Jackknife. Alexander and Farmer greet some
of their friends.

ALEXANDER'S FRIEND

Good to see you Alexander, I appreciate the help you sent.

ALEXANDER

Good to see you too old friend. I'm very impressed with how quickly Jacknife emancipated itself. Your help will be critical in our fight against the Ban.

ALEXANDER'S FRIEND

The Ban are coming? How far away are they?

ALEXANDER

A couple hundred miles, not far from the Hallow Mountains. We'll engage them at a point 78 miles to the northeast of here.

ALEXANDER'S FRIEND

We best move quickly. The Ban moves fast even though it travels by foot.

FARMER

(as he gets into his transport)
In case you can't keep up we'll see you there.

Everyone gets into their respective transports and take off.

EXT. EDGE OF A RIDGE - DAY

About seven hours later, the sun is setting. The rebels are gathered near the edge of a ridge that dips down 400 to 500 feet. The ridge has a slope that drops down steeply at the top then flattens out towards the bottom in an arcing shape. Someone might be able to go all the way up it from the valley without having to climb until the last ten to twenty feet.

The ridge extends as far as the eye can see in both directions. Far off in the distance is a place where the valley rises back to the height of the top of the ridge. The Hallow mountains are in the background. Ash and Alexander are looking over the ridge. Ash then looks at a holographic image being displayed from a patch sized computer on his forearm.

ASH

It seems to be working. Farmer is leading them here. We should have visual contact in less than five minutes.

ALEXANDER

Have you ever fought in a war.

ASH

I was a member of a military group called the Rangers . I fought a few years in the Mideast, a place that used to be part of Persia.

ALEXANDER

The way you handled the generator at Endall demonstrated your skills to wage war in this world. I'll need you to lead the workers on the right side of the ridge. I'll be on the left side and Farmer will take care of the middle. Stay behind the workers when the fighting begins. You are the only one of us that is completely immune to the captor tracking technologies. If we should fail today then you will be the last hope for our souls to be freed.

Alexander and Ash look towards the far end of the ridge and spots some enforcer transport vehicles in the far distance headed their way.

ALEXANDER

There's Farmer. Go to the workers quickly. Many are stricken with fear and doubt. They would probably have already fled if it were not for you. Some of them talk as if you weren't a man, but an angel or messenger sent here to free us.

Alexander pauses for a moment to glance at the Ban approaching in the far distance.

ALEXANDER

I will see you after the Ban has been vanquished and victory is ours.

Alexander mounts a horse and heads towards the left ridge, Ash jumps on his bike and heads towards the right.

Blake meets up with Ash on the right side of the ridge. Blake is armed with an enforcer laser rifle and two energy pistols.

BLAKE

So what do you say Ash? Are you ready to fight.

ASH

I've been fighting for a long time now. Some day I will be able to lay my weapons down and live in peace. A day when the fighting is no longer necessary and the cause is no longer honorable. Today is not that day.

Ash looks at Blake.

ASH

And what do you say Blake

BLAKE

Today's a good day to die.
Blake pauses then lets out a halfhearted laugh.

BLAKE

Oh yeah, I forgot. We're already
dead.

Farmer and the two transports following his transport
move up the ridge. As they near the top they use a
gravity burst (method of propulsion that fires out of the
vehicles tailpipe structures) that gives them just
enough propulsion to make it over the ridge.
Alexander arrives at the left side of the ridge. The
rebels there look sullen and scared.

ALEXANDER

(Broadcasting himself using his
holgraphic display computer)
Do not look so desolate and
downtrodden faithful companions.
Today we have a chance to do
that which no workers have done
for over a thousand years. Today
we have a chance to fight to
regain our souls' freedom.
Thousands of years ago on Earth I
fought many wars and conquered
the known world. During that time
I vanquished helpless peoples
believing always that power gave
me that right. For as long as I've
been here, I've been on the other
side of the balance of power. I
have received justice for my
abuses.

However there are those here who
have never abused power or
committed reprehensible misdeeds.
They live in agony while those who
have abused power, those who have
lived wickedly in their lives both
on Earth and here, continue to
rule and govern.

(MORE)

ALEXANDER (CONT'D)

They trample the
weak and torture the innocent in
order to retain power and satisfy
their own indulgences.
Today I fight for the weak and
innocent so that there may be
justice. Redemption may never be
mine but that is of no consequence
for today I am fighting for that
which is good. No longer will I
cower and watch as the innocent
fall, I will stand and give way to
fighting the likes of which this
world has never seen.
For justice, for the innocent and
weak, for the freedom of our souls!

The rebels shout in approval

The Ban slowly begin to appear in the distance. Ash
starts yelling orders to the rebels.

ASH

Those with energy weapons to the
front line. Nobody is to charge
the ban until I give the order.

Near the middle of the rebel line Farmer speaks with
his friend.

FARMER

Is everything ready?

FARMERS FRIEND

Yes.

FARMER

Wait until I give the order to fire.

Farmer's friend nods in understanding.

INT. CAPTOR FORTRESS

Jacob is watching a hologram of the Ban approaching
the rebels. A commander is standing there with him.

COMMANDER

The Ban outnumber the rebels eight to one. It should not take long.

JACOB

The rebels managed to take over three communities. Communities that were highly protected with generators and previously impenetrable security systems. Do not underestimate their resolve.

EXT. EDGE OF THE RIDGE

As the Ban advances Alexander, Farmer, and Ash give the orders to fire upon them. The rebels move to the front of the ridge and begin firing. Hundreds of energy and laser beams fire each second at the approaching Ban. Some of the Ban block the shots with makeshift shields while others keep going despite being wounded by the energy blasts.

Many of them fall. Even though they're taking heavy losses the Ban keep approaching.

ALEXANDER

Keep firing!

As the first creature begins to make its way over the ridge Alexander gives the orders to fall back. Ash and Farmer also call for the troops to fall back as they run from the ridge. Farmer stops about twenty yards from the edge of the ridge. He lifts a weapon with a semi round metallic projectile on the end of it and looks at his friend who's standing a few yards behind him.

FARMER

So this little piece right here is all that's needed to set off the reaction.

FARMER'S FRIEND

Actually it's about three times what's needed to set off the reaction.

Farmer nods his head and turns towards the ridge where the first creature has just made its way to the very top.

Energy begins to move through the projectile as Farmer aims at the creature and fires. The projectile strikes the creature and lodges itself with the front part sticking out of the creature's back.

Farmer and his friend immediately begin running away from the ridge. Members of the ban look up as the creature that was shot with the projectile loses its balance and falls backwards over the edge. One of the creatures looks down at some type of ooze that it's stepping in. The creature then looks around noticing that the ooze is spread out across most of the ridge.

As the creature with the projectile hits the side of the ridge it sets off a massive explosion. Exhausted, Farmer and his friend struggle to keep their footing as the ground shakes.

Back at the captor fortress Jacob watches in astonishment as the hologram shows over half of the Ban being vaporized.

ALEXANDER

Energy weapons back to the front
of the ridge! Fire at will.

INT. CAPTOR FORTRESS - DAY

Jacob watches as the blasts from the energy weapons strike the remaining ban.

JACOB

How did they manage to get a hold
of so many weapons?!

COMMANDER

They knew about the fusion bombs
ahead of time allowing them to
evacuate with supplies.

JACOB

This will end now. I'll not have
another rebellion.

As the ban gets close to the top of the ridge for the
second time Alexander shouts more orders.

ALEXANDER

Energy weapons to the transports,
the rest of you move to the front
of the ridge.

Those with energy weapons begin loading into the
transports from which they continue firing. The
transports travel along the ridge till they are outside the
edges of the advancing ban making room for the rest of
the rebels to move forward. The Ban are scattered and
now number about two to one with the rebels.

As the first of the creatures comes over the top of the
ridge Alexander shoots it with an energy pistol, then
pulls his sword from its sheath.

ALEXANDER

Follow me!

Alexander charges his horse over the top of the ridge
as the rest of the rebels follow.

After watching Alexander charge over the edge of the
ridge Ash, secures his energy weapon and chain
(which has a blade attached to it).

ASH

Press forward!

He then turns his bike while pressing the accelerator,
gaining speed as he ramps over the edge. Blake, who
up to this point has remained at the edge of the ridge
firing at the Ban, sees Ash ride over edge. Blake sets
his rifle to overload and throws it over the ridge where
it explodes killing several of the Ban.

BLAKE

Hell yeah!

Blake takes out his two energy pistols and runs jumping over the edge of the ridge, firing as he's going.

Many of the rebels have caught up with him and are now charging and fighting the Ban with their swords, clubs, and other weapons that they were able to make and find in the short time they had before facing the Ban.

Alexander is charging along on his horse shooting the creatures with his pistol and striking those close to him with his sword as he rides by. Ash rides his bike along turning it occasionally to avoid large groups of Ban clustered together. He fires a powerful energy weapon that is roughly the size of a sawed-off shotgun.

As Ash rides past some creatures he pulls a switch on his bike triggering a pair of explosives that shoot out of each side and explode some fifteen yards to the left and right of his bike. He also uses his chain, with the blade attached to the end, to strike down the Ban.

The rebels in the transports continue firing from the side of Ban, having flanked them while they were distracted by the rebels charging down the ridge. Blake continues to run further down the ridge firing both pistols in all directions as he runs. He is having a hard time holding off the Ban and turns just in time to block an attack from a sword with his energy pistol.

The creature lifts up its sword and swings at him again. Blake jumps back to avoid the swing but falls down in the process. He begins crawling back not able to get up without giving the creature time to strike him with the sword. The creature comes up to him and lifts its sword for another strike but its forearm is cut off and a split second later it's stabbed through the gut.

The rebel who saves Blake is the hooded figure from the asylum at Frantic. He extends his hand to help Blake up. Blake fires a few shots to fend off some of the approaching Ban.

HOODED FIGURE

Careful friend. Lest something
bad happen to you.

BLAKE

Thanks.

The rebels continue to fight fiercely and victory looks like it's almost theirs when they notice more Ban in the distance heading their way. Farmer slays another human Ban then stops to stare at those approaching in the distance.

FARMER

How many are there?!

But only a few moments later a loud yell, not far from the approaching Ban, can be heard.

THE FORSAKEN

Rebelliooon!!

The forsaken charge the Ban. They are armed mostly with very weak makeshift weapons, while some have no weapons at all. However the forsaken seem to be skillful fighters since many of them are able to dodge the strikes from the Ban weapons and even wrestle their weapons away.

The forsaken slowly begin to overwhelm the new group of Ban. Back near the ridge several rebels are having trouble with a larger creature. It stands about 18 feet tall with huge arms and large but short legs. Its legs do not seem very long because they are bent near a knee type joint. A rebel attacks it but is smacked away by the creature's arm.

Ash rides his bike straight towards the creature and at the last second veers towards the left escaping the swinging clawed hand of the creature. As Ash passes by he throws his chain towards the creature's face where it catches. Ash jumps off his bike and swings around as he holds the chain. The creature turns slightly to the right in reaction to the pull from the chain.

Ash hits the ground and rolls. As he recovers to his feet he removes his energy weapon out of its holster and begins firing at the creature's head.

The creature turns towards Ash giving the other rebels a chance to attack its back. As the creature reacts to the shots hitting its back Ash picks up a sword from a fallen ban and begins charging the creature.

The creature notices Ash and swings, missing Ash as he rolls under the swing. Ash pulls back the sword as he comes to his feet and stabs the creature in the chest. The creature takes some steps back losing its balance and finally falls, dying before it hits the ground.

Mallory also manages to get in a few shots with an energy weapon during the fighting. As Ash continues to fight he notices Mallory and pauses for a moment. A human ban catches him off guard. As Ash barely blocks the strikes from the human, he gets his back slashed from a creature who attacking from behind.

The injury isn't life threatening but its deep enough to cause small streams of blood to drip down his lower back. Ash dodges a blow from the human which lands in the skull of the creature standing behind him. Ash then stabs the human ban with his sword. After sustaining severe losses the last remnants of the Ban retreat.

Blake takes out a few more creatures then looks in the distance as the creatures run away from the fighting. Farmer strikes down a human member of the Ban and walks to Ash. Alexander shows up on his horse a moment later.

ALEXANDER

It seems that victory is ours.

INT. CAPTOR FORTRESS

Jacob is visibly frustrated.

JACOB

(to commander)

Send extra troops to all communities within a thousand mile radius of the rebels.

(MORE)

JACOB (CONT'D)

All communities are to be on critical alert. Anyone who gives accurate information regarding rebel activity or plans will be given the opportunity to advance to enforcer status. Notify all the commanders.

Jacob looks back at the paused holograph.

JACOB

We are at war.

EXT. A ROCKY AREA CLOSE TO THE BASE OF A MOUNTAIN - NIGHT

The rebels are dealing with the wounded and reorganizing. Mallory, who has some experience in medicine, is attending to several wounded rebels. Ash walks over and sits with the rest of the wounded who have not been attended to. Mallory helps out a few of the rebels then looks at Ash.

MALLORY

Where are you injured.

Ash holds up his arm where there's a little blood from a small scratch.

MALLORY

(annoyed)

I have workers with more severe injuries to attend to.

She begins looking at some of the other workers. Instead of leaving, Ash just remains sitting there. After attending to a few workers Mallory notices that Ash hasn't moved.

MALLORY

Why are you still

Her face changes from an expression of annoyance to one of concern.

MALLORY

Why do you look so pale?

Mallory then notices a large blood stain on Ash's back.

MALLORY

Turn around.

Ash turns around and Mallory removes the strips of cloth that Ash tied around himself to deal with the wound. The wound looks bad.

MALLORY

Why didn't you tell me about this.

ASH

That? It's only a scratch.

Mallory begins working on fixing the wound. She uses a small tool that emits light to clean the wound. She then adjusts the tool and uses it to seal the wound enough to prevent any more blood from being lost.

MALLORY

You should have told me sooner.
Because your blood is different
then ours there's nothing I can do
if you lose too much.

ASH

Yes ma'am.

Mallory, still appearing to be annoyed, turns to another worker who's helping the injured.

MALLORY

See if you can manufacture blood
similar to this.

She hands him the blood stained cloth Ash used to wrap his wound. The worker looks at the cloth as if it were a lost masterpiece he'd just discovered.

MEDICAL WORKER

This is from the redblood.

MALLORY

Yes, and if he loses much more
blood he will not survive.

MEDICAL WORKER

I'll get to work on this right
away.

Blake walks around the encampment passing several of
the rebel workers, most of whom are in slumped
positions trying to take advantage of their first chance
for rest in a very long time. Blake stops next to
Alexander and Farmer who are discussing which
community to emancipate next.

FARMER

With the new security measures
that they have most likely
implemented Bioforge should be
the easiest to disable.

ALEXANDER

Still, the landscape surrounding
Raphaldt would give us a strong
advantage in the ensuing fight
after the generator and security
systems have been disabled.

BLAKE

Don't you two ever stop planning.

FARMER

If we don't plan what to do next
someone like you might try to, and
I don't think that any of us would
want that.

BLAKE

Hey you may just think of me as a
great looking guy with unstoppable
combat skills. But there's a lot
you don't know about old Blake.
I may not know a lot about ground
tactics but when it comes to
strategic planning in the air, I could
easily take the two of you combined.

Farmer and Alexander smile.

FARMER

We'll keep that in mind if we happen to run across any combat airships.

BLAKE

You do that.

As Farmer returns his attention to Alexander Blake continues walking. Blake walks for a little bit before coming across Zulu who's sitting down next to a large rock. Zulu glances at Blake then continues to examine a weapon he took from a slain ban that is similar to a wooden spear.

BLAKE

How's it going?

ZULU

I was just thinking about when I was leader of the Zulu tribe. I was ruthless and unstoppable. One by one my enemies fell until no-one would stand before me.

BLAKE

So how did you end up here, old age?

ZULU

The only two who weren't terrified by me struck me down.

BLAKE

Who were they.

ZULU

My brothers.

BLAKE

Yeah, my family was kind of dysfunctional too. We didn't kill each other, but we did fight a lot.

Zulu gives Blake a look.

BLAKE

Uh .. I think I'll go .. see if
Mallory needs any help with the
injured.

EXT. CLOSE TO BIOFORGE – DAY

The rebels have moved to within two miles from
Bioforge which is surrounded by rolling hills.

BLAKE

(to Farmer)

So I have to take out the generator
within the six-second window.

FARMER

The only way to take out the
system without it killing all the
workers in the community is to
destroy all five generators within
six seconds of each other. The
only chance we have to take out
the system is during the security
maintenance cycle that takes place
every nine hours. Normally it
only lasts a fraction of a
nanosecond but Langston and some
of the other workers have found a
way to slow it down.

BLAKE

I still think we should wait to do
this until tomorrow. It'd give
you more time to plan this out
and give me time to celebrate
yesterday's victory. I could kick
back, have a few drinks, and get
to know the lady's from Frantic.

FARMER

Not today. We must free more workers before the captors have a chance to respond effectively. After we release the workers from this community we should have enough to split into two groups and perhaps slow things down. For now, I need you to focus whatever energy you have left on taking out the generator.

BLAKE

(giving up)

After everything that's happened, what's another generator.

Farmer turns and begins to walk away then stops.

FARMER

I almost forgot to warn you. Even though we've managed to jam most of their sensors and they can't pinpoint our exact location, the enforcers still know we're here. Be very careful as they're looking for us and are most likely very well armed.

BLAKE

Nothing I can't handle.

FARMER

I'll see you at the victory celebration.

BLAKE

If you have trouble finding me, just ask someone where the pissed off drunk guy is.

FARMER

I'll do that.

Ash and Alexander are talking half a mile from where Farmer and Blake are.

ALEXANDER

Are you sure you want to do this.

ASH

I'm the only one that can get close enough to the generators to attach the bombs. Besides, I'll be getting a lot of cover fire.

ALEXANDER

Yes, but you'll be up against heavy artillery out there. Without those instincts of yours, you wouldn't make it to the first generator.

EXT. INSIDE THE BOUNDARIES OF BIOFORGE

Enforcers are on the lookout for the rebels. An enforcer approaches his chief.

ENFORCER

We haven't seen any sign of the rebels but according to the sensors they are located on all sides of the community.

CHIEF ENFORCER

How long until reinforcements arrive.

ENFORCER

At least three hours. The land transports have a difficult time making it over the rough terrain and the airships have been banned from use in fighting the rebels. Command doesn't want to risk the rebels commandeering one.

Another enforcer on the perimeter of the community is looking through enhanced binoculars.

ENFORCER WITH BINOCULARS

I have visual contact with the rebels!

He points in their direction. Less than a second passes before high power energy beams hit the enforcer and his post causing a small explosion. The enforcer talking to the chief pushes a control on his holographic device setting off community wide alarms. Bioforge's enforcers and bots quickly move to their positions.

CHIEF ENFORCER

If it looks like we're going to be defeated, kill all the workers!

ENFORCER

Understood!

Langston sits in a remote transport about ten miles from the community. In front of him are several information systems including monitors and holograph generators. He manipulates the controls until receiving the output desired.

The display reveals that alterations have been made to the security-maintenance cycle of the generators in Bioforge, causing it to last much longer than normal. Langston contacts Alexander through a holographic display.

LANGSTON

The cycle has been extended.

ALEXANDER

Good job.

Alexander switches his HDC to broadcast to all rebels.

ALEXANDER

The maintenance cycle has been extended. We only have one chance at this. If we should fail then everything we have done up to this point will have been for nothing, and countless souls will pay the price.

Blake looks at his group of rebels who are mostly lying down with their weapons pointed towards one of the generators.

BLAKE

Be ready! Less than two and a half minutes remain.

At two other outlying parts of the community rebels have their weapons aimed at the remaining generators.

Some of the enforcers begin to advance on the rebels when a few shots from nowhere strike them. A second or so later Ash speeds past them on his bike at close to 100 mph. He moves in on the first generator making some small turns to avoid enemy fire.

Other rebels about a quarter mile out from the community fire their energy and laser weapons at the enforcers near Ash to provide him cover. As Ash comes within forty yards of the first generator where a small troop of enforcers await, he turns his bike to the side and begins sliding.

The only part of his bike that touches the ground besides the very tips of its tires is a metal piece off of the foot support that is specially designed to provide the least amount of friction with the ground. Some of the shots from the enforcers hit the bike. Ash picks the remaining enforcers off before they cause critical damage.

As Ash goes by the first generator his slide has slowed him to about 30 mph. He throws a bomb at the generator as he slides by. It lands about fifteen meters above the ground hooked to the generator. Ash pushes on the accelerator causing the bike to rise up and he turns it to continue in the direction he was sliding.

Blake and other rebels continue firing at the enforcers on the perimeter of the community. Back ten miles from the community Langston watches as the final 22 seconds of a timer counts down.

Alexander watches everything that is happening from his holographic display computer (HDC). Farmer, who's standing next to Alexander, also watches the hologram.

FARMER

He's almost there.

ALEXANDER

All the days since I left my mother's womb, never have I encountered a warrior with instincts like his.

Ash is back to about 100 mph. The second generator is about 300 meters away and he continues to duck and weave as he makes his way towards it. A few enforcers on hoverbikes begin to pursue him but before they can turn on course or even get very close to Ash he shoots them off their bikes with his deadly accuracy.

Ash flips his gun into its holster and tosses a bomb onto the second generator as he rides by. He then flips a switch with his thumb and squeezes the bike's throttles. Ash's bike accelerates rapidly, the front tire lifting off the ground as he leans forward to keep it from flipping him onto his back. Ash glances at a counter as the time ticks down to the last 4 seconds.

The chief enforcer calls up the other enforcer on his holographic device.

CHIEF ENFORCER

Cleanse the community. We can't allow them to free any more workers.

ENFORCER

Yes sir.

The enforcer begins the sequence to terminate the workers using controls on his holographic device.

The generators begin to charge up. Blake and the enforcers have their energy weapons charged and aimed.

BLAKE

Fire!

Large energy beams shoot out and hit their target causing the generators to explode. The bombs that Ash set explode at nearly the exact moment the energy beams hit the other generators.

The enforcer who tried to cleanse the community watches helplessly as the generators are destroyed before they can be used to wipe out the workers.

The rebels charge and the workers begin to rebel. Farmer is riding a hoverbike down to the community firing on the enforcers when he sees something peculiar at one of the buildings.

Workers are reaching through windows and cracks as they try to escape the building that the enforcers have locked them in. Farmer also spots an enforcer running away from the building. Farmer broadcasts to the other rebels through his holographic display computer (HDC).

FARMER

Several of the workers have been locked in the sleeping quarters. Get them out of there.

Mallory hears the transmission and looks towards the building which is much closer to her than Farmer. She barely has a chance to look at it before the explosion nearly knocks her down. Ash turns his bike and rides towards another building the workers have been locked in.

Ash shoots the building's door so the workers are able to break through it. As they run out the enforcers begin shooting them down. Only a little over half the workers are able to make it out before the explosion destroys the building. As Mallory watches the second building explode, a shot fired from a nearby enforcer grazes her shoulder.

She shoots the enforcer in the upper left side of his chest. The enforcer is knocked back, unable to keep hold of his gun. Mallory fires another shot at the enforcer hitting him in the leg just as he retrieves his gun. As he lifts up his gun with one knee on the ground Mallory fires a final shot finishing him off.

Blake finally reaches the camp and stops to aim his weapon at an enforcer firing on some rebels. Before he can shoot, the enforcer gets hit by an energy shot. Blake then turns and runs a few seconds before spotting another enforcer running around the corner of a building.

He quickly aims his weapon at the enforcer but before he's able to fire the enforcer gets hit by a shot from another rebel.

BLAKE

Damn!

Blake runs around the corner where the enforcer was shot and sees an enforcer standing in front of a tower. He begins to fire his weapons at the enforcer while running to the side and the enforcer begins to fire back. Blake fires about 10-20 shots as he runs dodging the enforcer's return fire.

Reaching the edge of a building, Blake quickly hides behind it to take cover from the barrage of shots coming from the enforcer. He starts to peek around the corner of the building when shots bounce off its edge.

BLAKE

So that's how it is?!

Blake charges both his energy pistols (a bright glow begins to increase at their ends) and runs out from behind the building almost ten steps from the edge, all the time letting the guns charge further. He fires his weapons, which throw him back from the force of their shot. The enforcer hits the ground, narrowly dodging the shots as they hit the structure behind him exploding.

As Blake starts to get up he looks at where his shots hit and notices the enforcer getting up. He aims his guns but they have both burned out from being overloaded. The enforcer smiles when he sees that Blake's energy weapons have burned out and lifts his energy pistol aiming it at Blake.

Blake looks up at something behind the enforcer. The enforcer looks behind and up after hearing the structure behind him beginning to collapse. The enforcer begins to run but is hit by a falling block from the structure. Blake runs to the right and jumps just barely making it out of the way of the tower like structure. The structure hits a transport and crushes it to half of its original height.

As Blake gets up he hears the structure begin to move again. A big cylinder shaped piece of the structure rolls off of the crushed transport which gives it the momentum it needs to continue accelerating down the slope it's on. Blake begins running from it and is barely able jump out of its way to the right.

Further down the sloping path that the rolling structure is headed, some enforcers run out from behind a building firing their weapons. By the time they see it it's too late. The structure crushes them then crashes into the wall of a building in its path. Zulu, armed with his energy weapon, comes running out from behind the building a couple seconds behind the enforcers.

He looks towards where the structure hit the wall as he walks over to Blake who's still sitting. Zulu extends his hand to help lift Blake up.

ZULU

Nice work.

BLAKE

No problem.

Ash shoots a few bots and looks around as it seems that the rebels are finally gaining the upper hand. Ash moves his eyes to the side as someone behind him energizes their gun and sticks it at his head.

BIKER

Just when I was thinking that all hope was lost I find myself with a gun pointed towards the back of your head.

ASH

Hello Drake.

BIKER

So you knew my name. I never thought you to be the type that cared.

ASH

How did you get here.

BIKER

When you shot me in the leg in your little rescue attempt. The bullet hit a major artery and I bled to death.

Some of the other rebels see Biker (Drake) pointing a gun at Ash's head. One of the rebels points his gun at biker.

REBEL

Drop the weapon!

Biker ignores the rebel.

BIKER

The most agonizing part of it all wasn't bleeding to death but watching our plan fall apart and seeing you escape scott free.

ASH

Scott free?! Elaine was killed.

BIKER

So you don't know?

Biker lowers his weapon and begins to laugh.

BIKER

So how did you get here anyway?
Did Briar finally take you out?

ASH

I followed Esau here. Know what?

Biker appears to be getting a great deal of enjoyment
out of what he's hearing.

BIKER

You mean to say that you chased
Esau all the way to this place
because he took out Elaine.

Biker breaks down in uncontrollable laughter.

BIKER

This is so much more enjoyable
than killing you. So you couldn't
see it coming and afterwards you
never found out the truth about
her.

Ash begins to realize he know the truth but still doesn't
want to accept it.

ASH

When Esau killed her..

Biker

(interrupting)

Our whole plan was working out
amazingly well. We had no idea
how to take you down until Briar
compared you to Samson. The only
thing we needed was Delilah.
Elaine was brilliant. You didn't
even know that she was about to
stab you in the back and tear out
your heart. Briar must of been
overjoyed when he found out that
his plan not only took care of you
but also Esau.

Ash turns around and points his weapon at Drake's
head.

BIKER

Go ahead. After this little run-in
I could go through a hundred
recycles and still feel good.

ASH

(in a voice that shows his hurt)
We're in the middle of a rebellion
here. Are you with us?

BIKER

No, but I'm against the captors.

Ash puts his weapon down.

ASH

Good enough.

Biker and Ash look at the community. There are several destroyed buildings and fires. Off in the distance a few energy shots can still be seen or heard as the retreating enforcers fight it out with the rebels. A few rebels move around firing shots to finish off any bots still functioning

Elsewhere in the community...

Blake wanders his way into one of the storage buildings. He runs into Jared who's making some final adjustments to a hovering crate of high powered energy rifles.

BLAKE

Alright, weapons storage. I was
looking for some new energy
pistols. Mine are burnt out.

JARED

You won't find any new weapons
here. Not any that you'd want to
use. These are all rigged to
explode killing you and everyone
around you when you try to fire
the weapon. I asked Zulu what he
thought I should do with these and
he said to destroy them.

Jared presses a button on one of the energy weapons and it begins to charge.

JARED

Time to go.

Jared turns and runs for the door. Blake looks at the weapons.

BLAKE

Are you sure they're all bad?

Jared slows to yell at Blake.

JARED

Let's go!

Blake takes off running after Jared. The two slow down to catch their breath a safe distance away from the munitions building then watch it explode.

BLAKE

Why destroy them. There's a chance we could have found a way to make use of them.

JARED

Not in the short amount time we have. The risk of keeping them around is too great. If someone mistook one of them for a functional weapon the consequences would be devastating.

They watch as the building crumbles from the erosion of the fire.

EXT. AN ANCIENT GARDEN/PARK – NIGHT

Mallory is standing around what looks like an old fountain. The area around it is decorated with benches, statues, and other constructs of what was probably once a focal point for outdoor social gatherings. The area might have been a park or garden, but time has taken its toll.

It looks as though it hadn't had visitors in several years. Ash has just arrived at the spot and is approaching Mallory. Mallory has her side facing Ash, when she turns her back to him and puts her head down.

MALLORY

(upset)

I don't want us to fight this war anymore. All of this destruction and pain. How will we justify it!? We haven't been able to help anybody. We've only caused more suffering and loss.

Ash remains standing several feet behind her.

ASH

Sometimes .. people or beings similar to us lust for power, and once obtained, they use it to control and hurt others for their own self gain. If there are no consequences, then those who abuse power only grow more powerful. If we let the captors continue to do harm to the innocent, then perhaps in the short run there will be less blood shed and suffering. But over the years as new generations arrive they will be subject to the same abuse and horror that the workers are subjected to now. When we fight we don't fight just for what can be seen before our eyes but for that which cannot be seen. That which is hidden in the future.

Ash takes a few steps closer to Mallory. Mallory turns around and hugs Ash. She's almost in tears.

MALLORY

I'm frightened. I don't know what's happening anymore. I thought when you died you were supposed to go to Heaven or Hell. But if this is Hell then why are there innocent children and good people here.

ASH

This isn't Hell. It's just a brief stop on your trip to heaven, one that will pass like a bad dream and make your final destination seem all the more perfect.

INT. TAVERN ALONG ROAD AWAY FROM COMMUNITIES - NIGHT

Several of the workers are sitting around and relaxing after having fought a rough battle earlier in the day. Slave, (six feet tall, cut build, African American) is holding a drink in his hand.

SLAVE

Well, at least we were able to save about half of the workers.

At another end of the table a nervous worker questions Zulu.

WORKER

Are you sure they won't be able to find us here.

ZULU

According to Langston it should take the captors at least three to four days to work around the decoys and sensor jams.

Blake is sitting at the head of the table in an oversized chair with his right leg over the right armrest and his back leaning against the left armrest. His left leg is hanging over the edge of the chair.

He's looks to be in deep concentration over some heavily weighed problems. In his right hand he's holding a large mug filled with the local version of beer.

ZULU

It's still going to be hard for us to go undetected by the captors in the long run. Even though taking out Bioforge community didn't yield near the number of workers or weapons that we were hoping for, we should still split up.

Zulu pauses to take a drink.

ZULU

Even then we'll probably have very little chance of survival. The only reason we've made it this far is because the captors didn't plan on us being able to destroy a generator and remove the trackers. Without the redblood it wouldn't have been possible. That element of surprise and a lot of dumb luck

Zulu looks at Blake as he says the dumb luck part.

ZULU

are the only reason we're still here.

Blake stands up and walks up to Zulu.

BLAKE

You have something to say to me Zulu.

ZULU

You're a disorganized mess. You can't aim straight, your overconfident, and your battle strategy is chaotic.

BLAKE

Strong words coming from someone who was rotting away in Frantic community until I along with the other Endall workers came to free your ass. Maybe if you worried more about taking out enforcers and less about destroying weapons then today would have gone better.

ZULU

Destroying weapons?

Zulu has a confused look on his face, appearing to have no idea what Blake is talking about.

BLAKE

The weapons .. you told Jared to destroy.

Jared who's across the room begins to take notice that Blake and Zulu are talking.

ZULU

I never told Jared to destroy any weapons.

Blake has an astounded, fearful look on his face as he reaches both hands towards his energy pistols. He begins aiming them at Jared when an enforcer on an airbike (two seater, energy weapons in front and back, back pivots so person sitting on back can aim energy weapons in any direction) shoots the outside wall to weaken it then comes crashing through.

Through the new hole in the wall a large attacking force can be seen. Blake very quickly re-aims his pistols at the incoming enforcers shooting them off the bike. The bike slides towards Blake who grabs the handle and jumps on it. Energy shots come flying through the hole in the wall.

BLAKE

(yelling at Zulu)

Let's get out of here.

Zulu jumps on the back and Blake revs up the bike to full power. Blake uses the bike's guns to fire several shots at the wall before riding through the newly created hole.

As Blake rides to the outside of the tavern he charges up the energy pistol he still has and sets it to overload.

It's quite dark outside but several hundred of the captor military along with their weaponry and vehicles can be seen. Blake tosses his gun on the ground and yells at the captors pretending to be one of them.

BLAKE

There's still several left in there.
Go and get them.

As several of the captors move in on the tavern they are caught in the explosion of the overloaded pistol. By then Blake and Zulu are well on their way to escaping. The captors realize the duo are rebels and begin firing at them. Zulu fires back with the rear guns and Blake manipulates the controls on the airbike to dodge the incoming fire.

A few seconds later the airbike duo are clear of the captor army but now have three or four captor airbikes and an airjeep (a little wider than airbike, guns on sides, big gun on back to be manned by additional captor/enforcer) on their tail.

Back in the tavern the remaining rebels fight off the overwhelming captor military but are outflanked and overrun. The last thirteen rebels still alive are forced to surrender.

Blake and Zulu continue to ride now passing over rocky terrain with some large natural rock structures that they have to dodge. Blake also swerves to dodge the incoming fire from the airbikes behind him. The airjeep is following up the rear behind the airbikes so it doesn't have a clear shot.

Zulu returns fire and hits one of the airbikes leaving two airbikes and the airjeep. Blake heads uphill and takes the airbike off a 50 ft. cliff.

The airbike's antigravity mechanisms provide it with a slow descent. The two airbikes and the airjeep pursue.

A second or two after the two airbikes ramp off the edge of the cliff Zulu is able to hit the side of one of the enforcer airbikes causing it to lose its stabilizer. The airbike spins out of control, rapidly descending before it crashes into the ground. Blake and Zulu brace themselves as their airbike bounces a few times, landing hard on the rocky terrain below.

There's a maze of rocks and trees up ahead. Blake takes in more fire from the airjeep which clips the backside of the airbike near Zulu. Zulu tries firing his gun but it shuts down.

ZULU

The rear gun's malfunctioning.

BLAKE

They'll hit us again before we'll be able to outrun them. We'll have to take them head on. Hold on tight.

Blake releases the thrust and slides the bike around, turning the thrust back on as the bike begins to face the incoming enforcer vehicles. It takes all of Blake and Zulu's strength to not be ripped from the bike by the force of the thrust. Blake begins firing as the closing in airjeep and airbike fire several shots just missing him.

He fires the front energy weapons which hit the enforcer airbike causing it to lose control as it passes. Blake also manages to hit the airjeep but it doesn't do a lot of damage. As he passes the airjeep the enforcer on its rear energy weapon fires several shots, one of which strikes the duo's airbike causing it to destabilize and swerve back and forth.

Blake looks ahead at several large rock structures and trees along the edge of a river.

The enforcers in the airjeep watch as Blake and Zulu's airbike goes bouncing a couple of times then crashes into a large rock causing it to explode. The enforcers drive the airjeep over to the crash area and look around the surrounding area including the river.

ENFORCER DRIVING

I don't see any bodies.

ENFORCER ON REAR GUN

Doesn't matter. They won't survive long if their still alive. Even if they survive injuries from the crash the woods will finish them off. Let's get back to our squad.

The airjeep turns and leaves the area.

EXT. ANCIENT GARDEN/PARK - NIGHT

Several transports show up in the distance where Ash and Mallory are. Farmer and Langston step out of a transport as Farmer yells at Ash.

FARMER

We have to get out of here. Some of the workers betrayed us and the Captors discovered our location.

Farmer turns and looks at a large explosion about a mile away.

FARMER

That's them. We have to go now.

Ash and Mallory run and get on one of the transports, which quickly drives off after they've boarded.

EXT. NEAR THE PUB - NIGHT

The chief enforcer stands a football field's length from the pub, watching as the enforcers and bots pass by with prisoner rebels.

The rebels march in a line with their hands bound. A lower ranking enforcer walks up to the chief enforcer.

CHIEF ENFORCER

Report.

ENFORCER

We have taken half of the rebels and are currently working on apprehending the rest.

CHIEF ENFORCER

And the redblood?

ENFORCER

We've seen no sign of him yet.

CHIEF ENFORCER

As long as he's running loose our mission is incomplete. Set up a circular perimeter two hundred kilometers around this spot. Let nothing through unless it's been thoroughly checked and lacks the slightest hint of rebel corruption.

ENFORCER

Understood.

Chief enforcer turns back to watching the passing prisoner rebels being beaten and prodded along by the enforcers.

EXT. EDGE OF A RIVER – NIGHT

A good way downstream from the spot where Blake crashed the airbike Zulu awakens. Blake has made a camp with logs surrounding him and Zulu in a circle. Some of the logs are already on fire and Blake continues to light more of the logs with the single energy pistol he managed to save.

He has trouble with the energy pistol since the ride down the stream damaged it a little bit.

However he's still able to get enough of an energy burst to light a few more logs on fire.

ZULU

What happened.

BLAKE

Our plan worked well, except the part where you hit your head. You got knocked out and I dragged you here.

ZULU

Won't the fires attract ...

BLAKE

There's small fires burning all over the place thanks to the enforcers' stray energy shots.

Blake motions in the direction of some rising smoke in the distance. Zulu begins to sit up but cringes from some pain in his side and arm.

ZULU

What about the other rebels.

Blake who is still attempting to get all of the logs burning pauses.

BLAKE

I don't think many of them got away. I'm going to get some rest. We'll need to get moving again at first light. We'll be less vulnerable then to the night predators.

EXT. OVER EIGHT HUNDRED MILES AWAY
FROM BIOFORGE – DAY

Ash and Mallory are resting outside of the transports at the edge of what looks to be a dense jungle.

Langston, farmer and sixty two other rebels are there also, gathered around a small camp over eight hundred miles from where the betrayal took place. Farmer walks up to Ash.

FARMER

We'll be better off traveling by foot from here.

ASH

Where are we headed.

FARMER

When Baal first came to this place he was accompanied by several members of his race that had been loyal to him. Slowly his fellow Terehons began to admire humans and many of the other species here that Baal had enslaved. As Baal became more corrupt the members of his race that had been loyal to him began to side with the workers and gave them aid in what led to be the second great rebellion. After the rebels were defeated all weapons and machinery that could be used by workers to fight against the captors were destroyed. All except those that were not very powerful such as smaller laser and energy weapons. The Terehons who betrayed Baal were banished to the outer edge. They reside there amidst other creatures deemed not suitable to be workers.

Farmer points in the direction of the jungle where the other species deemed not suitable to be workers are sent.

FARMER

It was rumored that before they were banished the exiled Terehons managed to hide some of the most powerful weapons used in the two great rebellions. If we find the the exiles they can tell us where the weapons were hid.

Farmer turns and looks at the rebels around the camp.

Many of them, tired and worn, are slumped over, staring with sad, empty eyes at the fire in the center of the camp. Others are attending to injuries or trying to catch up on much needed sleep.

FARMER

There aren't many of us left and we're being hunted down at this very moment. Gaining access to the weapons in one of the hidden caches is the only hope we have left.

ASH

How far are the Exiles from here?

FARMER

No one knows for sure, but I would guess that it will take us a few days to reach them.

ASH

We should probably get moving then.

Biker along with some of the other rebels walks by.
Biker stops and looks at Ash.

BIKER

Are you going to just sit around all day?

ASH

You didn't betray us to the captors.

BIKER

You know me, I have a problem with authority.

They both smile.

A short time later the rebels begin hiking down a path into the jungle leaving behind the transports. Once a safe distance away, Langston presses a switch on his HDC causing the transports to explode.

The large explosion leaves only small, unrecognizable pieces of the transports scattered over several miles. Ash and Farmer look in the direction of the explosion then at Langston.

LANGSTON

Wouldn't want to leave too obvious a trail for the captors to follow.

Farmer motions at the paused rebels.

FARMER

Let's keep moving. We need to reach a suitable site to setup camp before dusk.

The rebels continue to hike along the path which seems to grow denser with plant life the further they go.

INT. ENFORCER/BETRAYER COMPOUND IN SARDIS COMMUNITY – DAY

Jared and slave are waiting inside a compound with other rebel betrayers. Enforcers with guns are guarding them in case any change their mind about their betrayal. The faces of the betrayers are emotionless as they wait. An enforcer approaches the betrayers.

ENFORCER

Congratulations. You have taken the first step towards becoming an enforcer.

(MORE)

ENFORCER (CONT'D)

There are still many
more things that will be required
of you if you are to prove your
loyalty to the captors.

The enforcer's smile turns to a frown.

ENFORCER

Even the slightest hint of
disloyalty will result in severe
punishment and the reduction to
worker status or lower.
You will be called when needed.
Until then, get the hell out of my
sight.

EXT. ENFORCER PERIMETER – DAY

Hundreds of miles away enforcers patrol a two
hundred kilometer perimeter setup around the area
where the betrayed rebels were captured. Bots,
enforcers, airships, and several land vehicles are
patrolling the area on the lookout for any rebels that
managed to elude the captors.

An enforcer with a significant scar on his cheek is
walking next to another shorter enforcer. The enforcer
with the scar opens a map with his HDC. The map
reveals the surrounding area with certain points
containing blinking red dots.

SCARRED ENFORCER

I'm detecting some life signs.
Possibly human but can't tell for
sure.

2nd ENFORCER

Let's check it out.

They walk towards some trees and brush. They move
through the brush drawing their weapons only to see a
couple of animals that look like a mix between a
warthog and a deer.

They both return their weapons to their holsters semi amused that they got so worked up over animals.

The enforcers turn around and see a quick flash. Both of them are knocked unconscious before they knew what happened. A few moments later Blake and Zulu emerge from the brush dressed in the enforcer uniforms.

BLAKE

Even with these uniforms there's
no way we'll make it through
without being found out.

ZULU

I've already thought of that.

Zulu uses a HDC (holographic display computer – size of a patch) that he took off of one of the enforcers to access the controls of a nearby transport. He causes the transport to go forward at top speed giving some enforcers just barely enough time to jump out of the way before the transport crashes through supplies. The transport turns and speeds away. Zulu runs towards the enforcers and shouts.

ZULU

Quick, some rebels have stolen
the transport. Don't let them get
away.

The enforcers scramble, running to their air vehicles. Blake and Zulu follow suit, jumping in an airjeep. As the other enforcers take off after the transport Blake begins to follow them in the airjeep.

The runaway transport veers to the left around a bend. As soon as the last of the enforcer vehicles chasing the transport disappears around the bend, Blake quickly turns to the right heading in the opposite direction.

EXT. JUNGLE BORDERING THE OUTER EDGE -
DAY

After making camp during the night the rebels continue on their way to the Edge. Ash, who's close to the front of the group, stops walking. A rebel more towards the back of the group watches as Ash raises his energy rifle and shoots at something just to the right of the rebel.

The rebel looks to his right and sees an almost plantlike creature's head fall down. The head doesn't have any eyes, ears, or any other visible features that would distinguish it from a worm if a worm had a mouth the circumference of its body. It looks almost similar to a venus fly trap except for it's teeth, which appear to be closer to an animal's fangs.

The head wriggles around on the ground for a little bit even though it no longer has the support of its body. A loud painful shrieking sound can be heard coming from the body of the creature. The snake like body writhes in pain as it retreats back into the brush.

The rebels are now all alert with their weapons pointed at the surrounding brush. Suddenly more of the plant creatures begin to attack. The rebels take aim, shooting at the heads as parts of the creatures, similar to tentacles, slash at them. The tentacles are a greenish brown color and have thick thorns on them.

One of these tentacles grabs a rebel around the leg and pulls him into the brush before the other rebels can help him. He's heard screaming, followed by a crunching noise, then silence.

FARMER

Move out of here.

The rebels quickly move forward until they reach a clearing. One of the rebels examines his arm which was badly injured when one of the tentacles wrapped around it leaving several gouges from the thorns. The gouges look much worse than they should and have a strange colored liquid around them. Mallory notices the wound.

MALLORY

I need to treat that right away.
From the rumors I've heard, the
thorns from those creatures are
extremely poisonous.

Farmer watches as Mallory treats the rebel. He quickly points out four guys, one of them Biker.

FARMER

You four and Ash. Come with me.

Farmer looks towards the rest of the rebels and then shouts.

FARMER

Anyone who came into physical contact with the creatures go get checked out by Mallory. The rest of you wait here. We're going to travel ahead to make sure there are no more surprises. We'll let you know when it's safe to move again.

Mallory examines the wounds on the rebel's arm and cleans them with a pen like instrument. The rebel flinches from the pain.

EXT. FURTHER DOWN THE PATH THROUGH
THE JUNGLE – DAY

Farmer, Ash, and the other four rebels make their way down a path which is surrounded by dense vegetation.

FARMER

How far have we gone?

1st REBEL

We're about fifteen miles from where we split up.

Farmer activates his HDC. Mallory appears on the holograph.

FARMER

Are you ready to move out?

MALLORY

We will be in a few minutes.

FARMER

We'll wait here until you're within a couple of miles of us. The path appears to be safe but keep a watchful eye out and be very careful.

Farmer ends the transmission. The members of the group begin to look for a comfortable spot to rest. Farmer sits on a log next to another rebel, a few rebels find spots on the ground, and Ash leans against a tree. Biker, who remains standing, approaches Ash.

BIKER

How do you know something is going to happen before it does?

FARMER

That's something I've been curious about myself.

Ash walks over to a tree with a small bird like creature standing on one of its branches. He looks at the creature and motions towards it.

ASH

Living creatures, especially humans add immeasurable variety to life. Each one is a marvel that could never be rivaled by man's creations. With them, the world experiences rapid and unpredictable change. Without them, everything is static, predictable, and repetitive.

(Note: Might add cutscenes here to illustrate what Ash is saying.)

ASH

Somehow, many years ago, I became disconnected from people and other living creatures. It was like a wall had been built around me, through which only limited, simple interaction with others was possible.

I was alone. The lack of variety, the loneliness, began to eat away at me until one day I awoke and everything was the same. Every last second of the day a repetition of a previous time. Change had left me, taking with it all feelings of fear or pain.

Seeking to find something, anything different or new, I let my mind descend along paths that sane men would give their lives to avoid. As I did this I became even more separated, more alone, and fell deeper.

I began to experience what might be described as foresight. At first it started out as small, seemingly coincidental things such as knowing the phone was going to ring before it did or waking to a randomly set alarm seconds before it went off. Then it began to increase along with the weight of my thoughts. My thoughts became so heavy, so loud, I could barely hold myself together.

FARMER

What thoughts are you speaking of.

ASH

Parts of infinity and what it's like not to exist, angels and those who hide in the shadows, things for which I have no words.

Ash pauses for a short moment lost in his thoughts.

ASH

I sought escape through the emerging conflicts in the holy land. I thought that perhaps in war, my mind, occupied with all the chaos, might find rest.

At first it worked. Fighting with the rangers I defeated powers that did not hide their evil deeds. In the face of violence and destruction, with death so near, lies began to unravel and souls were revealed.

But then something began to happen. I began to see things, more than I ever had before, through the eyes of the dying. My foresight advanced and though I would have welcomed it, death would not take me. The war ended and peace was restored. I returned home alone, one of the few survivors of my regiment. Even though outside of me there was peace, the war inside continued to spiral out of control.

One morning I awoke and all the thoughts I could bear only for a few seconds, those which my body wasn't designed to handle, were stuck in my head. This time I couldn't get them out.

Ash is in his house. He's in intense pain and almost stumbles over as he's walking. Blood is dripping from both his nose and ears. Finally, unable to fight it anymore Ash brings his hands to his head and screams out. Angels and demons appear in the background clashing.

ASH

With the last of my strength I got on my bike and rode off. I had no direction or plan.

(MORE)

ASH (CONT'D)

I just kept riding further down the road where the rapidly changing environment and struggle for survival kept my mind from the things men weren't meant to comprehend. I tried to do good, but something would always get in the way.

I would see a rape or killing about to happen and decide to interfere. Before I knew it I had made a multitude of new enemies all seeking my destruction. So I did the only thing I could. I fought and continued on hoping to one day find a path through the darkness. A path leading to a place where violence and destruction have no claim under the burning light of creation.

FARMER

Perhaps one day you will. But not today for a great war lies before us. One that must be won if any of us are to ever find peace again.

EXT. CAPTOR CITY OF SARDIS - DAY

Over a thousand miles away in the captor city Sardis, hundreds of rebels are about to be publicly executed in a large stadium the size of multiple football fields and over fifty stories high. The setting suns in the background cast mixtures of red and purple across the sky. Several miles away, near the center of city, a large, heavily enforced recycling compound can be seen along the skyline.

At a very large stage area near the front of the stadium rebels are being lined up in preparation for their execution. They have their hands and legs bound. Several enforcers are guarding all areas of the compound including the upper balconies and all entrances to the stadium.

The rear half of the stage area is enclosed on the top and sides with the front half exposed to the sky.

Slave, Jared, and some other rebels are standing near the bottom of the stage, next to where the rebels they betrayed are about to be executed. Guilt, fear, and doubt have taken their toll on Slave who looks as though he barely has the strength to remain standing. Slave looks at Jared, then the ground.

SLAVE

Once I thought I knew what evil was. It was so clear to me on the plantation and in the mines. I had been witness to it since the day I was born. Born a slave. The freedoms that are meant for all men taken away from me before I took my first breath. Taken by men that embodied evil. And when I finally died, finally faced the ultimate equalizer, I awoke to find myself once again a slave. Only this time with no hope for freedom, not even from death. I've always hated my masters. I thought that if only the world were rid of those who would enslave others then evil would all but disappear.

Slave looks at one of the rebels on the stage, the rebel glances back. They both know each other.

SLAVE

Then I look at Titelbaum. Though never enslaved he suffered like I. Not for his skin color but because he was a Jew. As a boy he watched his whole family starve before they made him use the last of his strength to walk into an incinerator.

Slave looks at another rebel about to be executed.

SLAVE

Or Jeremiah. His family raped and slaughtered. His neighbors and country men put to the sword. For no reason other than they occupied the land that someone else desired. The people who caused the suffering of these men all shared one thing in common. The willingness to bestow pain and suffering on others for nothing more than their own self gratification.

And now, I have become one of them. All the times I told myself that I was nothing like them, convinced myself how different I would be in their shoes. It was all lies. And now I have nothing left. Just a precious few faded memories of being beaten and alone, shaking in the cold. No shoes on my feet, clothes torn, and my hair covered in dirt. Those were my best moments. My soul was strong and my will good.

And I will not let it go. I will end myself waging one final battle, before the last piece of the man I used to be fades into darkness.

The shouting fans in the stadium shift their attention to a chief enforcer standing in front of the rebels about to be executed.

CHIEF TO THE CROWD

You have been summoned here today to bear witness to the faces of treachery and malice. You will have the privilege of knowing the ends to which they fall. These rebels before you have caused great destruction and despair.

(MORE)

CHIEF (CONT'D)

They have caused disruptions which
have led to the food and water
shortages that many of you have
had to bear.

The chief is being broadcast all across the land
including the workers in other communities and Ash's
group.

CHIEF TO THE CROWD

They have backlogged the recyclers
extending the terms of those
sentenced to them. But fear not.
The enforcers have brought an end
to these tyrants and will vanquish
them before you. The traitors will
then spend not less than a hundred
years in the recyclers before they
are given back their bodies.

The crowd reacts in awe to the harshness of the
punishment that awaits the rebels.

CHIEF TO CROWD

This is the price to be paid for
rebellion against the Captors.

A rather rugged looking Scottish male standing in the
crowd changes his expression from neutral to anger.

SCOTTISH MALE

I should be up there with them.

He charges towards the stage.

CHIEF TO CROWD

This is the ...

He's interrupted by the enforcers shooting the intruder
running towards the stage. A few more members of
the crowd begin charging. The chief becomes
flustered.

CHIEF TO CROWD

What are you doing? Can you not see how hopeless it is. Everyone that rebels here will serve out a hundred year sentence.

The chief begins to point at the looming tower like recycler that can be seen standing above all other buildings in the center of the city.

CHIEF TO CROWD

There will be no escaping the recycler.

The recycler, is caught up in very large explosions then begins to fall towards the ground. The crowd falls into chaos and the enforcers line up between them and the stage shooting at any workers that dare to charge.

CHIEF

Execute the rebels now.

About eight enforcers line up with high power, fully automatic energy weapons aimed at the enforcers about to be executed.

Jared looks at slave.

JARED

Redemption?

Slave nods. The eight enforcers begin firing and killing the captive rebels. One of the enforcers can only get two shots off before Slave takes him down. Enforcer 2 sees Slave taking Enforcer 1 down and aims his gun to shoot Slave. Jared jumps out of nowhere and takes Enforcer 2 down. Slave now has the enforcer's gun and begins firing at the other enforcers shooting the rebels.

An enforcer on the stage sees what is happening and begins to aim his gun but is knocked out by one of the rebels with a gut, face combination using the rebel's bound hands.

The enforcers between the crowd and the stage continue firing rapidly, driving the crowd back. Also, multiple enforcers on the walls of the stadium are firing on the crowd.

Several of the enforcers on the stage toss mechanical devices onto the ground in front of the stage area in a line going from the left side of the stadium to the right. The devices link up and create an impenetrable force field. The few members of the crowd who continue to charge are violently shocked and thrown back several feet in the air after making contact with the force field.

With the crowd mostly taken care of the enforcers turn around to focus their attention on the stage. Slave, Jared, and the rest of the rebels realize their heavily outgunned. Suddenly a very large explosion shoots out from one side of the arena like structure causing flames and debris to hit the other side of the arena.

A second later a few more large explosions go off destroying everything between the crowd and the area close to the stage. The force field and the enforcers that set it up are all wiped out from the explosions.

A large group of rebels begin to charge into the stadium. The enforcers in the upper parts of the stadium begin firing on the invading rebels. Six of the rebels, involved with the explosions and carrying heavy weaponry, stop and kneel in a V formation with their weapons aimed at the upper parts of the stadium.

They fire almost in unison, shooting some small, glowing projectiles whose paths curve towards the enforcers on the upper parts. The projectiles move straight towards the enforcers, knowing their exact locations and burst into large balls of flame when they hit. All the enforcers near to where the projectiles burst are killed in the explosions.

Charging near the front of the attacking rebels is Alexander. A few of the enforcers near the stage use small force fields to block the shots from the rebels. Unable to shoot through the force fields, several of the rebels charging the stage are taken out. However, Alexander continues charging towards the stage.

The enforcers fire some shots at Alexander but he uses a smaller forcefield of his own that's linked to his arm to deflect the shots. As Alexander runs up on the enforcers he pulls an energy sword from its holster and attacks penetrating, the enforcer's force fields. As he slays them, he barely slows his charge towards the stage and the chief enforcer.

The chief enforcer who's standing on the front of the stage charges up his rather large energy weapon. When Alexander is less than ten feet away the Chief fires. There's a two second delay as the projectile burst gains power then fires towards Alexander. Alexander lifts his shield up and steadies himself just before the projectile crashes into and repels off his shield destroying the shield in the process.

The shot which has a twenty foot stream following it tears through the back corner of the stadium and continues its path undeterred into the sky. The chief begins to recharge his weapon as Alexander charges forward. Alexander fires a few shots but they hit the chief's force field.

The chief fires but during the projectile's short delay Alexander is able to strike the energy weapon with his sword. The resulting explosion knocks the Chief off his feet. The Chief leans forward pulling out his gun but as he looks up he sees the barrel of Alexander's weapon pointed straight at him. Alexander fires then turns towards the crowd.

ALEXANDER

The shots have been fired. The flames have been ignited and the river of blood unleashed. The third war is upon us. This place is not Hades. It is not Heaven or Hell. We are not dead, we are alive! If you can remember what it's like to be alive, to be free. If you can remember the dreams of your childhood and the hope that they gave you. Take it and let it give you strength. Raise yourselves out of the dust and ashes.

Some enforcers get a clear shot and begin firing at Alexander. One of the shots grazes his arm.

ALEXANDER

Stand one last time for the freedom
of your souls.

Another shot hits Alexander this time directly in the leg.

ALEXANDER

If there's anything left in you to
stop the blade from striking the
widow, any strength left to
extend your hand and lift the
orphans from the pits.

Alexander is struck by shots a couple more times, one in the chest and the other abdomen.

ALEXANDER

Then make the only choice any of
us have left, to charge like
madmen into the raging storm, a
final light against the darkness,
... to let wickedness, destruction,
and chaos know .. the falling
thunder of creation.

Alexander is shot again and falls.

EXT. JUNGLE PATH TO THE OUTER EDGE

Mallory is watching Alexander through her hologram when a familiar voice is heard from behind her.

ZULU

Alexander has done his part. The
remaining burden lies with us.

Mallory looks back at Zulu and Blake.

MALLORY

How did you get here?

BLAKE

At the pace you were moving we would have caught up with you even if we hadn't stole some airbikes.

ZULU

I knew that when there was no choice left, this is where Farmer would head.

Mallory, Zulu and Blake stare at the myriad of lights and explosions in the chaotic fight being displayed through the hologram.

Further down the trail Farmer and Asher are watching the fight through the hologram from Farmer's HDC.

FARMER

We have to move quickly. Retaliation from the captors will come swiftly. We haven't much further to go.

Farmer, Asher, and the rest of the group begin moving on after taking one last look at the battle.

EXT. ALONG THE JUNGLE TRAIL
SURROUNDED BY MOUNTAINS – NIGHT

It's night and the top of the mountains surrounding Asher's group reflects the light of a purplish red moon. Farmers talks with Zulu through his HDC.

ZULU

The enforcers probably woke up with a bad hangover wondering where their airbikes had gone.

FARMER

Sounds like you've been enjoying yourself. I'm glad you made it. I once thought the many stories I heard of what lurks in the Outer Edge to be only myth. From what I've seen so far, the stories are all true. I'm certain I'll need your help before we find our way out of here.

Zulu nods.

ZULU

I'm right behind you.

EXT. JUNGLE/WOODED PATH - DAY

As Farmer and the other rebels continue along the path, a furry creature a little larger than a cat comes scurrying about eight feet in front of him. The creature has a head similar to a cross between a monkey and a koala bear with four furry legs, the front two being slightly shorter allowing it to switch between walking upright and walking on all fours.

It's short, thin tail is similar to that of a possum. One of the rebels moves in closer to inspect the creature, which appears by its limp to be injured.

FARMER

Be careful, you don't...

The creature turns its face towards the rebel and spits a stream of fluid at him. Before the stream hits the rebel an eight foot figure jumps out of the shadows and uses its cloth covered arm to block the spit. Ash and Farmer quickly draw their weapons

FIGURE

If the poison from the scrab touches your skin you will die within minutes.

FARMER

You sound familiar stranger. Do I know you?

FIGURE

It's been a very long time old friend.

FARMER

Nurichai!

The figure removes the hood from his head. He has a beard and long hair reaching to the middle of his back. NURICHAI'S appearance is not too dissimilar to a human although his eyes are larger. Also, his legs and arms are disproportionately large compared to his body when compared to a human.

FARMER

How were you able to find us?

NURICHAI

Although we have detached ourselves from taking part in the events of this world, we have not been unobservant.

Farmer and Asher lower their weapons.

NURICHAI

We're not far from the Edge. I will lead the way.

FARMER

What about the group behind us?

NURICHAI

My friend is on his way to meet them. You may wish to let your friends know he's coming so they don't greet him with hostility. The Edge is this way.

Nurichai begins walking and Farmer's group follows.

EXT. OUTSIDE A LARGE WALL – DAY

Farmer's group and Nurichai arrive at a large wall covered in vines and other unidentifiable forms of plant life. Nurichai holds up his hand and a small spatter of lights comes from out of the gate and towards his hand. It moves around his hand and forms a layer of lights around it. The lights then return to the gate entrance and the gate begins to open.

As the gate opens there is a great fire before the group that blocks any type of entrance into the Edge.

NURICHAI

Do not worry about the flames.
They are an illusion.

REBEL 1

But I can feel their heat.

NURICHAI

A part of the illusion.

Nurichai walks through the flames. Rebel 1 walks up to them and sticks his hand in then pulls it back. After a visual inspection of his hand reveals no damage he steps through the flames. On the other side of the flames is a large village like area. Its sight resembles what many would consider the Garden of Eden to have looked like.

The only boundary seen is the wall of flames behind the group which turn into a continuous green landscape with a sign like object marking the only indication of an entrance. The village is quite large with structures resembling large houses or small buildings.

There is a multitude of plant life, some of which Asher has never seen before. Some of the structures contain vine like plant growth along their walls. However the plant growth looks very organized and purposeful, not chaotic and overgrown.

NURICHAI

Welcome to our home.

INT. CENTRAL STRUCTURE IN THE EDGE –
DAY

Inside the largest structure near the center of the village a meeting is taking place. The inside is well decorated like the inside of a church without the religious symbols or the inside of a prestigious room in a government building. There are seven exiled Terehons gathered around not including Nirichai.

They are each about eight to eight and a half feet tall since their height has decreased with their old age. Most have beards and all have longer hair similar to Nirichai who is the youngest of the exiled captors. Ash and his party are standing before the exiles. An exile sitting in the middle of the other exiles appears to be the leader.

LEADER

You have come seeking weapons to fight the captors?

FARMER

Yes. Are the hidden caches from the second great rebellion a myth.

LEADER

They are not, but as far as you've come they will still be difficult to reach.

Ash will be very important in the recovery of the hidden weapons since the defenses were not designed to keep out a redblood.

The leader looks at Asher.

LEADER

We have been watching you since your arrival. By our every calculation and analyzing, you should have been killed and recycled a very long time ago. Even with all our knowledge, there are things to you that we cannot see.

The leader pauses and a glazed look comes over his eyes.

LEADER

Several hundred millennia ago our civilization developed the technology to extend our lives indefinitely.

However, we didn't have the means to create the resources necessary to support the rapidly increasing populace. The end result was a massive war which threatened the utter destruction of our planet and the colonies we'd created on neighboring planets.

At the peak of the war, when our self destruction appeared to be at hand, a great hero arose from the flames of our falling world. He brought order to the chaos and led us to the resources we needed for survival.

The hero Baal became our leader and we his followers. But as Baal's power grew he slowly changed. At the end of the war he began to explore our universe, claiming every part he touched. As he discovered new territories his ambition and arrogance grew. Over the years his methods became more brutal and his power more infallible.

Many of us began to long for the days of the great war. Even his closest friend Kothar, another very powerful hero from the great war, could not reason with him.

After crossing over half of our Universe Baal finally discovered other life. More primitive than ours but with just as much potential.

(MORE)

LEADER (CONT'D)

When they refused to serve him,
Baal decided to destroy them.
This caused a great divide in our
people and led to the final war of
our civilization. The most fierce
of recorded time.
The only ones that remained of
our race were Baal and a small
fraction of those who had
remained loyal to him.

Leader gets up and walks over to an artifact that
appears to tell the story of past wars through a faded
hologram.

LEADER

Once again a rebellion has risen
up against Baal and its chances
seem far more dismal than those
of times past. But it is the things
that we can't see that matter the
most, and right now there is much
that we cannot see.

The leader walks towards a door in the back of the
room, stopping to make one last glance at Asher and
his party.

LEADER

Nirichai will take care of what
needs to be done.

Nirichai watches as leader and a few of the other elders
exit the room then looks at Asher.

NIRICHAI

You and those who are to go with
you should journey together to the
entrance of the underground paths
then split into two groups.
I will give you all the data and
equipment you need. Those who
will attempt the journey, follow
me. The rest, go with Muraka.

Nirichai motions at another exile.

EXT. EDGE – DAY

At a gate, not too dissimilar from the one that was used to enter the Edge, lush vegetation and a myriad of flowers grow. It is morning as Asher, Blake, Mallory and four rebels are ready to depart. Farmer, Zulu, and the rest of the rebels not going are seeing Asher's group off.

FARMER

I should go with you. I'm much more familiar with the dangers of this world.

ASH

We'll be fine. Just make sure you learn as much as you can from the exiles while we're gone.

FARMER

I will, but only for a few days. If you haven't returned by then I'll come to find you.

Blake has already walked well past the gate and a few steps past the borders of the outer edge.

BLAKE

Damn it people, we're only going to be gone a day or two. Save the farewells for another day.

EXT. VALLEY TO THE UNDERGROUND PATHS
– DAY

Asher's group is traveling down through the valley between two large snow capped mountains. Surrounding the group are trees higher than seventy feet tall with their tops covering the sky. Even though the mountains have snow at their peaks the valley seems to have warmer weather.

The members of the group pause when they feel the ground shake. The ground continues to shake as the sound of trees being crushed can be heard.

The group runs behind some plant growth next to a very large tree as the sound grows near. A few moments later the source of the noise is visible.

It is a creature over twenty five feet tall and longer than a school bus. Its legs are similar to an elephant, its body large, and its head like that of a reptile with spikes coming out the top and down along it's neck.

REBEL

What is that?

Two of the creature's legs are partly made of a material similar to steel with some visible blood covered mechanical parts showing through some large tears in its skin. The legs tie into the body in what appears to be a melding of metal with flesh. Other parts of the body also seem to be integrated with mechanics including a part of the creature's face near its jaw.

The mechanics leave a few open spots from which the inside of the creature's mouth can be seen. It appears that the mechanical parts of the creature have been through much wear and tear. Wires and small parts are sticking out in certain places and the creature walks a little funny.

The creature goes up to a small tree and takes a bite out of it. It chews on the tree for a few short moments then lets out a strange howl that resonates with the pain it must be feeling. It then continues on its way.

MALLORY

I remember hearing that a few centuries ago the Captors had tried several experimentations involving the integration of creatures and people with mechanics.

(MORE)

MALLORY (CONT'D)

However, it made the victims of the experiments too difficult to control with their increased strength and speed. Nearly all the subjects in the experiments were destroyed, except for a few who were exiled to this place.

The party begins to move on except for Rebel 1 who pauses one last time, looking in the direction of the creature with an expression of awe and horror. A 2nd rebel stops and looks at the Rebel 1.

REBEL 1

Who can ponder what abominations lie hidden in this place.

EXT. BOTTOM OF A GORGE – DAY

It is dusk when Ash's group reaches the bottom part of a gorge. There is a rock wall before them and two large statues facing each other about twenty feet apart. The statues are about the size of the exiles but look more brutish. They have spikes in their back and sharpened teeth from which a liquid, similar to lava but slightly more purplish, flows.

The liquid forms a small pool between the statues. The pool extends to a carving in the rock wall resembling a flaming sun. The flames of the sun extend out from the wall in every direction. Leading up to the carving, are small stones surrounded by the liquid. Rebel 2 looks at the liquid.

REBEL 2

Is it as hot as appears.

BLAKE

Let me see.

Blake begins to reach out to touch the liquid but thinks twice about it when he spots a piece of wood close to the edge of the pool.

BLAKE

On second thought.

Blake picks up the piece of wood and tosses it into the liquid. The wood bursts into flames the instant it contacts the liquid.

BLAKE

Yep, it's hot.

Ash turns towards Mallory.

ASH

Do you have the key.

Mallory hands him a small metallic object. Ash starts to move towards the first stepping stone but pauses.

ASH

There was something about the defenses ..

BLAKE

What is it with you people that you have to take the longest time possible do every little thing.

Blake grabs the key from Ash and jumps across the stepping stones to the wall carving.

When he gets there he examines the carving then looks at the key puzzled. He pulls up a hologram which shows information about the key and the carving. Blake has trouble believing that he didn't come up with the answer already.

BLAKE

Yes, of course.

He places the key near the middle of the sun and presses some controls on the sides of it causing small lights in it to activate. Ash and Mallory, who are using Mallory's holographic display to examine the instructions for unlocking the door, react to something they've discovered.

MALLORY

Blake, get out of there!

Blake watches four small objects float out in front of him as he turns to face Mallory and Ash.

BLAKE

What?

ASH

Get away from there!

The four small objects shoot out beams of light at the carving and the stone that Blake's on begins to crumble. There are about six stones between Blake and the end of the lava pool which he begins to traverse jumping off each one just before it crumbles as light begins to shoot out of the carving on the wall.

Blake jumps across the next to last stone but slips as he makes the leap to the last stone. As he lands on the stone he begins to lose his balance and fall backwards. There's a bright light as the blue energy from the flaming ball reaches its peak.

The stone below Blake crumbles and a reaction in the liquid causes it to solidify microseconds before Blake lands on his back. Ash walks up to Blake who's breathing heavily and a little shocked by his experience. After seeing that Blake is alright Ash smiles.

ASH

Way to get it done quick Blake.

Mallory walks up next letting out a sigh as she looks at Blake. Blake begins to get up and dust himself off as the rest of the rebels walk by.

BLAKE

Hey, I got the job done. That's what counts ... right?

(mumbling)

Piece of cake.

He reaches down and picks up his energy blaster which has fallen out of its holster. As Blake lifts it up his hand is shaking violently. He quickly uses his left hand to steady his right then returns the blaster to its holster.

INT. THE ENTRANCE TO THE UNDERGROUND
PATHS – DAY

The inside looks similar to a cave aside from the carvings on the walls and a multicolored ceiling which has been chiseled by some type of erosion leaving a far more intricate pattern than would be found in normal cave. As they come upon a split in the cave between two paths a rebel tries to access his HDC but it blinks a couple of times then disappears.

REBEL1

Something is interfering with my
HDC.

Ash tries his but it does the same thing as Rebel 1's.

ASH

Looks like we'll need to split up.

REBEL1

How will we find each other again
with our HDC's out.

ASH

Hopefully there will be something
in the weapon cache to signal with.

REBEL1

That's not exactly the type of
signal I would prefer but time is
of the essence. Jason, Ezekiel,
and Yann, you're with me.

Rebel 1 looks at Ash.

REBEL1

See you soon, .. I hope.

Ash nods. Each group takes separate paths through the cave.

Ash, Mallory, and Blake are walking down a long pathway that is similar to a stairway only instead of having normal steps it has circular steps just slightly bigger than Ash's feet.

Each step is a different height from the others so the person walking down the descent has a choice of about four or five different places to take their next step depending on how big a step they want to take.

At the bottom is a banquet sized room that's mostly dark except for some purplish blue glowing objects near the ceiling about the size of starfish. The objects move ever so slightly as if they were breathing. At the end of the room is what appears to be a door.

Blake walks up to it looking for a way to open it. Not able to find anything he reaches out and touches the door. Immediately Blake pulls back his hand grabbing his arm screaming. Mallory runs up to him.

MALLORY

What's wrong.

Blake shakes off his arm still grimacing from the pain.

BLAKE

Felt like something was tearing
apart my arm from the inside.

Ash goes up to the door and reaches.

BLAKE

No, don't

As Ash touches it his hand goes straight through.

ASH

It doesn't seem to recognize me as
a threat. I'll see what's on the
other side.

Ash steps all the way through.

A few seconds later an opening about ten feet from the main door and five feet off of the ground appears. Mallory yells at the door that Ash passed through.

MALLORY

Ash, Asher, can you hear me!

Blake has already walked to the opening.

BLAKE

I think I can hear him through the opening.

Blake and Mallory climb up into the opening. After examining the path ahead they begin moving forward. They hear Ash's yelling from not far away although it seems as though a wall is between them.

ASH (O.S.)

Mallory! Blake!

MALLROY

Ash! We came in through an opening not far from where you went through. If you go back through the way you came you should be able to reach us.

ASH (O.S.)

I tried but as soon as I activated whatever it was I activated, something scanned me and the door I came through became solid.

It suddenly gets darker where Mallory and Blake are standing as the opening behind them closes. They run to check if there's any way to reopen it but all they find is a solid wall where it use to be. Ash jogs up to a small opening to the passageway where Mallory and Blake are at.

ASH

Hey, there's an opening over here.

The opening has rock bars too close together to allow someone to slip through. Blake and Mallory run over to Ash.

BLAKE

There might be a larger opening
further down.

Blake begins to head further down the pathway but pauses when he hears the roar of something that sounds very unpleasant. It also catches the full attention of Ash since it appears to be coming from somewhere on his side.

Some lights come on very similar to sunlight but they only shine through very small openings causing most of the room Ash is in to remain fairly dark. The creature lets out a growling noise and seems to be getting closer to Ash's location.

ASH

I'm going to see if I can find a
way out of here.

He runs quickly down the room but only makes it about twenty feet before he sees a creature partially hidden in the shadows. He first notices the creature when it opens its green eyes which glow lightly.

It stands upright close to ten feet tall. Its arms and legs have biological plating similar to that which might be found on a dinosaur. Along its back are large horns sticking out and upwards. The horns continue all the way to its head where there's several smaller horns.

Fifteen feet ahead of Ash is a door with what looks like some mechanisms for opening it. About twelve feet to his right is an entrance to another area of the cave which does not look very inviting due to a few bones and some strange dried up liquid splattered on the walls.

Upon seeing Ash the creature raises its arms and lets out a roar. Then a smaller creature standing on two of the horns on the larger creature's back pops his head out above the creature's left shoulder and shakes his fist at Ash while letting out a high pitched scream.

The smaller creature has coarse white hair that sticks up from his head extending all the way to the middle of his back. It has wrinkly brown skin, thin arms and thin legs. The large creature begins moving towards Ash. Ash pulls out his energy pistol and aims it at the creature. He pulls the trigger but all he gets is a small charge which burns out rapidly.

ASH

Doesn't anything work in this place.

The creature continues towards Ash until its closes enough ground to take a swing. Ash ducks the swing, narrowly avoiding what would have been a devastating blow. The creature turns and begins throwing other blows at Ash. It is just slow enough for Ash to dodge the blows and run towards the door with the strange mechanisms.

One of the mechanisms includes what appears to be a four foot lever. Mallory and Blake are spectators to everything that is happening.

MALLORY

Quickly, figure out the controls to open the door.

BLAKE

Kick it's ass then figure out how to get out of there.

Ash is desperately working at the controls trying to figure out how they operate as the creature comes charging towards him. Ash throws himself down into the creatures legs causing it to fall over. Ash crawls out groaning from the pain in his shoulder and side then runs to the other side of the room.

The creature gets up looking very angry this time. The little creature crawls over the big creature's shoulder and onto his arm. The little guy then begins jumping up and down.

The creature grabs the little one with his hand as the little one spreads his claws preparing to be launched.

The big creature throws the little creature through the air. The little creature flies towards Ash's head with its hand and leg claws stretched out. At the last second Ash ducks and it goes flying into the wall. The big creature sees this and angrily charges at Ash who sidesteps him causing him to smash into the wall.

MALLORY

Quick Ash, open the door.

BLAKE

Finish them off.

Ash runs over to the controls and desperately tries to manipulate them including the lever. The little creature gets up dazed and the big creature starts to come to.

MALLORY

Hurry Ash, they're recovering.

Ash grows more frustrated.

ASH

I'm trying dammit!

The little one who's standing next to the larger creature's legs shakes his fist at Ash then jumps on the large creature.

BLAKE

Take the creatures out.

MALLORY

Try the lever.

ASH

I've already tried the lever! It isn't working.

The large creature is coming up on Ash once again this time with fiery rage. Ash still can't get the controls to work and has become enraged himself. The big creature is only a few steps from being within reach of Ash when Ash grabs the lever and breaks it off.

The big creature quickly grabs Ash and lifts him off the ground causing him to scream in pain.

Ash swings the lever hitting the creature in the head. The creature drops Ash and he hits it in the stomach with the lever. The creature bends over a little from the blow.

BLAKE

Well, it's about time.

Ash takes a few steps back then comes forward using his momentum to swing the lever like a bat, into the creature's face. The creature stumbles back, then falls causing the small creature to let out a grunt when the big creature lands on him.

Exhausted and in pain Ash stumbles over to the door that won't open and leans his arm against it. His arm hits a few pads on the door causing controls to light up. The door separates into four pieces each sliding into the wall. Ash falls over into the area of the cave that Mallory and Blake are in.

MALLORY

Are you alright? Are you in pain?

Ash slowly gets up.

ASH

No more than usual. We should probably keep moving.

INT. FURTHER INTO THE UNDERGROUND PATHS

Asher's group walks around a dark bend in the underground path to encounter a room that holds what appears to be a miniature galaxy. There's a sun about the size of a large beach-ball in the center, which aside from its size, looks very real. It glows brightly and it's surface moves dynamically mimicking the gas reactions of a full sized sun.

Not far from it are six planets with their moons and an asteroid belt. There are also thousands of stars that seem to stay the same distance away regardless of where Ash, Blake, and Mallory are standing. The three are filled with wonder as they walk towards the center of the galaxy.

Ash stares at a planet that's a mixture of dark green and bluish-purple colors. It's as if he grew millions of times larger and is walking through an actual galaxy. He reaches out to touch it with his finger when he hears a distressed voice.

VOICE

Nuck, nuck!

Ash pulls back. A four and a half foot figure walks towards him.

MIDEN

Yicha woirk na.

ASH

What? I can't understand.

The creature pulls out a small device and looks like he's programming or operating it somehow.

MIDEN

Don't touch that. You'll make everything out of place.

MIDEN has large black eyes, each with a pupil that nearly fills it. His head is bald and he has no nose, just nostrils, and barely visible ears. Miden's left arm is missing from a point just beyond his shoulder but his right arm appears to be fully intact. He's very thin, especially his hand which has very long fingers. Miden walks to the planet.

MIDEN

It's very sensitive.
(Starting to fade off)
Very fragile.

Miden suddenly diverts his attention to the group.

MIDEN

Why have you come here.

BLAKE

We're after the weapons cache. We need the weapons to fight the captors.

MIDEN

The captors? They're still here!?
.. Yes, of course they are. And you mean to stop them.

Miden let's out a strange laugh.

MIDEN

You'll need more than the weapons. Time repeating itself, so many have tried. So many

Miden looks at Mallory.

MIDEN

virtuous,

Miden looks at Blake.

MIDEN

brave,

Miden looks at Ash.

MIDEN

and ..

Miden's expression changes to one of extreme fear as he starts to back up.

MIDEN

You .. you're .. You're like him.

Ash looks confused.

ASH

Like who.

MIDEN

No, no, not again.

Ash takes a few steps forward:

ASH

I mean you no harm.

Miden screams and falls back lifting up his arms in defense. He is clenched tight but then after a few seconds pass he begins to wonder why he hasn't been killed yet. He lifts up his arm and peaks at Ash. He slowly puts his arms down and skittishly gets up.

MIDEN

I.. I'm not .. You .. but your ..
like him. No. There must be ..
something different.

ASH

Like who.

Miden walks over to the planet next to Ash. He waves his hand over it.

MIDEN

He who destroyed all that I knew.

The planet begins to change slightly. There's a barely detectable light that can be seen through its atmosphere. The green and bluish colors begin to very slowly change to brown and darkish gray. It spreads slowly covering a greater portion of the planet. Then there's another one that starts at a different part of the planet.

More specs of light continue to appear on different regions of the planet. The mixtures of gray and brown eventually cover the entire planet as it becomes a wasteland. Miden waves his hand over the planet again causing it to slowly revert back to its original stage then looks at Ash.

MIDEN

Yes, there's something different about you. I can see it more clearly now.

Miden begins walking over towards a pile of machinery on the outside of the small galaxy. He moves a couple of pieces of machinery to the side and lets out a light laugh.

MIDEN

Perhaps .. there is hope, for deliverance against the captors.

Miden finds what he's looking for. It's a three foot cylinder shaped device. It looks similar to a highly modified energy rifle.

MIDEN

Henevad has visited the cache many times. Once he came back with this. We have made a few modifications.

Out of the shadows near a dark part of the small galaxy a five foot figure stands up. It looks similar to a very advanced android. In fact only its colors and its voice hint at it being an android instead of biologically based.

HENEVAD

May I ask a question of you.

It almost seems as if the android is feeling anxiety or a hint of hope after enduring a long depression.

HENEVAD

Have you heard of the Urima of Antoiches.

Ash looks at Mallory and Blake then back to Henevad.

ASH

No, I'm sorry.

What had appeared to be a barely detectable expression of hope on the android's face disappears.

MIDEN

Henevad has travelled untold distances for million of years in search of those who made him.

HENEVAD

I awoke for the first time and they were all gone. I traveled to where they had been but they weren't there. I don't know what it is I was supposed to do.. why I was made. So I search the known and unknown distances, hoping to find where they went.

MIDEN

The weapon is yours.

Miden hands it to Ash.

HENEVAD

It's very powerful. Many more times the power of the other energy weapons.

Ash takes the weapons and holds it. It seems awkward. Henevad comes over and takes the weapon. He places it next to Ash's upper arm and pushes a control. Extensions come off the rifle that wrap around Ash's arm. The weapon sticks out above his shoulder and past his elbow about a quarter foot in each place.

Ash straightens his arm and extends his fingers. The weapon slides forward to his forearm and rotates slightly so that Ash can easily grasp a brace for it which includes a trigger and some other controls.

HENEVAD

The weapon also contains a shield. It is very durable.

Henevad touches a control on the forearm attachment and a reddish blue shield the height of Ash appears. Ash disables the shield by pressing the same control.

ASH

We have nothing to give you in return.

MIDEN

Free our friends from the Captors, and you owe us nothing.

BLAKE

We will need more weapons. Can you tell us where the cache is located.

MIDEN

You have come far. It is still a great ways from here but do not let it concern you. We have a way for you to get there very quickly.

Miden begins walking towards an area opposite of the opening through which Ash's group entered.

MIDEN

Follow me.

Ash, Mallory, and Blake follow him glancing at the awe inspiring planets, asteroids, and stars in the small galaxy as they walk through it. Melvin walks into an area with a very large assortment of machines. One has a slight similarity to the mechanism in the mountain on the Indian Reservation back on Earth.

MIDEN

This will transmit you to the cache.

HENEVAD

We built it using the technologies and materials of the captors.

Ash stares at the machine.

ASH

Is this capable of sending me back
to Earth.

MIDEN

No, it is only for short
distances.

Miden presses a control on the machine and a holographic map focused on their current location is brought up. Miden scrolls it very rapidly revealing the great distance Ash's group is from the cache. He slows the scrolling then stops at a point that looks very large for an underground area. Miden then makes a gesture at the map that highlights the area and the map disappears.

The machine begins to light up and make some noise. A portal opens revealing their destination but it shifts back and forth at very rapid rate making the trip to the cache through the transportation device look very unstable.

MALLORY

Are you sure it's working correctly.

MIDEN

The chance that you will arrive at
the cache in the same atomic
configuration as you leave here is
within reason.

BLAKE

Good enough for me.

Blake jumps through the portal.

ASH

Thanks for helping us.

Miden acknowledges his thanks. Ash turns to Henevad.

ASH

I wish you luck in your quest.

HENEVAD

As do I in yours.

Ash looks back at the portal.

ASH

Same old routine.

Ash jumps through.

MALLORY

Goodbye.

With a nervous expression Mallory closes her eyes and follows Ash through the portal.

INT. WEAPONS CACHE

Ash, Mallory, and Blake get up slightly disoriented. Blake looks at his HDC.

BLAKE

The HDC's are working.

Ash brings up information about the cache on his HDC.

ASH

We can disable the defenses that interfered with the HDCs from inside here. That should allow us to restore communication with the other rebels.

Ash walks towards the location of the mechanism for disabling the defenses. Blake and Mallory begin to observe the surrounding environment. Next to them are some land vehicles with large barrels for energy discharges. On another side of them not far away is a large group of highly offensive airships ranging from small and fast to large with a very heavy arsenal.

There are also thousands of crates with energy rifles and other heavy artillery.

Several weapons are leaned against the crates and stacked on top of them. The two hear a noise from Ash's direction.

ASH

That should take care of most of the defenses.

Ash tries contacting the other rebels with his HDC.

ASH

Chan, can you hear me.

Chan (aka Rebel 1) responds.

CHAN

Yeah, your coming in clear. When did the HDC's come back online.

ASH

When I disabled the defenses.

CHAN

You made it! You've found the cache.

ASH

See for yourself.

Ash points his HDC at the surroundings.

CHAN

(smiling)

How far was it.

ASH

Hard to tell but I'm guessing quite far. We took a shortcut. While shutting down the defenses I noticed some detailed maps of the underground paths. I'll send them to you as soon as I figure out ..

Mallory who has walked up next to Ash interrupts.

MALLORY

I'm sending them now.

Mallory uses her HDC to send the maps to Chan.

MALLORY

Where is your current location?

CHAN

We've moved quickly, we should
be ..

Chan stops talking as he's looking at the map.

MALLORY

Chan?

CHAN

We've gone in a circle. We're
about half a mile from the
entrance.

MALLORY

Good. We'll pick you up.

Mallory shuts down her communication link with
Chan. Blake is still looking around.

BLAKE

Wasn't there suppose to be a
larger ship to haul all this crap
out of here.

Mallory walks over to some controls and activates
them. The whole area begins shaking and some
instruments begin to light up. Blake watches as the
ship coming to life.

BLAKE

Rock on.

EXT. FLAT ROCKY SURFACE - NIGHT

A little less than half a mile above the location of Ash's group a small opening appears through a flat, rocky surface and continues to grow until its a quarter mile in diameter. Dust and rocks are pushed away from the opening by the strong wind pouring out of it. A very large ship begins to rise out of the opening.

It's very bulky with multiple thrusters firing from the bottom leaving several fifty foot bluish trails of fire and exhaust.

On the back of the ship are several larger exhaust ports from which the ship generates its forward thrust.

The sun is rising as the rebels who have returned to the entrance of the underground paths look up at the large ship coming towards them. From it emerges a smaller starship to pick them up.

INT. EXILE STRUCTURE AT THE EDGE - DAY

Zulu is observing a battle through his HDC from inside an exile structure when he notices Ash and the rest of the group walking up. Zulu diverts his attention from the battle.

ZULU

Welcome back. Your return was sooner than any of us had hoped for. Since Alexander's demise workers across the occupied parts of this world have been rising up in rebellion. They have been putting up a tremendous fight but if we don't supply them with more powerful weapons they will soon be overwhelmed.

ASH

Then we should leave as soon as possible.

ZULU

I will, but you will need to remain here. I have learned all I need from the exiles, however you've had very little time with them. I will lead an initial group consisting of several transport ships and some starfighters. You and the remaining rebels will need to train for what will be our final battle in this war.

(MORE)

ZULU (CONT'D)

One that will be waged against Baal himself at the Nova Parador. Even with all the surrounding generators and recyclers disabled, as long as the Parador continues to stand the souls of this land will remain in captivity.

INT. NOVA PARADOR - DAY

At the Nova Parador Jacob speaks with Baal, who's barely visible.

JACOB

The workers have discovered how to disable the trackers enabling them to destroy the generators and recyclers in other communities. We have sent out most of our forces to counter them but their numbers are too great and their fighting spirit dwarves that of the rebels of old.

BAAL

Every time a worker has lifted his fists in anger to me, shed his obedience and embraced his wrath,

(MORE)

BAAL (CONT'D)

I have struck him down and thrown
him to the shadows he so
desperately chased.

Yet a third rebellion is soon to
pass. And with it the last hope
of peace for the souls of this
land. A dark cloud spreading
forth an eternal abyss of despair
will I be upon those who have
spite me. Never again will they
see the light, never again will
their souls know what it is to be
free. In the darkness they will
thrash as the last echoes of hope
fade. I have spoken this, and so
it will be.

EXT. EDGE – DAY

At the Edge Ash looks up as the cargo ships carrying
Zulu and the first wave of rebels flies off into the
distance. Nirichai approaches Ash.

NIRICHAI

Our eldest leader wishes to speak
with you.

Ash gets up and follows him to the entrance of a
structure where the Leader awaits.

LEADER

Follow me.

Leader walks through the entrance of the structure.
Inside it is clear that the structure is used for storage as
it contains a myriad of weapons and artifacts, almost
all unrecognizable to Ash. The Leader continues
walking deeper into the structure as he speaks to Ash.

LEADER

Time not unlike the rest of nature likes to repeat itself. I told you how the members of our race had stood against Baal in the war that nearly wiped out our entire race. It was several millennia after that war, on this planet, that members of your race rose up to defy Baal. Even his closest friend Kothar would have no more of his madness. Somehow your race managed to bring Baal closer to defeat than he'd ever come. It came down to a final battle between Kothar and Baal. Although less powerful, Kothar had him at the brink of death when he gave Baal one last chance to end his madness. That chance was all that Baal needed. With a fatal blow he destroyed Kothar and ended the second great rebellion. Baal cannot be struck down with a normal weapon. He has altered his physiology to regenerate at the subatomic level.

Leader stops next to a long and narrow floating container next to him. He takes out a weapon similar to a sword. It has a five foot long three and a half inches wide blade. Upon close inspection microcircuitry or mechanical alterations are visible along the blade's five foot length. The seven inch handle has several controls on it and creases so that one's fingers sink into it slightly for an optimal grip.

LEADER

Kothar designed a weapon that could disrupt matter far below the quantum level, neutralizing Baal's ability to regenerate. It is an extremely powerful weapon containing gravity altering generators.

(MORE)

LEADER (CONT'D)

The wielder can exert almost limitless power into a blow with a minimum of effort and strength. We have chosen to give this weapon to you.

ASH

There has to be someone more capable.

LEADER

There are none with your instincts and you are a redblood making it much more difficult for Baal to stop you. Take the weapon and learn how to use it.

Leader hands the weapon to Ash. Ash presses a control on the weapon and it makes a barely detectable humming type noise as the edge of the blade develops a very small golden glow. Ash moves his wrist just a little and the blade lights up like the sun as it swings rapidly to the right of him going through a support column.

The sound in the room is dulled as the blade makes its swing. Ash, with his right arm straight out and slightly behind him, looks with concern at the pillar he just struck. It has a solid cut through it and begins to collapse before Leader walks quickly up to it and moving his hand over it, somehow causes it to repair itself.

LEADER

Learn how to use it outside.

Ash nods and presses a control that deactivates the weapon.

EXT. OUTER EDGE – DAY

An hour or two later Blake is looking over one of the starfighters. Nurichai approaches him.

NURICHAJ

I've heard that you've fought many battles in the air.

BLAKE

Before I came to this place I was a fighter pilot. But I've never flown anything like this.

NURICHAJ

A few centuries ago I fought a few battles in a starfighter very similar to this.

BLAKE

So how much do you remember.

A few moments later Nurichai, Blake, and two rebels are in the starship. Nurichai and Blake are at the controls with Nurichai flying. The controls include two sticks with several buttons, a pair of throttles and foot controls with a vague similarity to rudder pedals. Several screens are laid out through out the cockpit. Nurichai is flying through valleys along the edge at about mach two.

NURICHAJ

So how are the modified controls.

Blake looks at the sticks and foot controls.

BLAKE

They fit nicely.

NURICHAJ

Give it a try.

Blake grabs the sticks and takes control of the starcraft. He tries turning and the controls react more than he expects. The starfighter swings to the left and does a few spins. Blake smiles.

BLAKE

Not bad.

He pushes the throttle forward causing the fighter to accelerate to mach 3.5. Several displays on the screen warn him about the terrain ahead before it's visible. As he flies through the valleys then towards the sky Blake begins to remember his last flight on Earth.

EXT. BACK ON EARTH BEFORE BLAKE DIED - DAY

Blake is in a pilot's suit including helmet and gloves flying a F22 Raptor with the sunset, other F22's and several anti-aircraft missiles in the background. Mission command talks to him over the radio.

MISSION COMMAND

What is your current status
Vicious 3?

BLAKE

We're under heavy fire.

Blake tilts the Raptor to the right dodging an incoming SAM.

BLAKE

Heavy artillery on the ground,
several SA-7s, 16s, my entire
radar is lit up.

Blake looks at an F22 not far off.

BLAKE

Vicious 1, watch your five!

A missile hits Vicious 1 and the plane bursts into a flaming pile of debris shooting towards the ground. There's only Blake and one other F22 remaining.

MISSION COMMAND

Abort the mission. Turn back now.
We'll have to use the bunker
busters.

BLAKE

Negative, thousands of innocent civilians will die.

Blake flies through two missiles coming at him from his left and right. He then flips on the afterburner and aims his nose straight up. The remaining F22 gets hit and falls towards the ground.

BACK IN THE STARFIGHTER

Back in the starfighter Blake turns left and right sliding some on the turn, scrapes the ground and pulls up heading towards space. As he gets close to the upper atmosphere he becomes lost in his memories again.

BACK IN THE F22

Blake is pulling a very high load of G's while climbing into the upper layers of the atmosphere with multiple SAMs tailing him. Central command has grown frustrated and panicked.

CENTRAL COMMAND

Mission over! Return to base now!

Blake is barely able to speak with all the pressure on his body.

BLAKE

Negative Viscious 3.

CENTRAL COMMAND

Damn it captain, the mission cannot succeed! To continue is suicide!

As Blake flies through the upper atmosphere the sky begins to turn dark. At Central Command, the commander is now talking over the radio in a calm, pleading voice.

CENTRAL COMMAND

Blake, do you have a shred of survival instinct left. Do you have any remaining desire to live?

Blake has brought the power on the engines to idle. The F22 floats then falls around until the nose is pointing at the Earth. A couple of AAs (antiaircraft missiles) fly by narrowly missing it.

BLAKE

Negative, sir.

Blake flips on the afterburner and shoots by another AA that had been tailing him. The commander at central command drops his arm that's holding the radio as he watches the radar screens.

BACK IN THE STARFIGHTER

Blake points its nose at the ground from the edge of space. He's lost in his memories and looks as though he's still piloting his F22 in his final battle.

BACK IN THE F22

Blake shoots towards the ground. He looks at the airspeed gauge and it's erratic. As he shoots through the clouds he begins to slowly pull the nose up. He levels off at a couple hundred feet above ground flying at a speed between mach three and four. The stress of the G's is tearing at Blake and the fighter.

Several anti-aircraft missiles are launched at him but barely keep pace. The land he's flying over is mostly arid desert. Some soldiers standing close to an American flag look in awe as the F22 blazes by with around twenty SAMs tailing it. Blake comes closer to a city that contains his target. (Multiple chemical warhead silos)

He barely manages to aim his air to ground missiles as he pulls the trigger to launch them.

The missiles fly about the same speed as the F22 slowly falling towards their targets. The SAMs following him begin colliding with some of the buildings that Blake is flying by. Blake starts to pull the plane up as the large explosions shoot towards him.

Even though he has brought the throttles to idle he is pulling too many Gs at too high a speed. The outside world grows dark as Blake G-locks and the Raptor starts to tear apart.

BACK IN THE STARFIGHTER

Haunted by his memories, Blake's dodging through spiraling rock structures at a breakneck speed scaring the hell out of his passengers.

BACK IN THE F22

Blake comes to and pulls the eject switch in what's left of the F22 launching him away from the jet. The speed at which he ejects is far too fast as the wind and some debris fatally injure him.

As he falls to the ground bleeding Blake sees the smoke in the distance revealing that he hit his intended targets. He takes his final breath while slowly falling towards the Earth.

BACK IN THE STARFIGHTER

Blake switches to the reverse thrusters on the starfighter and swings it around to the landing area. As he lands the starfighter slides some on the ground. Blake just stares straight ahead breathing heavily.

EXT. OUTER EDGE – DAY

A day later Ash is practicing using Kothar's sword not far from a small waterfall.

His skill has increased rapidly and if it weren't for the trailing energy sparks the swings would be nearly undetectable. Mallory approaches carrying a powerful energy rifle.

MALLORY

Is there a place I can practice shooting an energy rifle.

Ash points to his right.

ASH

There were some rebels training with their rifles in the field earlier today.

Mallory begins to walk in the direction that Ash pointed to. Ash quickly sheathes the sword (has the sheath on his back) and cuts in front of Mallory.

ASH

If you want you can stay and watch me practice for a little while.

Mallory gives him a mean look.

MALLORY

Even after being brought here, almost losing your life multiple times, and facing an impossible battle in which the fate of your very soul is at risk, you still have unbounded arrogance.

Ash smiles.

ASH

I've always faced futile struggles, nightmares from which I could not awake, and realized hells that I do not want to think about.

(MORE)

ASH (CONT'D)

All those times I managed
to fight my way through. I
clawed and scraped my way out of
the abyss before it could swallow
me.

Ash starts to look a little more somber, almost
depressed.

ASH

Each time I did so I knew that if
I succeeded there would be
nothing for me. I would still be
alone, tired, and lost struggling
to find the hiding place of hope.

Ash wants to say something to Mallory but has a
difficult time finding the words. He looks at a small
insect with a body structure similar to an ant and the
ornate coloring of a lady bug.

ASH

Sometimes when I look at an
insect or bug I'm filled with
wonder, but at the same time
saddened. It is far beyond that
which I could create. It's design
flawlessly brilliant. Something as
simple as it's vision would take
innumerable years to fully
understand. The way it moves,
reproduces, and digest food among
countless other characteristics are
all perfectly unique and efficient.
How valuable would that bug be
if it were the only insect, much
less the only living creature in
the world aside from man.
The measures we'd go through to
protect it and the money we'd
spend to understand it.
Yet, it's value is lost. Not
because it's design is flawed or
it's mysteries false.

(MORE)

ASH (CONT'D)

But because there are countless other insects in this world that accompany it. I will never understand the lengths to which I take life for granted.

But when I look at you I feel the smallest hint of peace for I value you the way all life should be valued. The texture of your skin, the way you move, the beauty in your eyes.

When I'm near you I remember something that I'd forgotten a long time ago. You remind me of why I once cared if the blood in my veins still flowed or the stars in the night sky continued to shine.

MALLORY

If you think your going to woo me with a bunch of ..

Ash kisses her. She responds appreciatively. After kissing Ash looks at Mallory with concern.

ASH

I don't want you to fight in this final battle.

MALLORY

If I fall in the battle my fate will be no worse than if our forces lose and I'm hunted down. At least this way I have some control over my fate no matter how small.

ASH

But what if we succeed. If you're killed in battle there may be no way for you to be returned. Your soul will continue its journey and I will have lost you.

MALLORY

I can't watch as the souls of
those I love are tormented any
more than you can. Do not ask me
not to fight again.

Mallory walks off quickly. Ash thinks about trying to
stop her but decides against it.

Blake approaches while Ash is still distracted with
Mallory. Blake looks in Mallory's direction.

BLAKE

She looks pissed.

ASH

I never was very good with women.

BLAKE

You, the tall, dark, mysterious
type. I find that hard to
believe.

ASH

I'm really bad at first
impressions. And I don't dance
very well.

BLAKE

Oh, oh yeah, you are screwed.

Ash nods in response. A moment later Blake suddenly
remembers what he came for.

BLAKE

Hey, I picked up something for
you while on one of my training
flights.

Blake walks Ash's bike to him. Ash stares at his old
friend amazed at how long they've been apart. He sits
on it and notices a few changes.

BLAKE

Nirichai's friend did a few upgrades on it. He sent the specifications to your HDC.

Ash starts it but the engine sounds more like a fusion reactor than a normal motorcycle engine.

BLAKE

Don't worry, it'll ride the exact same as before. It's just designed to provide a little extra kick if you need it.

Ash turns off the engine greatly reducing the noise level.

BLAKE

The remaining rebels are planning on heading out at dawn.

Blake notices Ash is still lost in thought.

BLAKE

Are you ok?

ASH

Yes. There was something that I felt, that frightens me.

BLAKE

The battle tomorrow?

ASH

I'm not sure, but it doesn't matter. My path is set. I'll leave with you tomorrow.

EXT. EDGE – DAY

Early the next morning when the first rising sun is barely visible the eldest exiles watch as the rebels depart in the starcrafts heading for the Paradora.

EXT. A ROCKY PLAIN – DAY

A little while later Blake lands the starcraft that he, Farmer, and Ash are in. The landing area is a rocky plain with a dark stormy sky casting a shadow across it. Multiple varieties of ships are seen flying by in groups every few moments. There is a circle of about eighteen men and women gathered around. It is arid country and the clouds have darkened the sky.

Ash rides out of the rear of the starcraft on his bike. He sets the kickstand and walks up to the group of leaders with Farmer and Blake. They are greeted by Zulu who has been through some battles since they last saw him but is still holding up well. Ash's group is also greeted by Langston who has ragged hair and a five o'clock shadow but is still very astute.

CHINESE LEADER

Welcome Farmer. It's been a very long time.

FARMER

It has. I'm glad that we're fighting on the same side this time.

CHINESE LEADER

As am I.

A tall muscular leader who was a knight in medieval times is staring at Ash.

KNIGHT

So this is the redblood I've been hearing about. Doesn't look like much. The stories must have been exaggerated.

ZULU

Do not judge him until you've seen him fight.

VIKING LEADER

(changing the subject)

Even though we were far from ready we had to attack the Paradora before it could fully arm its defenses. The first phase of offensive strikes to weaken the outer protective shields and generators have already begun.

The leaders look overhead as eight bright glowing missile-like projectiles fly overhead in the direction of the Paradora.

LANGSTON

Most of the nano-defenses have been neutralized although they still may inflict minor casualties. The Valderans on the outer moon have joined the rebellion. Their entire fleet will begin its attack when the smaller sun reaches its brightest point over Paradora.

(A Valderan is an intelligent creature about eleven feet high, green tinted skin similar to that of a reptile's, nostrils for a nose, and no visible hair)

CHINESE LEADER

The final hour is approaching.

A group of rebel ships in the distance are hit by a clutter of smaller projectiles coming from Paradora's direction. Farmer looks at the fiery remains of the ships plunging towards the Earth.

FARMER

May God have mercy on our souls.

The leaders begin to disperse. Many get into starcrafts while a few others jump in fast groundcraft with strong offensive capabilities. Zulu turns towards Ash, Farmer, and Blake staring at them for a moment.

ZULU

In all my days of battle there are
none I would rather shed my blood
with than those standing before me.

FARMER

I'll provide you all the ground
support I can.

BLAKE

Air support will also be taken
care of.

Asher is staring in the direction of Paradora when he
starts talking to Zulu.

ASH

As long as Paradora's main reactor
stands my sister's soul will be
trapped.

Zulu takes a few steps toward Ash.

ZULU

As long as it stands, none of the
souls in this world will be free.

Zulu places his hand on Ash's shoulder.

ZULU

Tear it down Ash.

Zulu begins to walk away.

ASH

Hey, Zulu.

Zulu stops and looks back.

ASH

Thanks for sticking up for me
back there.

Zulu smiles.

ZULU

I'll see you at the victory
celebration.

A very fast looking groundcraft roughly five times the size of a tank with a very mean looking energy cannon stops close to where Zulu is standing. He quickly steps onto it and the groundcraft begins to move, accelerating at a pace just slow enough to allow Zulu to keep his feet. Blake and Farmer begin heading towards Blake's starcraft.

BLAKE

Hey Ash! Would you like a lift to
the battle.

Ash shakes his head.

ASH

My bike and I need a little more
time to get reacquainted.

BLAKE

If you start to feel uncomfortable
in the battle just look for the
starcraft shooting everything out
of the sky and you'll know I'm
right there with you.

Blake and Farmer board the starcraft. Ash gets on his bike and takes off down a dirt road heading towards Paradora as Blake's starcraft disappears into the sky.

EXT. THE PARADORA – DAY

The Paradora is an advanced military area consisting of the primary generator located in the central structure.

This generator ensures that the workers cannot escape since it traps any souls that are outside of the range of the other generators across the planet.

Surrounding the main structure are several smaller tower-like structures that in addition to providing advanced defenses are responsible for force field generation. The largest defense tower is located just behind the Paradora's primary force field. It is the main power supply for the defense towers generating the force field and also the current location of Jacob.

While the primary shield is holding up well smaller defense structures and captor troops are taking heavy damage from projectiles being launched over a hundred miles away. At the same time more than a million rebel ground troops are engaged with the larger forces of the captors across a fifty mile span surrounding Paradora.

Blake gets a very nice glimpse of the scenery as he flies towards Paradora. Ahead of him a very large air battle is taking place.

FARMER

Take me as close to the Paradora's outer shield as you can get.

Blake presses the throttle forward greatly increasing the starcraft's speed. A captor air-fighter turns towards him, facing him head on, and begins firing. Blake dodges the fire and responds by firing some fatal shots into the enemy fighter as he flies by it at a breakneck pace.

Blake's starcraft speeds through the battle increasing and decreasing altitude to avoid colliding with the larger air battleships and rolling through steep turns to avoid fire from the smaller ones. He shoots down several fighters as he travels closer to the Paradora. Some fighters start chasing on his tail as he scrapes the ground then shoots towards the sky trying to shake them.

Blake's starcraft soars above a ship nearly half a mile long, dodging the fire it sends at him. Blake returns fire causing several large explosion on the larger ship's upper surface. In the distance the primary shield surrounding Paradora can be seen.

Farmer moves to the back of the starcraft and boards a vehicle similar to an airbike, except for its heavy armor that surrounds the rider and cannons. Blake looks to the back where Farmer is waiting.

BLAKE

Almost there.

A hatch lowers out of the cargo area as Blake comes dangerously close to the ground. He levels the starcraft off ten feet above the ground and slows down causing his shields to take heavy small arms fire.

Farmer shoots out of the hatch and begins firing his weapons immediately at the surrounding enemies. He drives the modified airbike towards the force field clearing a path with heavy firing from his main cannons.

When Farmer is less than fifty yards from the primary force field he jumps off the modified airbike rolling on the ground as the bike crashes and explodes into the force field. Farmer picks up the large energy rifle he lost hold of during the roll.

He fires on the enemies and deflects shots with his energy shield, while making his way to the Paradora's primary force field. Farmer slows his pace as he comes within five yards of the shield's outer edge, just long enough to find what he's looking for. A captor soldier who charges through the force field is hit from the side by Farmer, who uses the soldier's identification technology to penetrate the primary force field.

Farmer wastes no time having penetrated the primary force field. He shoots an enemy soldier on an airbike heading towards him. The soldier's lifeless body falls off and Farmer quickly jumps onto the airbike. Less than twenty meters from him other rebels are charging through the primary force field using injured or dead captors.

Farmer heads towards a smaller tower shooting enemies and dodging fire as he goes. He takes off his backpack and tosses it at the tower as he rides by.

A few seconds later a large explosion consumes the bottom of the tower causing it to collapse. The weakened primary force field is pushed back half a mile on the side of the destroyed tower.

Ash rides on his bike close to where some of the outer battles are taking place. He looks around until he finds what he's looking for. About a hundred meters away Mallory is boarding a ground vehicle similar to a tank. Ash continues on ahead now that he knows her location.

Back near the Paradora the battle is growing very intense. Some ground troops are exchanging fire from a distance blocking what shots they can with their energy shields. Other rebels are attacking with bladed weapons which penetrate through some of the captors' weaker shields.

A few of the captors taking off from some of the large carriers in the air have devices similar to rocket packs that allow them to soar above the other warriors. A rebel with two energy rifles attacks a captor with a rocket pack. As the captor falls to its knees the rebel drops his energy rifles and steals the rocket pack.

After quickly putting on the pack and picking his energy rifles back up the rebel activates the pack still running as the ground quickly disappears beneath his feet. As he's flying upwards towards a very large captor carrier several aircraft fly by and shots are going by him in every direction.

He flies up to the top of the carrier and lands on it penetrating its force field using the identification system on the pack. Standing on top of the carrier he charges his weapons to their maximum capacity and fires into the ship killing himself and doing severe damage to the carrier.

Ash is shooting enemies with an energy pistol (not the one hooked to his upper left arm) while riding towards the Paradora. In the distance the outer towers and energy shield can be seen through the smoke and haze.

Ash quickly slays the enemies, which are becoming more numerous the further he goes, and easily dodges their attempts to harm him.

Several of the ground troops are taking heavy fire from the sky and towers. When some of this fire comes close to Ash he dodges it but has to slide his bike to avoid a swing from a nineteen foot creature similar to those found in the Ban. As Ash comes to a stop the creature slams his fist down at Ash who is able to roll away from the blow before it hits.

Ash stands up and fires a well aimed shot at the creatures head killing it. He then pauses to look around and take in the massive battle around him. Ash sees several rebels going up against captors some victorious while others are slew. He checks his HDC and Langston is under extreme duress reporting to the rebels, the hologram blinks on and off and is fuzzy.

LANGSTON

A .. lot .. to the tower's
offensive systems .. more I can
do and I'm taking heavy ..

a shot is fired and blood sprays onto the holographic picture which starts to spin around as Langston falls. Ash then looks behind him and sees the tank-like ground vehicle that Mallory is riding on. The vehicle is just close enough for him to barely make out Mallory's face.

His instincts kick in and he runs towards her charging his energy rifle and yelling. Ash fires at a captor fighter which is firing on Mallory's position saving Mallory and the other two occupants of the groundcraft. Mallory looks his direction as Ash is knocked off his feet by a powerful blast that lands just next to him.

Ash is breathing heavily as he gets to his feet phased but not injured from the blast.

As he starts to turn towards Mallory he quickly lifts up his hand as an energy shot fired from a tower strikes Mallory's groundcraft completely destroying it and everyone near it.

Some more shots from the tower and the starcraft above him land near Ash causing large explosions but he pays little notice. Ash stares into empty space and the noise around him dulls. He views what little remains of the wreckage of Mallory's vehicle and looks around at some of the other fighting. Every rebel he looks at is being struck down.

INT. MAIN TOWER - DAY

In the main tower Jacob is staring at a window that has several different views of the battle below being generated on different parts of it. Something in one of the displayed images catches his eye.

Jacob motions towards the image enlarging it onto the majority of the window and zooms in on Asher. His expression changes as he recognizes the weapon Ash is carrying in the sheath on his back.

JACOB

Kothar's sword.

Jacob quickly enlarges the image of a captor commander next to the image of Asher.

JACOB

Michalev!

COMMANDER

Yes.

JACOB

Focus all your fire on the coordinates I'm sending you.

EXT / OUTER BATTLES -DAY

Ash looks as if a feather could knock him over. Some large shots fly past him and a smaller one grazes his arm going through his coat and leaving a small wound. There is a large group of captors charging towards him along with a couple fighters firing on his area. In the carrier above Ash, the Carrier Commander stares at several images displaying Ash and the areas surrounding him.

COMMANDER

Fire at will!

Ash looks at the sky and instead of seeing rebel and captor starcraft fighting he begins to see angels and demons battling each other. A very large demon looks like it's ready to attack him (several smaller red energy masses form along its length) when a smaller but powerful angel launches several bright blue energy masses at the demon.

The scene turns back to the starcraft battling each other. Blake hits the carrier launching nearly three quarters of his missiles while sending a couple of missiles at the ground troops rushing in on Ash. As Blake flies under the carrier he continues to launch missiles taking out most of its guns.

As the missiles explode against the carrier the edge of their blasts and return fire strike Blake's starcraft causing severe damage before he can fly clear of the critically injured carrier. Blake has a stressed, battle worn look on his face.

BLAKE

Stop dreaming Ash. It's time to awaken and show this world what your capable of.

As Blake flies through extremely heavy fire the left rear part of the already crippled starcraft gets hit causing it to start descending slowly.

Ash looks at the sky again and sees Blake's starcraft descending.

Some more captor groundtroops are again charging at him but once again he seems to pay no attention to them. Some dust and particles near Ash begin to blow away from him as the ground captors get closer.

Ash looks at his hand against the ground as it seems to disappear into the blowing dust which is of nearly identical color.

Jacob steps forward in anticipation as he watches the legion of captors rushing in on Ash.

An audible illusion is heard from behind Ash in the voice of his sister.

SISTER'S VOICE (O.S.)

Asher. They're coming for you.

Captor 1 is within only fifteen feet of Ash when he lifts his blade to strike Ash. He swings his blade down but it is deflected when Ash blocks it with a flash of his advanced energy shield. The blade goes flying away and Ash grabs Captor1 by the face and lifts him off the ground.

Ash looks down at his left arm where the powerful energy weapon attached to it is in firing position and fully charged (He's been charging it the entire time he was being fired upon and there's a very bright glow coming out of the edge of it's barrel.) The dust all around Ash is blowing rapidly away from him in reaction to the charge of the weapon.

Ash quickly brings his fully extended arm back and throws Captor1 through the air with almost superhuman strength. As Captor1 flies through the air Ash quickly lifts up his left arm and fires an ultra-powerful shot that expands rapidly until it has a radius of one to two hundred feet.

Jacob, who can see the shot, looks upon it with awe.

The shot continues until it hits a tower resulting in an explosion that sends rubble flying thousands of feet back.

The tower falls and the main force field falls back leaving the main tower vulnerable. Jacob hits a control next to him and shouts at the captor groups.

JACOB

Defend the main tower! Do not let it fall!

Blake comes crashing down about sixty meters from the main tower. Several captors run up to the hatch of his starcraft ready to fire as soon as he gets out. The hatch fires away from the starcraft in an explosion that takes out most of the captors ready to ambush Blake. Blake shoots the remaining captors while pushing a floating crate out of the ship. A moment later he hears a familiar voice yell at him.

FARMER

Blake!

Blake sees Farmer standing next to the main tower with some other rebels fighting off an onslaught of captors. Blake begins to run towards Farmer pushing the crate as Farmer and the rebels cover him. As Blake gets closer the rebels jump on to an elevator platform on the side of the main tower that is used for hauling supplies to the top.

Farmer presses some controls on the elevator and it begins to slowly rise. Blake runs pushing the crate ahead. The crate flies forward reaching the rebels with the platform only a few feet off the ground. Blake himself gets to the platform just in time to jump, grab on to the ledge, and be lifted up by Farmer. The lift speeds up until it is rising at about 10 feet a second. Farmer looks at the crate.

FARMER

Energy rifles?

BLAKE

P-260's the most powerful hand held energy rifles used in the first and second rebellions.

Blake begins to hand the weapons out to the eleven rebels on the rising platform.

Ash is back on his bike riding towards Paradora. He uses the powerful energy rifle attached to his left arm to destroy the enemies that come at him. Although the shots are powerful and cause small explosions when they impact they are not nearly as powerful as his first shot since he only has less than a second to charge the weapon before firing.

Ash also makes use of his shield to deflect some shots that are fired at him. As Ash is riding at over ninety mph he looks up at a fiery golden projectile headed towards him. The projectile hits the ground and turns into a large explosion. A split second after the projectile explodes another projectile from a rebel ship explodes next to it.

The rebel projectile creates an expanding bubble around the expanding explosion. Inside the bubble surrounding the explosion time is slowed to a third of its normal pace allowing those outside the bubble more time to flee the growing fiery death that's inside it. Even with the time containment the explosion is still expanding at a pace that Ash cannot outrun.

He continues to increase speed but he's still not going fast enough so he has to flip a switch connected to the modifications to his bike. As he does so the bike's tires lift up. A purplish blue energy flows out of the bottom of the bike and shoots out of the back. Ash's speed increases drastically as he begins to outrun the explosion which is less than ten yards from him.

INT / DEFENSE TOWER - DAY

In the tower from which the explosive projectile came a chief enforcer looks at another enforcer behind a large array of controls.

CHIEF ENFORCER

Fire on them again. Do not be concerned about any of our troops in the area.

As soon as the enforcer finishes speaking he hears some shooting and fighting going on in a room next to his. A bot heads over towards the noise. The bot notices a slight blur in the background, and switches it's sight to an infrared type view just in time to see a figure with an energy pistol fire a shot at it. The shot hits the robot blasting it back twenty feet.

The chief enforcer looks in the direction that the shot came from but only sees a barely distinguishable blur before a shot hits him and the enforcer at the controls. A figure pulls off a mask making his head visible. The face is the same one as the stranger that met Ash when he first arrived at (Spirit World).

Stranger touches his left arm and the rest of him becomes visible. He is wearing the same outfit he wore when Ash encountered him. Stranger walks to the controls and the powerful projectiles that are about to hit the rebels switch course heading towards some of the larger captor ships. The bombs collide with the ships destroying them in massive explosions. The stranger presses a few controls to bring up communications with Esau.

STRANGER

I've taken care of the devastator bombs.

ESAU

Good. I'll take care of access to the stronghold.

The sky has grown darker making the massive amount of exchanged weapon fire more visible. Bodies, craters, and wreckage are spread out as far as the eye can see yet there still seems to be an endless number of captors and rebels clashing against each other. Farmer and the other rebels are now more than half way up the main tower.

Rebel 1 looks at the surrounding battle somberly.

REBEL 1

This is madness.

Blake looks at him and smiles. He then looks at the battle below causing his smile to fade for a moment. It quickly comes back again as he looks towards Rebel 1.

BLAKE

When has it ever not been?

Farmer hears the exchange between the two.

FARMER

As we reach the time of our final breaths let our spirits rise for today the wicked will learn the true power of those who do not strike down the weak. While evil has sought out power and taken whatever it can lay its hand on those who are good have tread down the most difficult paths. They have made themselves servants, and suffered as their strength grew within.

Evil has deceived itself into thinking that those who were humble, those who sacrificed themselves for the sakes of others did so because they were weak.

But today, with the burial of our souls at hand, the wicked will see the true strength of those that pursued creation. When Hades opens and the Dragon leads the spawn of Hell to the gates of Heaven, they will learn what plans God shapes as the strength and glory of the righteous is revealed.

The top of the main tower is only about eighty feet away.

REBEL 1

Charge your weapons.

Everyone on the platform begins to charge their energy rifles. Blake is holding one in each hand. Several captors are waiting at the top of the tower for any rebels that might attack.

Powerful defenses are blasting any starcraft that try to land or attack the tower.

A chief enforcer looks towards the edge of the tower roof at an array of lights that appear and continue to grow stronger. As he looks at them he comes to the realization of what's about to happen and shouts at the other captors.

CHIEF ENFORCER

Arm your shields.

The platform reaches the top and the rebels fire. Blake, who fires from the front edge of the platform, is pushed back by the energy burst and stops with the tip of his right foot halfway off the edge of the back end of the platform. The shots from the rifles cause an incredible amount of damage to the area of the roof the rebels are on and wipes out almost all the captors in the line of fire.

FARMER

Charge!

The rebels begin to charge towards the inside of the control structure which sits atop the main tower. Jacob, who heard and felt the impacts of the shots from inside the control structure, prepares to fight. He grabs a rather large energy weapon (about four feet long with a large barrel) and checks his force field.

Farmer, Blake, and the rebels charge into and through the hall firing as they run. Several bots and captors fire on them as they run through the steel corridor. The rebels are able to return fire and hold them off with the loss of only one rebel. As they come closer to the entrance of the main room that Jacob is in, steel doors close down blocking the entrance to the room and the area behind them.

Blake and two other rebels charge their rifles and shoot through the door.

The rebels charge through the door with their shields active and in front of them. As they charge into the large room they run into a barrage of powerful energy shots. The shots penetrate the shields and critically wound five of the rebels.

Jacob steps out of the way as his weapon recharges and several captors including some particularly mean looking creatures from the Ban move in to fight the rebels up close. One of the creatures attacks Farmer with a blade weapon. Farmer blocks the attack with his rifle and uses the rifle to club the creature in the face.

Some rebels fire shots at Jacob but they hardly distract him as he's protected by his body shield. Farmer fights off two more creatures shooting one at point blank range and slamming another against the wall. He then charges up his rifle and aims it at Jacob.

The shot is extremely powerful but Jacob has an equally powerful shield generator similar to the one Ash has connected to his left arm. He blocks the shot and is knocked back almost eight feet. Looking very annoyed Jacob lifts his now charged energy cannon aimed at Farmer. Blake, who's been fighting off the other creatures, has taken a blade weapon from one of them.

He holds the blade in his right hand and a smaller energy pistol in his left. Seeing that Farmer is about to be fired on, Blake shoots at Jacob but the shots are absorbed by his body shield. Jacob's body shield fluctuates from the great deal of damage he's taken revealing that he'd be open to a melee attack.

Blake keeps firing while he charges and swings the blade down on Jacob who pulls his own blade just in time to block Blake's swing. Blake lifts his pistol to shoot Jacob at point blank range (where his shield won't be able to protect him). Jacob drops the energy cannon and pushes the pistol to the side.

The shot penetrates Jacob's shoulder. Without the pistol being pushed to the side the shot would have penetrated his chest.

Farmer, who's charged another shot, aims to fire at Jacob but his rifle is knocked to the side just before he fires by one of only two remaining captors (Captor 1) in the room. The shot knocks a hole in the wall out of which exhaust comes. The last remaining rebel aside from Blake and Farmer continues to fight with Captor 2.

REBEL

Destroy the generator!

The final rebel is knocked down by the remaining captor who's also critically injured. The rebel's energy rifle lands near the hole in the wall. Jacob and Blake, who still have their blades locked, step back and exchange swings at each other. Jacob is much more experienced a swordsman and is able to stab through Blake's defense to get him in the shoulder.

Farmer knocks out Captor 1 and charges his weapon while running towards Blake and Jacob. Blake grabs the blade while lifting his pistol. Jacob lets go of his blade and spins around Blake's arm, just barely missing the shot Blake fires, while pulling out his own energy pistol. He then aims and shoots Blake in the back. Blake falls to his knees fatally wounded.

Farmer yells and aims but pauses as he looks to his right at the hole in the wall. Farmer bends down and picks up the other energy rifle the last rebel dropped. He then quickly deactivates the inhibitor on his rifle that keeps the shot from pushing him back when he fires.

As Jacob realizes what he's doing he tries to fire at Farmer but before he can Farmer fires the charged energy rifle as he's running. His momentum and the thrust from his blast help to propel him through the hole in the wall. Farmer flies off a ledge on the other side of the hole which has led him to the top of a very large chamber.

As he's falling he looks below at a circular opening used as a ventilation duct for the main generator.

Farmer aims the other fully charged energy rifle and fires it propelling him through the air on a trajectory that will take him through the duct opening. He slides through the duct barely able to hold onto the energy rifles as they slam against the sides.

The duct curves around a bend but not sharp enough to slow Farmer down. He shoots in through the ceiling of another large room with many other ducts.

Farmer sees the opening to the duct he's aiming for below and fires the charged energy rifle in his left hand then right to reach it. As he slides through the final duct he begins charging both energy rifles.

Farmer falls through the ceiling of the generator area. As he falls he sees the large (bluish purple in an elongated crystal shape) brightly glowing generator. Farmer continues charging the rifles until they begin to overload.

His arms are spread out and he's falling upright as he yells and pulls in the two fully charged rifles aiming them at the generator. Farmer fires and the shots both hit the generator causing a generator overload and explosion that sweeps through Farmer.

Rebels outside including Ash look as a powerful energy blast comes from within the main tower destroying it. The force field collapses leaving the central fortress vulnerable. Suddenly some shots of light emerge through cracks in the central fortress and then a strong energy explosion shoots out revealing an opening.

Esau appears at the opening from within the fortress. He begins to broadcast on his HDC to all the rebels.

ESAU

Any rebel within reach head
towards the opening of the
fortress. It will not last long.

Slave, who's riding in a fast land vehicle a little larger than a car only more narrow and longer, turns the vehicle towards the new opening and begins to accelerate rapidly.

There is also another rebel in Slave's vehicle operating most of the offensive weapons.

Many other rebels on faster vehicles head towards the opening. Ash, already traveling at a breakneck speed, follows suit. The captors, realizing what's happening, begin to head towards the opening to keep it protected. Zulu sees this and uses his HDC.

ZULU

Any rebels that can't reach the opening use your firepower to clear a path for those who can.

Several of the rebels begin firing on the captors near the opening enabling some rebels to break through. Slave passes the opening and stops next to Esau who's about fifty yard inside the fortress. Ash arrives there a second later quickly pulling to a stop. Ash and Esau look at each other for a second.

ASH

Thanks for saving my life. Both times, from the girl and near the cliff.

Esau realizes that Ash knows he killed his girlfriend to save his life. A rebel on a heavily armed airbike flies past them as a large explosion goes off near the opening.

ESAU

We should go.

As he speaks a smaller, sleek looking aircraft flies in through the opening and slows down as it flies over them. Esau begins to run as he fires a grappling device at the aircraft. The device hooks onto the starcraft and Esau is lifted off the ground. As soon as he's off the ground the aircraft begins to accelerate down the corridor which is about fifty feet tall and forty feet wide.

Ash and Slave come under fire. They both turn and take off after Esau. The opening begins to shut as the walls around it close in.

Intense fighting is taking place just outside the opening and some more rebels are able to shoot through before it closes. (Two fast land vehicles and another airbike.)

The rebel ahead of Ash, Slave and Esau sees a large opening up ahead. As he comes closer to it he begins to spot dozens of creature that appear to be part energy, part flesh. The rebel passes through the opening and onto a bridge nearly three hundred yards long. The chamber encompassing the bridge has a ceiling that disappears into the darkness and a floor nearly a hundred feet below the bridge. The floor of the chamber is littered with hundreds to thousands of energy creatures. The rebel begins to fire at the creatures along the bridge and in the air.

The creatures in the air have a form similar to that of a large bird. Others look like humanoids while some are unrecognizable such as one with a head similar to a plant and twelve tentacles. The creatures' eyes glow and their hair blazes. There are solid parts to them combined with parts that appear to be completely composed of energy.

Eventually a humanoid gets to the rebel as he flies through the main room. His bike goes down and crashes. Esau communicates to Ash and the other rebels from his aircraft using the HDCs connected to their vehicles.

ESAU

I'll distract the creatures ahead.
Go for the Paradora's main
reactor.

Esau launches a volley of missile like projectiles which begin hitting the energy creatures in the room ahead. The projectiles explode destroying several of the creatures and cause pause in many of the others. Esau flies into the room and continues taking them out. Ash and Slave fly by quickly while Esau provides cover fire.

They dodge the attacks of the creatures and are able to make it to an opening on the other side.

Esau continues to fight the creatures as the other rebels fly through the room. Despite Esau providing intense cover fire a rebel on an airbike gets taken down by a flying energy creature.

The other two rebels are able to make it but as Esau fires to clear the way his aircraft gets struck from behind and the creatures begin to surround him.

Ash and Slave continue dodging fire through miles of corridors and descents until they come to a very large room filled with hundreds of oddities. It's similar to a museum of a very old, very advanced civilization that has gathered limitless artifacts from the universe around it.

One of the first pieces is a very large skeleton over a hundred feet tall. It appears to have been a humanoid alien creature with a very tall, thin head and oversized hand-like appendages. As they ride along slowly they see pieces resembling creatures that are so strange they're not sure if they are creatures that were once alive or something else.

The ceiling of the large room has parts of it missing. In one part a view of a galaxy, as if they were looking at the night sky of a foreign planet, can be seen. Another part of the ceiling reveals a look into the different dimension/universe that Ash passed through before arriving at (Spirit World). The universe is extremely dynamic with reduced gravitational pull resulting in larger objects obeying quantum like physics.

They pass some fountains, one of a very solid element such as steel that would normally only flow under extreme heat though no heat is coming from it. Another fountain is of gas which flows more like a liquid. Instead of flowing from the top towards the bottom the gas just swirls horizontally around the fountain.

A third fountain containing liquid and seems almost normal except for the liquid flowing in the opposite direction it should.

Instead of a liquid flowing from the top of the fountain to the pool at the bottom, it flows from the pool at the bottom to the top completely defying gravity.

As Ash, Slave, and the rebels who have now caught up continue they come across a few holograms that accompany odd pieces. One has a strange looking piece that's almost pure black and seems to suck in the light around it.

Above it a hologram moves to a solar system connecting the planets and Sun, then to the galaxy connecting the different solar systems, and it continues on connecting planets and solar systems forming a strange pattern almost similar to DNA only more three-dimensional and far more complex.

As they continue further the room is covered in mostly shadows except for a few paths only a couple yards wide. The shadows are dense, almost like a dark fog, and seem to move as Slave and the rebels alter course to stay clear of them. Strange noises are heard from the shadows as if the rebels' avoidance of them causes them frustration and anguish.

SLAVE

Stay out of the shadows!

Ash, who has failed to alter course, rides straight through one of the shadows. As he rides through it a twisted noise similar to cries of terror echoes from his location. Ash emerges out of the other side as shadowy forms spread away from him trying their best to flee.

Ash, Slave, and the rebels continue to ride ahead quickly coming across a great wall. The moment they come to a stop close to its edge the wall begins to open up beckoning them to come in. All four vehicles go through the opening. (Ash on his bike, Slave and his passenger on the ground vehicle, and the other pairs of rebels in their ground vehicles. Seven overall.)

As they ride in they see the main reactor/generator far ahead of them. There is a large platform leading to it which divides and goes around it.

The generator itself is similar to the one found in the main tower only much longer. It has an almost crystal type shape with a reddish/purplish glow.

The light and energy shooting forth from it is more dynamic than any generator that Ash has encountered. The area closer to the generator contains some very large platforms. Surrounding the platforms are many narrow walkways and smaller platforms. Looking down through the space between the walkways and platforms is another series of platforms and walkways about thirty feet below.

The pattern continues on down indefinitely with a new level every twenty to forty feet. Each of the platforms and walkways appear to have no supports besides their attachments at the ends to the walls. Looking up above the generator extends towards a ceiling that cannot be seen.

Standing on the large platform in front of the generator is what appears to be a young exile. He has longer hair but it is almost spiked backwards. His eyes are large like most of the exiles and he has a muscular build but still looks very fast. An aura seems to surround him and his eyes are hard to see.

Standing on the left of the generator is a fifty foot mechanoid (a human captor inside of a weapon the form of a humanoid robot) with what appears to be an extreme amount of firepower. Standing on the right side is a fierce looking creature over fifty feet tall with natural body plating.

Long spikes can be seen sticking out of its forearm extending several feet past its hand-like appendages. Its face is chiseled and solid natural plating covering its head. Near its crown several horns align the back of its head with their tips reaching several feet behind it. Its eyes are slender and it stands upright. It also has strange looking clothing covering its torso but nothing else to cover the rest of its body.

The captor in the mechanoid speaks with a wicked grin through audio amplifiers.

MECHANOID CAPTOR

So the sons of defiance have
reached their final destination.
Brave souls who traversed the
valley of death to make one last
desperate grasp for freedom.

The captor in the mech begins to fire on the rebels. Ash, Slave and the other rebels disperse. The rebels head towards the legs of the robot firing on it as it fires back. Ash heads towards the creature. The mechanoid doesn't seem to be hurt much by the rebels' shots.

It fires a volley of projectiles which hit and destroy the ground vehicles of two of the rebels but also does some serious damage to the platform. The creature swings his arm at Ash. Ash pulls out the Kothar's blade and swings it through the creature's claw and hand as the creature tries to crush him.

He then sheathes the blade quickly while turning around the generator. The creature lets out a loud scream as it grasps its split hand. Ash charges the energy weapon on his left arm and fires at the mechanoid taking out its lower arm as he rides by.

The robot returns a massive amount of firepower and the explosions from one of its projectiles knocks Ash off his bike causing him to go sliding towards the area near the entrance that has now closed off. Some of the off-balance robot's firepower hits the main generator but doesn't cause much damage.

The remaining rebels turn to help Ash while Slave heads towards Baal firing a multitude of shots.

BAAL

Enough!

Slave's groundcraft begins to spark and pull apart. He and the rebel riding with him are lifted up out of it into the air. His vehicle goes off the ledge. The same thing happens to the other two rebels heading towards Ash. Ash watches as the driverless ground vehicle fly past him crashing into the wall.

Slave and the three rebels continue floating in the air as Ash remains unaffected. Slave and the rebels begin yelling and a slightly visible energy originating from Baal becomes more visible. As it spreads and reaches Slave he falls lifeless to the ground.

The same fate happens to the other three rebels but nothing happens when the light/energy hits Ash. Baal realizes who Ash is but is not surprised.

BAAL

You are the unwelcome visitor
that began this rebellion. Many
unseen forces are hidden within
you. Follow me unreserved and
the torments levied on you and
this people will not come to pass.
It is your only hope.

A three dimensional image appears above and behind Baal revealing the battle outside the fortress. The rebels fighting close to the fortress are lifted into the air one-by-one like Slave. Slowly further from the fortress more and more rebels are lifted into the air. The rebel aircraft closest to the fortress begin to fall from the sky.

As Ash looks at Slave and the other fallen rebels in the room, he realizes he's once again alone as he has been so many times in his life. Ash falls onto his knees in despair. He brings his hands together to pray fully exhausted and filled with grief.

ASH

Lord God, looks like
(voice breaking)
it's just you and me again.

Baal looks at Ash pleased.

BAAL

Enlighten the rebels with your
decision to follow me.

Ash looks up at Baal slightly annoyed. He begins waddling around on his knees until his back is facing Baal. Upon seeing this Baal begins to fill with rage. Ash continues praying.

ASH

Forgive me God for my sins have made me weak.

BAAL

After fighting your way here, proving yourself the most worthy of the people of this world, you collapse and hide in a primitive, ancient ritual.

ASH

The abyss opens to swallow me.

Baal extends his hand and holds it out as a ball of energy begins to form.

BAAL

Open your eyes and witness my justice for the weak.

Ash continues to pray as Baal is a second away from destroying him. Less than a second before Baal unleashes the energy he is distracted by a scream coming from behind him.

ESAU

Father!

A very large hatch/door leading to the generator area shoots away from the wall hitting the already injured mech knocking it back. Esau in his own modified mechanoid suit (Gundam type suit that stands over fifty feet tall) fires a volley of projectiles and other firepower at the mech finishing it off as he runs at the large creature.

The creature swings its good fist and claw at Esau hitting the mechanoid suit's right shoulder as it rams the creature.

Esau lifts the mechanoid's left arm and hits the creature then shoots a volley of projectiles at it. The injured creature makes one last charge at Esau, who grabs it and turns, throwing it into the generator.

The power from the generator erupts into a small explosion as the creature slams into it. Baal fires the fiery ball he meant for Ash at Esau.

As the ball hits Esau's mech it explodes critically damaging the mechanoid suit. Esau realizing his suit is about to fail shift his focus to the the central generator.

He launches a final massive attack hitting and firing at it before his suit fails.

Parts of the mechanoid fly off as it falls to the platforms below. The generator has taken some serious damage and the aura around Baal begins to disappear. At the same time the rebels outside of the fortress, including Zulu, drop to the ground as the growing energy that was about to kill them disappears.

Baal realizes he's lost the capabilities he gained from the generator. Ash knows what has happened but continues to pray.

ASH

Please God, if it is your will.

Baal interrupts Ash's praying.

BAAL

Who are you to stand before me.
Do you understand the molecular workings of all biological life and how to manipulate it. Can you tell me how to cross the Hyndria barrier and navigate the black holes of Nechulon. Was it your eyes that gazed upon the edges of this Universe and the beginning of countless others.

Ash is still on his knees.

ASH

(In a lower voice)

Please, God.

(In a louder voice speaking to
Baal)

What am I but mortal man. The
secrets of my inner workings or
why they were given is unknown
to me.

There is nothing I've done
to earn existence, to bear witness
to the glory of creation nor is
there anything I can ever do to
repay what I have been given.

Born of sin I cannot walk a
straight path without falling nor
can I explain why I stand before
you.

No more than a spider can
understand the geometrical
intricacies of it's web or a bird
understand it's flight to warmer
lands when the biting winds of
winter approach.

I know not why I continue to stand
or fight, but I will not rest while
the souls of the meek and humble
are torn apart. I will not let my
sister's soul writhe in pain any
longer,

(begins to yell as standing)
and I will not betray God.

As Ash stands and begins walking towards Baal two
angels land to the front left and right of him. Both
angels stand over fourteen feet tall. Their eyes are
bright and glowing along with the strong aura
surrounding them.

The angels' bodies seem to almost be in a state of flux
as their white clothes and hair are constantly moving as
if wind were blowing them. They're faces are more
like four faces in one blending and changing into each
other in a constant state of change.

As Ash walks towards the angels they make room for him to pass between them and nod as he passes by. While Baal still has his body, it remains Asher's fight.

Baal draws two larger, powerful pistols with very strange designs. The left of the left-hand pistol and right of the right-hand pistol houses a metal extension with a blade shaped opening. Baal sees the angels.

BAAL

Elohims servants!

Baal actually feels some hurt and anguish.

BAAL

After all my calling for him to show he exists, you are the one to which he responds. Let it all end here!

Baal begins to charge both his energy weapons. Ash follows suit with the rifle connected to his arm while beginning to run. They fire at each other. Ash's shot lands close to Baal who uses an energy shield to protect himself against the explosion from the shot's impact.

Ash is able to dodge the shot from Baal at the last second. It flies past him and hits the wall where it bursts into an explosion. Ash uses his shield to protect himself. The blast launches him several feet through the air towards Baal. He lands a little under forty feet from Baal. Baal starts running at Ash as Ash rolls onto his feet running.

Baal unleashes the two energy blades generated by his pistols. Both blades have a bright reddish-orange glow from the dynamically shifting energy they generate. Ash unsheathes Kothar's sword as both charge their guns.

As they collide the blades strike each other rapidly and shots fire narrowly missing both their heads.

Knocked back from the impact of the blades the warriors quickly lunge at each other blades swinging and shots firing.

Baal swings his left blade against Ash's sword then his right blade which hits Ash's shield knocking him back several feet and onto his butt. Baal aims one of the pistols at Ash and shoots. Ash dodges the shot and uses his shield to protect him from the explosion. The platform Ash is on collapses and he falls to a platform below.

Baal jumps in pursuit of Ash slashing the platform in front of him as he falls through the gap to slow his descent. As he lands he rolls and attacks Ash who's still recovering from the fall. Ash lifts his sword before Baal's blade can pierce him.

Baal swings his other blade which Ash blocks with his shield. The shield takes heavy damage from the strike and begins to flicker in certain areas. Baal continues to charge Ash driving him back. Their blades strike each other at a pace too quick for the eye to follow if not for the energies following the swings of the blades.

Baal locks blades with Ash and kicks him causing Ash to fall back. Baal attacks again knocking the sword out of Ash's hand. He shoots Ash in his left arm and lifts his blade quickly to finish Ash but is penetrated by a powerful, narrow energy shot through the area that might be considered his ribs.

The shot leaves a hole in Baal and he falls. Ash looks in the direction the shot originated. Esau is lying in the wreckage of his mechanoid with a smoking pistol still aimed at Baal. Baal falls back and his blades retract as he looks at the new hole in his body. He grimaces and lets out a yell trying to move towards Ash to finish him off but he's been weakened too much.

Baal aims one of his pistols at Esau and fires causing Esau and the wreckage around him to disappear in flames from the burst of the shot upon impact. As Baal struggles to keep his feet the hole in his body begins to repair itself.

BAAL

His fate will be that of his
mother's and your sister. Lift
your head so that I may show
you the Hell you've felt hiding
in the shadows since before you
could walk.

He looks ahead as Ash who has retrieved Kothar's sword steadies himself. Ash adjusts the controls on the sword, turning up its charge, causing sparks of energy to spurt out chaotically. Some of the sparks begin to land near Ash injuring and causing him to scream in pain as it continues to charge.

Baal regains his strength as the hole finishes repairing. He extends his blades before Ash strikes him. The energy from the blow shoots out hitting both Ash and Baal. Ash swings the sword and fires the blaster driving Baal back. Baal reacts with rage and finishes Ash's shield with a single blow.

Ash swings rapidly cutting the floor beneath them causing each side of the platform their on to fall and hit the platforms below as they charge each other on the lower level. A shot from Baal is blocked by Ash's sword. They continue to swing blades at each other as Ash steps up the energy one last time on the sword.

As Ash swings, the sword slices through the left pistol of Baal. Baal swings his blade and Ash ducks it. Suddenly Baal's right blade withdraws and his expression goes blank. He looks down at the sword which has penetrated his stomach. The sword rises and he is lifted off the ground and backwards over the edge of the platform.

The area that the sword has penetrated begins to react to the disrupting energies causing irreparable damage. Baal lifts his right arm, extending his energy blade and takes one final swing at Ash who has his head down and to the right. The blade strikes Ash's rifle damaging it but not enough to stop the energy shot coming out of its cannon.

The shot penetrates Baal's chest and pushes him off Kothar's blade, falling back through the air. Two large energy bursts flash from above as Ash falls to his knees. The angels swoop down in the direction Baal has fallen. More flashes shoot out from below.

There seems to be a short battle between the angels and Baal but Ash just stays kneeling with the blaster in his left hand and the sword in his right.

As the battle appears to have ended between Baal's spirit and the angels Ash slowly gets up and turns towards the generator.

He disconnects the damaged and sparking rifle from his arm and lets it fall to the floor. Ash continues stumbling towards the generator as he charges the sword again. When he gets to the generator he uses the last of his strength to thrust the sword into the generator. The sword begins to react with it.

Ash struggles to move away but he cannot escape a small explosion that destroys a platform he's on causing him to fall once again rolling and landing not far from a wall. He lays there as the generator slowly begins to fall apart. Outside of the fortress the fighting rebels and captors notice a change from inside the fortress. Zulu looks at the fortress and sees clear signs that the generator is falling apart.

ZULU

The generator is failing! Take
heart for victory has embraced
us!

The heartened rebels begin vanquishing the captors who are struck with fear.

Back inside of the fortress where Ash is laying, some of the souls that were trapped begin to rise. The light from the generator reveals them to look human only semi-transparent and changing similar to the angels except for their color.

Ash continues to lie on the platform too exhausted to move, torn up, and with blood dripping from his mouth. One of the rising souls stops to speak with him.

SISTER

Ash, get up.

Ash rolls over so his back is facing his sister's spirit and he covers his head with his torn jacket. His reaction is similar to that of a kid who's mom tries to wake him early in the morning to get ready for school.

SISTER

Ash, you saved us. Get up.

ASH

Is this my fate? Always to destroy, never to create?

SISTER

Your path is about to lead to a lighted place, but you'll never find it if you don't get up.

Ash turns and faces his sister grimacing as he pushes himself into a leaning position.

ASH

I missed you. I'm sorry that I ..

SISTER

Why would you be sorry. You rescued me just like I knew you would. My brother set us free.

His sister's expression changes as she appears saddened.

SISTER

I have to go Asher.

Ash struggles to get up barely able to do so.

ASH

No.

SISTER

Don't worry Asher. It is God
calling me to him.

Some of the platforms near to Ash collapse.

SISTER

You have to get out of here.
Time is short.

The place starts to shake more violently.

SISTER

I love you brother.

As she leaves Ash wishes to stop her but there's
nothing he can do.

ASH

Love you too.

Something falls to the level Ash is on from a platform
that has collapsed. Although it has taken heavy
damage his bike still looks like it might run. The
wheels come out of the bottom as the hover system
shorts. Ash stumbles his way to his bike, gets on and
tries starting it.

The engine starts although it doesn't run very
smoothly. Ash turns it and rides towards an opening in
the wall as the place begins to completely fall apart.
The generator starts to crumble along with the entire
room. Small explosions rock the fortress and part of it
collapses.

EXT. OUTSIDE THE MAIN FORTRESS - DAY

Zulu and the rest of the rebels have successfully
defeated the remaining captors. The surviving rebel
airships have landed and the rebels are celebrating. At
the base of the collapsing fortress a small opening
appears. The rebels stop celebrating and stare at the
opening intently. Slowly Ash rides out on his bike
leaning forward weak and in pain.

When Zulu and the rebels recognize him they begin to cheer enthusiastically. Ash rides up to Zulu and they greet with a smile.

ZULU

You look like a king friend.

ASH

No, there are no kings here.

Ash looks around at the courageous, battle-torn rebels.

ASH

There's no need for one.

Stranger (the one Ash met when he first got to the spirit world) has an urgent expression as he yells to Ash.

STRANGER

The power in this whole area will run out very shortly. I can send you home Ash, but only if we hurry.

ZULU

You better go.

ASH

What will become of this place.

ZULU

With most of the generators destroyed and Baal defeated it won't hold together long. In a few years we will die and our souls will continue their journey.

STRANGER

(shouting)

Ash!

He motions for Ash to hurry. Ash looks at Zulu as he rides towards stranger.

ASH
Until we meet again,

Ash looks around.

ASH
whatever strange place it may be.

INT. DAMAGED CAPTOR BUILDING - DAY

Moments later Stranger runs to the controls inside of a building and activates a large mechanical device with strange similarities to the one at the Indian reservation. Ash rides up to it.

ASH
Tell me. What is your name? And
when you met me when I first
arrived here, was this the outcome
you had planned?

Stranger smiles as he presses the controls that open the portal.

STRANGER
Quickly, go through the portal
while there's still power.

The lights in the building flicker along with the portal. Ash revs his bike and quickly rides through.

EXT. EARTH – DAY

Ash is blasted back to Earth just outside of the Indian reservation. There are a couple bikers cooking out off the side of the road. One of the bikers is about to open a beer when he sees the light shoot from the sky.

The two bikers get up and go over to look at what has just happened. A badly hurt Ash is able to lift himself to his feet. As he takes a few steps forward one of the approaching bikers recognizes him.

BIKER1

No way! I told you he was still alive. I kept tellin you but you wouldn't believe me. He's freakin unstoppable man!

Both the bikers look with amazement as Ash smiles then falls backwards passing out.

INT. BAR IN STURGIS SD - NIGHT

About three weeks later at Sturgis during the night. Bikers party at a bar while the t.v. is tuned to a news channel. The reporter on the t.v. is a young woman.

REPORTER

Still, doctors are baffled and have no sound explanation for the sudden awakenings of thousands of comatose patients across the world. An experimental medicine is being credited by some, but because it was used with less than a fifth of the patients that awoke many are skeptical of its claims. Others believe that the awakenings have to do with the unusual and highly visible appearance of the northern lights a few weeks ago. In other news ...

Across Sturgis the streets are lined with bikers here for the Sturgis bike rally....

EXT. SYLVAN LAKE

About half an hour away at Sylvan Lake a lone biker stands near the edge of a rock formation stretching into the lake. His bike sits four or five feet behind him. The northern lights are shining in the sky and off along the shore bikers are partying and hanging out.

The biker sees a small bug on its back with its legs desperately moving through the air in a futile attempt to roll off its back. He reaches down and brushes it with his hand flipping it over. It crawls off. As he stands back up Ash hears a voice from behind him.

MALLORY

There was once a girl who always dreamed of being a princess but never was. This girl grew into a young lady forgetting the tales she had adored in her youth. Then something happened to her that put her in a deep sleep. No matter how they tried no one could awake her for she was under the curse of an evil one. Until one day a stranger who wasn't a prince, but rode on a steel steed appeared. The brave stranger rode to the fortress of the evil one and slew him breaking the curse. But when I awoke the stranger was nowhere to be found. And so I searched until ..

Ash who still has his back turned to her starts to turn around as he responds.

ASH

I think you have me mistaken for someone else. I'm just a lone biker. I can't dance and I'm really bad at first impre ..

MALLORY
(interrupting)

Ash.

She runs to him and the two embrace. Ash drops his chin onto her shoulder momentarily relaxing his composure, having finally found something he had gone for so long without. Mallory looks at the sky with Ash.

MALLORY

So how long do you think the
lights will last.

ASH

Until all the lost souls have
reached their destination,
wherever it may be.

Ash looks at Mallory.

ASH

May they be as blessed as I.

They kiss as the lights shoot to and fro in the northern
sky.

The End

FADE OUT.