

SPACE PIRATES: THE ANDROMEDAN SON OF TECHNOLOGY PT. I

By

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FADE IN

EXT. SPACE - NIGHT

The opening scene shows a distant view of a large glass domed platform floating in space, with many small space semis and THE DREADKNOT docked around it's perimeter. It's clearly a major event of some kind. There are news teams surrounding the stage, and reporters everywhere. There are several people scattered inside wearing chef uniforms, and many people in waiter and waitress uniforms. It's a gathering including many different species from throughout the galaxy.

EXT. DREADKNOT'S DECK - INSIDE DOME - SPACE

THE CAPTAIN, 36, a maniac with the disposition of a five year old, HEKTOR, 56, a cynical jewish psychotherapist, NOAH, 27, a rough and tough ex-con, SAM, 26, (female) a tomboy greasemonkey knockout, ROCKO, 34, a one-armed bald giant, SEBASTIEN, 45, a rotund french chef, EDDIE, 46, a disgruntled italian pizza chef, ELI, 24, a jumpy young jewish chef, a REPORTER, 36, and her CAMERA MAN, 25, are present.

REPORTER

(Clearly a parody model of Greta Van Susteran. Her jaw and teeth never open, she speaks through her teeth.)

This is FOX correspondent Gretchen Van Lockjaw reporting. I'm here with contestant number fifteen, "Sebastien le Magnifique," owner of the Dreadknot's La Corbeille a Pain; the galaxy's first mobile gourmet restaurant to qualify for the AICP's annual Culinary Showcase Awards. For those that are unfamiliar with the awards, the winner of this prestigious showcase award ceremony are nominated to win the James Beard Award, one of the culinary world's highest achievements.

As I mentioned before, I'm here with Sebastien, a French chef that specializes in European and Mediterranean cuisines. Sebastien, how do you feel about the challenge of having to create culinary works for species outside of your own? How do you plan to overcome this foreign obstacle?

SEBASTIEN

Ha ha, well I've not had quite as much experience working outside of the human stomach, but I've had many classes on the senses of taste for most of the species generally inhabiting our solar system. I think the real challenge will be the language.

GRETCHEN VAN LOCKJAW

Ha ha, good news to hear from such a unique contestant.

SEBASTIEN

Yes, well I think La Corbeille a Pain has a leg up over the competition.

GRETCHEN VAN LOCKJAW

Oh, really, and what might that be?

SEBASTIEN

Well, La Corbeille a Pain is based aboard the Dreadknot, and so while the other contestants must make do with setting a stage, when the judges come to get a taste of La Corbeille a Pain, they'll not just get a taste of the food, but the

real atmosphere as well.

GRETCHEN VAN LOCKJAW
 Ah ha, well that's fantastic.
 Unfortunately, I must move on to
 the next interview, but
 congratulations and good luck to
 you.

The CAMERA MAN pulls down the camera.

GRETCHEN VAN LOCKJAW
 Oh, thank God. Where's my danish!?
 I want my danish!

A young STAGE HAND hands her a plate with a danish on it.

GRETCHEN VAN LOCKJAW
 What? What is this? Why didn't you
 liquefy it! What kind of sick joke
 is this?! You know I can't eat
 solid food! You're fired! Get the
 HELL out of here!

GRETCHEN and the CAMERA MAN exit.

SEBASTIEN
 Ah, this is amazing. Captain, I
 must thank you again for this
 opportunity. I've been to so many
 showcases and contests before, but
 nothing like this. Not with the
 prestige and elegance of which the
 IACP demands. It is truly a dream
 come true to be honored by the
 presence of so many wonderful
 chefs, and to be cooking for
 nomination of the James Beard
 Award! Oh, this contest could not
 begin soon enough. Thank you.

THE CAPTAIN

(Blissfully.)
Money!

NOAH
Ha. Sebastien, don't tell me you thought The Captain would be in this for anything other than cold, hard cash.

SEBASTIEN
Ah yes. Well, I may have felt less obliged, if not for the idea that The Captain seems not understand the value of money, only that it is something a true pirate searches for. He knows what he wants, whether or not he knows why. Such a thing can be commendable.

ELI approaches SEBASTIEN.

ELI
Sebastien, the health inspector is coming to look at the restaurant!

SEBASTIEN
Oh! Eli, quickly now, go acquire Eddie! It will be time to begin once the inspector has completed his walk through of La Corbeille a Pain! Go, my friend, go!

ELI nervously scuttles off to find EDDIE.

The HEALTH INSPECTOR, 35, american, approaches SEBASTIEN.

SEBASTIEN
Ah, monsieur inspecteur, welcome to the Dreadknot. I will show you to my restaurant, La Corbeille a Pain. Right this way, through our hotel, La Vue de Pont.

HEALTH INSPECTOR

Please, Mister... Le Magnifique?
Only directions. I'm sure I will
locate the restaurant well myself.

SEBASTIEN

Oh, of course, of course. Well
then, through the hotel lobby, on
the left is the opening to La
Corbeille a Pain. Here, you have
entered the hall. Directly in front
of you lay the dining floor, to the
right lay Le Connoisseur, our
lounge, and directly behind the
dining floor can be found the
kitchen. Please take your time, I
wish to know if anything is of poor
sanitation, though I am confident
you will find everything in
perfectly immaculate order. And,
please, call me Sebastien.

HEALTH INSPECTOR

Thank you, Sebastien, and good luck
to you.

The HEALTH INSPECTOR enters LA VUE DE PONT.

HEKTOR

Why can't you go in there with him?

SEBASTIEN

The showcase had an incident
involving a not well honest health
inspector a few years back, a
bribery issue, and since has been
the rule that no member of the
restaurant staff is permitted to be
in the presence of the inspector
while he works.

NOAH

Oh, well, that's a great idea. You

have an issue with a dishonest health inspector, and your solution is to leave them alone in the restaurant.

...And now the French, with a punt.

INT. LA VUE DE PONT - CONDESCENT LIGHTING

BOMBA, 40, an uptight african manager, is at the CONCIERGE COUNTER. The HEALTH INSPECTOR enters.

BOMBA

Oh, hello. You must be the health inspector. This is the concierge, and my name is Bomba. La Corbeille a Pain is to your left, as well as Le Connoisseur. To your right is the entrance to La Vue's rooms.

HEALTH INSPECTOR

Oh, uh... thank you.

The HEALTH INSPECTOR enters LA CORBEILLE A PAIN.

INT. LA CORBEILLE A PAIN - DINING AREA - CONDESCENT LIGHTING

The HEALTH INSPECTOR looks back at the concierge. BOMBA is standing at the counter, picking bits of lint from his tuxedo, and grunting every time he notices one.

The HEALTH INSPECTOR notices the entrance to the KITCHEN across the DINING FLOOR. He walks steadily toward the KITCHEN, looking around as if searching for another set of doors. Seemingly finding no other alternative, he enters the KITCHEN.

INT. KITCHEN - LA CORBEILLE A PAIN

He makes his way through, and after short deliberation, opens the FREEZER DOOR.

HEALTH INSPECTOR

(Pleasant shock.)

...You're kidding.

EXT. DECK OF THE DREADKNOT - INSIDE THE DOME - SPACE

HEKTOR

Hey, wasn't Bomba at the concierge?
The inspector's been in there for a
while, I wonder why he didn't send
BOMBA out. He couldn't have-

CYBRUS, 56, an eight-armed four-eyed green spider/frog,
enters the DECK from the below deck staircase on the left of
the entrance to LA VUE DE PONT.

CYBRUS

Hey, hey, friends, where's the
grub?

(He lets out a sigh of
relief.)

I've been transferring the
blueprint adjustment data for
hours. All those secret passages
The Captain's been burrowing
through the Dreadknot can't be good
for its structural integrity.

HEKTOR

Well, if there's one great relief
we can all count on, it's The's
ability to defy physics
effectively, whenever the hell he
feels like it. Sometimes I do
wonder whether his power would be
more dangerous or less dangerous in
the hands of someone in their right
mind.

INT. COMPUTER CONTROL ROOM - DREADKNOT - DIM NEON LIGHTING

The HEALTH INSPECTOR enters from a TILE on the floor. He
stands up. He puts on a strange looking GLOVE. He raises his
gloved hand and draws a diagonal line in the air. As he does
this, a glowing RECTANGLE forms. It's a transparent
TELESCREEN. The TELESCREEN opens a list of contacts. The
INSPECTOR clicks one named "Maksim." SERYOZHA MAKSIM, 47, a
Russian military general for the planet Mars, appears on the
TELESCREEN.

SERYOZHA

Ah, Dizh Kremmel, how are you

progressing?

DIZH KREMMELE (HEALTH INSPECTOR)

I've made it to one of the control rooms. It was far easier than I had imagined. Someone had created a system of passages throughout the ship. All the passages were labelled by destination, almost like a network of secret passages for an Alzheimer's patient.

SERYOZHA

Good. Well, now that you've reached the control room, you may begin the data transfer, yes?

DIZH KREMMELE

Absolutely. I was simply updating you on the status of my mission. We haven't spoken since the briefing.

SERYOZHA

Excellent, excellent. I can expect the data within the hour, then?

DIZH KREMMELE

Give or take. It will depend on whether or not the user deems the files sensitive enough to secure.

SERYOZHA

Do not underestimate the user. The user is the one I'm after, and I can assure you of his proficiency. Take caution, and contact me when you are through.

The TELESCREEN goes dark, shrinks, and disappears.

DIZH KREMMELE takes the GLOVE off, and puts on two different GLOVES. He approaches a WALL INSERT. Inside the INSERT is a glowing BALL that resembles a plasma ball. Its little strands of lightening are striking different receptors on the walls of the INSERT.

DIZH KREMMELE

Alright, this delta port should work.

He touches a small PANEL just below the INSERT with his index and middle finger, and drags his fingers through the air. As he does this, two glowing CORDS appear from the

PANEL to his fingers. He then uses his other hand to create a SCREEN like he did before. Once the SCREEN is formed, a DESKTOP appears. He connects one CORD by touching his index the left side of the SCREEN, and the other by touching his middle finger to the bottom of the SCREEN. Then, in the same fashion with which he made the SCREEN, he creates a KEYBOARD. From here, he attempts to hack into THE DREADKNOT's memory core. He's able to access general data, such as images and basic unsecured text documents.

DIZH KREMMEL

Alright... basic stuff. Nothing here. No surprise, he's not an idiot. Time to dive a little deeper.

(He types more. He touches the SCREEN, moving windows around. He's opening file after file.)

Bah bah bah bah...hmm...hidden files, perhaps? Let us see.

Clickity click, nudgety nudge...

He opens a WINDOW that says, "Enter password to access user shadow files."

DIZH KREMMEL

Ooo, shadow files. Not the most secure method, but it could be here.

He drags the WINDOW to the right, and pulls up a TAB. It opens a new transparent SCREEN. The SCREEN shows a black WINDOW titled, "Programmer Decryption Codes for Shadow File Software." He enters a few, none of them work, he enters another, the SCREEN blinks and displays a small WINDOW that says, "Software decryption successful...Loading shadow files."

DIZH KREMMEL

Mkay... Now is it straw, sticks, or bricks... Bricks.

He clicks on a file code set. It opens a WINDOW with chronologically dated files.

DIZH KREMMEL

Ha. It's always bricks. Here we go. Do de doop, and load it to a standard data sphere. Espionage complete.

He opens another, smaller SCREEN, and pushes the DATA SPHERE into it. The SPHERE flattens to the SCREEN. He closes the SCREEN, then detaches the two plasma CORDS, and finally, he closes the other two SCREENS and the KEYBOARD. He removes his GLOVES and puts them in his back pocket.

DIZH KREMMEL exits through the TILE floor.

EXT. DECK OF THE DREADKNOT - INSIDE THE DOME - SPACE

NOAH, HEKTOR, and CYBRUS are present.

CYBRUS

Well I'm too hungry to wait for Sebastien to come back, I'm going to go get some food.

NOAH

Somehow I doubt it's supposed to take this long. Hektor, cover me, I'm gonna go check things out.

NOAH begins to walk toward LA VUE. Just as he takes a few steps, DIZH KREMMEL comes out.

DIZH KREMMEL

Alright! Well, I've finished the inspection, so where's Sebastien?

CYBRUS

Oh. Well, I guess since you're back I'll wait for Sebastien. He went to meet the other chefs. He should be back soon.

DIZH KREMMEL

Well, unfortunately I have to be on my way. Let him know that I found no health code violations, and that La Corbeille a Pain is of immaculate working conditions.

CYBRUS

Oh, that's great, I'll let him know when he returns.

DIZH KREMMEL puts his hand on his computer CLIPBOARD, and lifts his hand. As he does this, the text on the CLIPBOARD digitalizes, and forms a DATA SPHERE. He inserts the DATA SPHERE into a tiny floating BASKET. THE BASKET jets off toward the IACP's ship, but TWO MEN, in conversation, are in its path. THE BASKET smacks one of them in the back of the head.

THE BASKET
 (Extremely loud.)
 Unauthorized personnel rejected!

THE BASKET electrocutes MAN ONE.

DIZH KREMMEL
 Good luck to you all, I have great
 confidence in your potential.

DIZH KREMMEL boards his personal POD and pulls away from the
 DREADKNOT. He exits the showcase PLATFORM.

NOAH
 Hm. He seemed a little too rushed.
 I'm going to take a look at the
 restaurant.

NOAH exits the DECK into LA VUE.

SEBASTIEN returns to the DECK.

CYBRUS
 Oh, hey Sebastien. The inspector
 just left. You've got a clean bill,
 I think you're ready to go.

SEBASTIEN
 Oh, wonderful! I must find Eli and
 Eddie!

SEBASTIEN floats off.

CYBRUS' stomach growls, and he makes a face of impatient
 discomfort.

INT. DIZH KREMMEL'S POD - SPACE

DIZH KREMMEL opens a TELESCREEN to SERYOZHA.

DIZH KREMMEL
 I've finished, and have the files
 you requested.

SERYOZHA
 Fantastic. Send the event logs to
 me immediately.

DIZH KREMMEL
 Sure thing. These are the event
 logs for the Dreadknot dating back
 to the week following what we

believe to be the beginning of the Boom. You've got The Captain, Hektor, and Noah's presence in the first log, and from there you have a daily log that includes how every crew member joined the Dreadknot.

SERYOZHA

You've done well, Dizh Kremmel. Very well. I will make sure you are remembered as a hero.

DIZH KREMMEL

I see. Thank you, sir, it's been an honor.

DIZH KREMMEL's POD implodes.

INT. SERYOZHA'S OFFICE - CITY OF BUHLINGRAD - MARS - MID DAY

SERYOZHA turns away from the TELESCREEN, it shrinks and disappears. He opens two SCREENS. One is his INBOX, the other is a WINDOW with an UPLOAD FORM. He places his hand on the INBOX, and pulls his hand away. This draws out a DATA SPHERE. He pushes the DATA SPHERE into the UPLOAD FORM. The INBOX SCREEN shrinks and disappears, while the event logs upload on the other SCREEN.

SERYOZHA flips through several files, with pictures of THE DREADKNOT's interior, text, etc. He stops. He flips back to a PAGE that had a PICTURE of a PERSONAL POD wrecked in the DOCKING BAY of the DREADKNOT. CYBRUS is shown in the seat of the POD, unconscious.

SERYOZHA

Ah ha. There you are, my arachnid friend.

Close up on the FILE. A close up on the name "CYBRUS." A close up on the words "PERSONAL POD" and "WRECKED." A close up on the sentence fragment, "RECALLS VERY LITTLE." A close up on the sentence fragment, "BELIEVES HIS FATHER MAY HAVE BEEN." Close up of the words, "SCIENTIST OF SOME KIND."

SERYOZHA

Just as I thought. Wonderful.

He opens a small TELESCREEN. A WOMAN, 32, a russian receptionist, appears.

"Nadia, I need some items packed into my suitcase. Also, tell Phenozhte to prepare the carrier

for a trip. Set the auto pilot's destination to the planet Nimniad. The city of Daecron."

NADIA

...Where?

EXT. CULINARY EVENT PLATFORM - SPACE

The news crews are packing, and there a only a few restaurant booths left.

INT. DECK OF THE DREADKNOT - INSIDE DOME - SPACE

SEBASTIEN, CYBRUS, EDDIE, and ELI are present.

ELI

So when will we know how we did?

SEBASTIEN

Well the judges have decided for this already, and will contact each chef following their departure from the showcase. However, the award ceremony doesn't take place until the end of the year. The judges have several other showcases to attend before the James Beard Award nominee can be chosen.

CYBRUS

The end of the year? Well, the fact that we're here tells me that The Captain didn't know that.

THE CAPTAIN enters the deck from LA VUE DE PONT. He's slouched over, looking extremely menacing.

THE CAPTAIN

YOU. You lied to me. You lied, and furthermore you lied further. You lie further. You lie further than me. And for THAT... for that you will pay dearly...

EDDIE

...

...What the hell did he just say?

NOAH chimes in over the PA.

NOAH

Hey, the showcase crew has to close off the docking bays, we've got to set out. Everyone that isn't on the Dreadknot needs to get back to the ship.

THE CAPTAIN

(Pointing at SEBASTIEN.)

This isn't over-

(He quickly turns to EDDIE.)

-YOU ANSWER ME WHEN I SPEAK TO HIM!

(He turns back to SEBASTIEN, then he backs away, toward the MAST ELEVATOR.)

See you in HELL!

(He runs his hands down all the buttons.)

HA! We'll see how long it takes you to catch me now!

The doors close. The ELEVATOR dings. It goes up a floor. It dings. It goes up a floor. It dings. It goes up a floor, the doors open. THE CAPTAIN jumps out valiantly, falls, smacks the DECK floor, then runs into LA VUE DE PONT.

A short moment passes. Inside LA VUE, BOMBA is heard.

BOMBA

Not in the silk rose bush, NOT IN THE SILK ROSE BUSH!

EXT. FRONT WALK OF THE CAPITOL BUILDING - CITY OF DAECRON - PLANET OF NIMNIAD - MID DAY

A MASSIVE NADEZH DAN CARRIER lands gradually upon the SQUARE.

(NADEZHDA is the Russian colony on MARS. NIMNIAD is the home planet of the INSIBIANS, which are creatures like CYBRUS.)

EXT. STEPS OF CAPITOL BUILDING

The entrance to TOWN HALL has ornate trim. It is a beautiful building, and carries the character of the planet's blend of organic matter and technological architecture. The constructs of NIMNIAD are made of massive TREES, that are extremely detailed in carvings. The STREET and STEPS are made of an IVORY-like substance from a foreign creature.

Two GUARDS exit, and behind them, out steps MATTERIX, 153, an old insibian, similar to CYBRUS, but with massive

mandibles like that of a spider. MATTERIX looks to the left and to the right. Then he looks up at the carrier.

EXT. REAR OF NADEZH DAN CARRIER

A HATCH in the back of the CARRIER opens, sounding a bit hydraulic. NADIA and PHENOZHTE, 37, a Nadezhdan secretary, exit the CARRIER, and walk down the HATCH. They stop at the base. SERYOZHA MAKSIM steps out of the shadows, exits the CARRIER, and walks down the HATCH.

SERYOZHA
 (Shouting across the
 SQUARE.)
 Matterix, I presume?

SERYOZHA walks up a bit to NADIA and PHENOZHTE, and the three of them meet MATTERIX and his GUARDS in the middle of the SQUARE.

SERYOZHA
 Matterix. Good to meet you. I am
 General Seryozha Maksim of
 Nadezhda. Division Four, West
 Hemisphere Ambassador of the planet
 Mars.

(Here, it is important to note that when an INSIBIAN grows older, it's split TONGUE begins to form into what can be compared to a spider's MANDIBLES. When this process reaches a certain point, it is no longer possible for an INSIBIAN to speak recognizable human languages. Instead, they make a range of sounds, from clicks of the MANDIBLE teeth, rubbing of the MANDIBLES together, and even flapping of the LIPS and GUMS. The sounds are manipulated in a sort of "Morse Code" fashion. This is how INSIBIANS speak to each other. HUMANS are able to speak their language, and INSIBIANS are able to understand HUMANS. SERYOZHA has made himself familiar with the language, and so it is henceforth to be understood that SERYOZHA is speaking English, while MATTERIX speaks his native language, presented in English.)

MATTERIX
 Hm. Yes, and I am General Matterix
 of Izel. Second son of Alphum,
 brother of the late Nexis. Defender
 of Insibium, Keeper of the Script,
 and Ambassador for our State. It is
 to my understanding that you have
 information regarding my nephew,
 Cybrus.

SERYOZHA

You understand correct. Before I release the information, however, I must insist upon two items of negotiation. I ask that you dictate to me the stipulations outlined for the transfer of information, and the assault on the vessel "Dreadknot" that I made mention of before my arrival.

MATTERIX

Once the Dreadknot is in our possession, the crew is for us to deal with, with the exception of, both name and title, "The Captain." He is to be detained until a Nadezhdan representative arrives to Izel to transport him back to Mars. Also, any data confiscated from the Dreadknot's computer database regarding The Captain is to be detained in a secure file until a Nadezhdan representative arrives to Izel to retrieve it.

SERYOZHA

Very good. Now, on to my end of the bargain.

He reaches out his hand toward NADIA. She hands him a DIGITAL CLIPBOARD (DIGIBOARD).

This clipboard contains the information you desire. It is preloaded to a data sphere.

...Now, though I enjoy the beauty of your planet, I must return to Nadezhda. My business is relentless, as I'm sure you, a fellow General and Ambassador, understands.

MATTERIX

Of course. Thank you for informing me of the whereabouts of my nephew. I will contact you once the Dreadknot has been subdued.

SERYOZHA

Thank you, General Matterix. Good luck to you. I do not expect disappointment.

MATTERIX

I do not accept disappointment,
General Maksim.

SERYOZHA turns around and walks to the CARRIER. NADIA and PHENOZHTE turn and follow. The three board the CARRIER, the HATCH closes, and after a moment, the CARRIER lifts from the ground and makes its way toward DAECRON's LAUNCH PORTAL.

MATTERIX

Guards, prepare a battleship.
Contact Cectrum and have him ready
as much fuel as can be transported
on the battleship. Tell him to
include the weight and space of
three hundred foot men, fifty
agents, four guards, and myself.

INT. BRIDGE OF THE CARRIER

SERYOZHA, NADIA, and PHENOZHTE are present. SERYOZHA lights a CIGAR.

PHENOZHTE

General? Could not you have sent
him the data through Tmail? That
exchange could certainly have taken
place over intervision. Why did you
choose to travel such a distance?

SERYOZHA

My boy, a fine general always makes
first acquaintance in person,
especially when engaging in
exchange of information.

...Especially regarding a planet
surrounded by one's insurgents.

...Quid pro quo is never left for
distance to sort out.

INT. DREADKNOT - LA CORBEILLE A PAIN - DINING AREA - SPACE

SAM and CASSANDRA are sitting, drinking WINE, and eating PASTA.

ELI, dressed in a waiter's UNIFORM, approaches the table with the CHECK.

ELI

Here you go.

(He hands CASSANDRA the
CHECK.)

Sorry the food took so long, it's a
mess back there. Since Sebastien
left, Eddie's taken over the
kitchen. I can't even touch the
food unless I'm carrying it to a
table.

SAM

Yeah, it's getting a little old.

CASSANDRA

(Chiming in.)

Like this alfredo.

SAM

Wait, so Eddie won't let you cook?
The restaurant has plenty of
waiters and waitresses, why is
there only one chef?

ELI

I don't know, he just doesn't seem
to like me, I guess. I mean, I'm
happy that Sebastien won the
showcase, but I wish he didn't have
to go with the showcase crew for
the next month.

CASSANDRA

Eli, I can promise you it has
nothing to do with him liking you,
and everything to do with his
unfounded ego. Here, I'll go in
there and talk to him right now.
Sam, let's go. We'll fix this
immediately, Eli.

As the two begin to walk toward the kitchen, the ROOM
rumbles violently. Glass can be heard crashing, and PEOPLE
mutter to each other.

ELI

W-What was that?

SAM

I don't know,
(Turning to CASSANDRA.)
do you think we've cut the asteroid
shoulder?

Just then, NOAH chimes in over the PA.

NOAH

We're being attacked, every ass on this ship had better be in a turret in five minutes. Move it, people!

SAM

Shit, we've got to go, now.

SAM and CASSANDRA rush out of LA CORBEILLE A PAIN.

INT. DREADKNOT - ATTACK SAILS - THIRD FLOOR

SAM and CASSANDRA rush through the door. They both slide into neighboring TURRETS, and put EARPIECES in.

SAM

Sam, on 376.

CASSANDRA

Cassandra, 375.

NOAH

(Over the EARPIECES.)

Sam, Cassandra, I'll update you. Four minutes ago, an unidentified vessel approached the Dreadknot from south starboard. We couldn't communicate with it, so we sent the Monkey on auto pilot to try to make contact with the pilot. When the Monkey rounded the bow of the vessel, the vessel shut down the Monkey with some kind of plasma EMP spherical missile. The missile was fired from what appeared to be a rail gun beneath the shell of the vessel's hull.

SAM

Wait for the hull to open, and fire at the rail gun.

NOAH

It's the only conceivable option at this point in time, because, as you can see, our ammunition isn't breaching their force field. Cybrus is working on getting past the integument, but for now we have to hit it when we know it's vulnerable.

(To the GUNNERS, over the

PA.)

...Gunners! Fire sporadically, but avoid the hull.

(To SAM and CASSANDRA.)

If we stop firing, they'll know we're waiting for something, but if our fire continues to hit their force field covering the rail gun, it'll never open. Fire away from the rail gun, and when the hull opens, attack it. When it opens, I'll fire a Highball* between the opening and the force field. If it works, it'll debilitate these assholes, and we can take their ship.

*HIGHBALL was the codename for a British WWII era BOMB that was created to be dropped from a combat AIRCRAFT. It was made to bounce off the surface of the water, hit the SHIP, and sink to explode beneath the HULL. Here, it's used as a CODENAME for any BOUNCING MISSILE.

SAM

Copy.

CASSANDRA

Copy.

The GUNNERS release heavy fire from the DREADKNOT's turret-harboring SAILS. A HATCH begins to split open on the HULL. Inside, a RAILGUN can be seen.

NOAH

There it is. Hold your fire until I tell you to hit the rail gun.

...Wait for it. Wait for it...

Fire!

EXT. DREADKNOT AND BATTLESHIP - SPACE

SAM and CASSANDRA fire at the RAILGUN, and NOAH fires a large spherical energy MISSILE. The MISSILE is made up of a plasma ENERGY that works similar to a RUBBER BALL. The energy keeps the MISSILE round. When it strikes an OBJECT, the OBJECT redirects that ENERGY back at the center of the MISSILE. The center then forces the ENERGY back in order to regain its shape. This is an extraordinarily effective tool for debilitating a SPACE VESSEL without destroying it.

The TURRETS hit the RAILGUN, and do a small amount of damage. The HIGHBALL works somewhat properly. It first hits

the inside of the FORCE FIELD, and loses some of it's size and power. It then hits the BATTLESHIP pretty powerfully. It bounces and hits the FORCE FIELD again, and it loses much more size and much more power. After the third hit, the FORCE FIELD absorbs the remaining PLASMA from the HIGHBALL.

INT. BRIDGE OF THE DREADKNOT

NOAH

What the hell?! The force field absorbed the Highball! The damn force field's made of electrically charged plasma! It's... it's actually a reflective force field! How the hell can that battleship produce enough energy to power it?!

Sam, Cassandra! We're in deep shit, we have no weapons that are effective against this thing. Unless Cybrus comes through, our weapons are useless!

Cybrus! We're in trouble, how're you coming down there?

CYBRUS

Not good. The technology the battleship is using is entirely incompatible with our computer. It's using some other power source, it's not digital. It's almost...it's almost like the battleship is, itself,... Well, I'm not sure how to say this, but the battleship is...alive...

NOAH

That's ridiculous, Cybrus, this is a battleship, not a fucking jello mold. Is there any way to access their mainframe? Any computer in the damn thing, the mainframe, the navigation program, the-the captain's naughty folders, a fucking toaster oven, anything?!

CYBRUS

I'm sorry, Noah, but there's literally no possible way to hack that ship from this, or any computer I've ever seen. It's memory is stored on something

unfamiliar. That ship's computer, or whatever it is that powers it, is not digital. It's organic.

NOAH

Organic? Organic?! Like a tree, or a bug, or-or a-

CYBRUS

A human? Yes. That battleship is a living organism.

NOAH

Well then how the hell do we stop it? That force field is electrically charged plasma, it reflects our ammunition!

CYBRUS

Right now? I don't know. I don't think we can. That force field isn't simply electrically charged plasma. Electrically charged plasma wouldn't do much but look pretty. Their force field is a series of lasers that are powered by some incredible source of energy. They move in layers, at an extreme speed, in circuits around the battleship. The intense speed allows the lasers to give off a radiated plasma field. It will destroy anything that touches it. It only appears to reflect the fire because when our laser ammunition comes into contact with the plasma field, it gives off a burst of an aurora-toned bolt of electricity in the reverse direction of the laser bullet's path."

NOAH

Well shit.

CYBRUS

Yeah.

My suggestion is we turn tail and-

Suddenly, a TELESCREEN in front of NOAH, and a security TELESCREEN in front of CYBRUS open. On both TELESCREENS, MATTERIX sits in the BRIDGE of the BATTLESHIP, about to speak.

MATTERIX

Cybrus. I wish to speak to Cybrus,
immediately.

CYBRUS watches, but only NOAH can be seen by MATTERIX. Recall that MATTERIX cannot speak English, and is speaking his native language that uses clicks, flaps, etc. to communicate.

NOAH

Who are you, and why are you
looking for Cybrus?

MATTERIX

My name is Matterix. I have come to
take your ship and retrieve your
captain, The Captain.

NOAH

Speak, damnit!

CYBRUS

He is speaking.

CYBRUS reaches to his left and opens a TELESCREEN. On the TELESCREEN is a list of languages. CYBRUS clicks one.

CYBRUS

This language doesn't pick up very
well, but I'll have to try.

From this point on, as MATTERIX speaks, his words are translated and restated using the program CYBRUS activated, though the translation is weak and picks up few words.

MATTERIX

Cybrus! You may not remember who I
am, but I have been searching for
you for eighty years.

CYBRUS

(Stern.)

Who are you? How did you find me?

MATTERIX

How I found you is irrelevant. You
have information in your possession
that I require. And you will give
it to me. This ship is soon to be
in my control. You will prepare the
information on a data sphere
immediately.

CYBRUS

Information? What information are you talking about? I don't know who you are or what you want, but I don't know about any information.

MATTERIX

You have fifteen minutes to hand Romulus over to me, or your ship will be erased from the space in which it stands. While you decide your fate, I suggest you ready your captain for exchange. Your time has begun.

MATTERIX hangs up.

NOAH

(To Cybrus.)

Cybrus, who was that? Why the hell is he trying to destroy our ship?

CYBRUS

I have no idea. He seems to know me, but I couldn't possibly be sure, I don't remember that far back. I haven't been home since I was a child. He says he wants The Captain, but I couldn't understand anything else.

NOAH

Alright, well we have to find out what information he's talking about immediately. If you can't remember far enough back, start by pulling up the Dreadknot's event log regarding your entrance to the crew up to the present. How quickly can you run through it?

CYBRUS

It would be a stretch in fifteen minutes, but I will try.

NOAH

Do it.

...Sam, Cassandra!

SAM

Waiting for orders.

NOAH

The Captain is our bargaining tool.
If Matterix is planning to capture
The Captain, then he won't destroy
the Dreadknot until he finds him.
Find The Captain, and put him in
the panic room. In the meantime,
I'll try to figure out how to break
free from this assault.

SAM, CASSANDRA

Got it.

INT. BRIDGE OF THE DREADKNOT - SPACE

NOAH, HEKTOR, and CARDNAL are present.

HEKTOR

If that ship is a living thing,
then there's no way the Dreadknot
can outmaneuver it.

NOAH

Well then we'll have to fight
smarter, not faster.

...Cardnal, how far is the closest
spaceway from here?"

CARDNAL

Well 430 is ten miles
north-north-west, but why would you
want to jump on the spaceway? The
next exit isn't for another five
hundred thousand miles, we'd be
sitting ducks.

NOAH

Good, then we're close enough. We
may not be able to outmaneuver it,
but we can for damn sure cause
enough damage to slow it down.

INT. DREADKNOT - NUCLEOX (CYBRUS' MONITORING STATION)

CYBRUS is sitting in his NEST, reading quickly through the
event logs regarding himself. He pulls up a few different
SCREENS. He's reading back and forth over them.

CYBRUS

Damnit!

INT. BRIDGE OF THE DREADKNOT

CYBRUS

(To NOAH, over a
telescreen.)

It's no use, Noah, there's nothing here. No information regarding any data about the Dreadknot when I arrived.

NOAH

Damnit.

...Sam!

SAM

Yeah?

NOAH

The pod that Cybrus crashed in when he got here, did you salvage any of it? Do you have anything stored in the cargo bay?

SAM

Sorry, but the crash destroyed the pod's dashboard. The CPU for the on-board computer was completely unsalvageable. All that's left are a few pieces of the pod's shell. They're in the cryogenic freezer in the cargo hold, but there was nothing useful, just decaying organ tissue.

NOAH

Damn. Well how are you coming along with The Captain?

SAM

Well... Rocko found him...

INT. ENGINE ROOM HALL - DREADKNOT - FLASHBACK

ROCKO is walking toward the ENGINE ROOM, carrying a large CRATE with a hazard symbol on it. It also has arrows pointing to each side, and TEXT that reads, "In Zero Gravity, This Side Up." The LIGHTS flicker out. ROCKO stops.

ROCKO

Hm.

He hears a short sound, like the straining of METAL. He looks up. A DARK FIGURE is hanging upside-down from a septic PIPE near the CEILING. It opens its EYES wide. It opens what

appears to be its left WING. Then it's right. Then it hisses, and drops from the CEILING. It's THE CAPTAIN. He lands on Rocko's head, and bites his head viciously, but does little damage. ROCKO looks questioning, but not concerned.

INT. BRIDGE OF THE DREADKNOT - END FLASHBACK

SAM

He tired himself out. Left a few bite marks on Rocko's head, so Cassandra took him back to the infirmary to disinfect. Right now I'm carrying The Captain to the panic room.

NOAH

Alright, good. Hektor... I know this is going to sound a bit...pointless...but while we have a few minutes remaining, I want you to rush down to the panic room and see if there's any conceivable way to manipulate The Captain into...I dunno, imagining, I guess...us out of here.

HEKTOR

HA! Alright, but I hope you've got a Plan B.

HEKTOR exits the BRIDGE.

NOAH

(To himself.)

I do. But you're not going to like it.

INT. MATTERIX' BATTLESHIP - DOCKING BAY

MATTERIX and CECTRUM are present.

MATTERIX

Cectrum, in three minutes, fire a plasma torpedo beneath the Dreadknot's hull. Destroy the engines. I'm preparing to board.

CECTRUM

Yes, General.

INT. BRIDGE OF THE DREADKNOT

NOAH

Cybrus, don't worry about the information, get to the panic room, now. We're out of time.

CYBRUS

But I-

The plasma TORPEDO is fired, it explodes beneath THE DREADKNOT and shakes the ship furiously.

NOAH

(Shaken.)

Damnit! Cybrus, panic room, now! Cardinal, deactivate the auto pilot, I'm taking the helm!

NOAH runs out of the BRIDGE.

The view follows NOAH as he runs from the BRIDGE to the PILOT PANIC ROOM. He sits in the PILOT'S SEAT, and puts the COM HELMET on. The STEERING for manual is accessed using a flat motion-directive SCREEN BOARD on the DASH. NOAH puts the COM GLOVES on.

Another plasma TORPEDO is fired, and explodes directly beneath the HULL. After the pressure of the explosion, the vacuum of its retraction tears a hole in the HULL of the DREADKNOT. The DREADKNOT shakes.

NOAH

Damnit to hell! Alright! I'm getting us the fuck out of here!

NOAH begins piloting THE DREADKNOT, which looks like pantomime over the SCREEN BOARD.

EXT. THE DREADKNOT AND BATTLESHIP - SPACE

THE DREADKNOT turns away from the BATTLESHIP, and shoots off in the opposite direction.

INT. MUD ROOM OF THE BATTLESHIP

MATTERIX is preparing to board a POD. MATTERIX can see THE DREADKNOT turning.

MATTERIX

Damnit! Cectrum, destroy their engines, immediately! I don't care what damage it does, I have to destroy that data!

CECTRUM
Yes, General.

INT. PILOT PANIC ROOM OF THE DREADKNOT

NOAH
Hektor! Any luck with The Captain?

INT. PANIC ROOM OF THE DREADKNOT

HEKTOR, THE CAPTAIN, and SAM are present. THE CAPTAIN is sitting on a TABLE, wrapped in a BLANKET. All that can be seen of him is from the middle of his nose up. His brow is angry, his eyes are wide. HEKTOR sits in a CHAIR by the TABLE. He has large bite marks all over his face. He looks angry.

INT. PILOT PANIC ROOM OF THE DREADKNOT

NOAH
Hektor!

HEKTOR
(Visible by NOAH's
TELESCREEN.)
No, damnit! The son of a bitch just
runs around waving that damn
blanket and biting me!

THE CAPTAIN can be seen in the background. He raises his head a moment and hisses.

NOAH
Damn. Alright. Everyone hold on,
this isn't going to be pleasant.

INT. PANIC ROOM OF THE DREADKNOT

THE CAPTAIN jumps off the table.

THE CAPTAIN
I AM THE BAT!

THE CAPTAIN begins running around the ROOM.

EXT. BATTLESHIP - RAILGUN - SPACE

The RAILGUN charges.

INT. PILOT PANIC ROOM OF THE DREADKNOT

NOAH
Oh hell...

NOAH moves his hands around, looking strained.

EXT. THE DREADKNOT - SPACE

THE DREADKNOT turns rapidly, and tilts drastically.

EXT. BATTLESHIP - RAILGUN - SPACE

The RAILGUN fires.

INT. PANIC ROOM OF THE DREADKNOT

THE CAPTAIN runs toward SAM. He jumps, about to attack her. SAM clocks THE CAPTAIN in the face and sends him to the FLOOR.

EXT. THE DREADKNOT AND BATTLESHIP - SPACE

The PLASMA TORPEDO stops in its tracks. It floats motionless.

INT. THE DREADKNOT AND BATTLESHIP - SPLIT SCREEN

NOAH, CECTRUM
"What the hell?!"

INT. PANIC ROOM OF THE DREADKNOT

NOAH comes on the PA.

NOAH
"Whatever you just did down there,
do it again when I tell you to!"

EXT. THE DREADKNOT AND BATTLESHIP - SPACE

At this point, THE DREADKNOT is racing toward the SPACEWAY, the BATTLESHIP close behind.

INT. BRIDGE OF THE BATTLESHIP

MATTERIX enters.

MATTERIX
We can't waste our fuel chasing
them, we have to immobilize them
now! Fire the torpedoes,
immediately!

EXT. BATTLESHIP - RAILGUN - SPACE

The RAILGUN is charging.

INT. PILOT PANIC ROOM OF THE DREADKNOT

NOAH
Get ready down there!

EXT. BATTLESHIP - RAILGUN - SPACE

The RAILGUN fires.

INT. PILOT PANIC ROOM OF THE DREADKNOT

NOAH
Now!

INT. PANIC ROOM OF THE DREADKNOT

SAM clocks THE CAPTAIN again.

EXT. THE DREADKNOT AND BATTLESHIP - TORPEDO - SPACE

The TORPEDO stops and shoots off in a different direction.

INT. BRIDGE OF THE BATTLESHIP

MATTERIX
Again! Fire again!

INT. PANIC ROOM OF THE DREADKNOT

HEKTOR
Noah, I don't think we can keep
this up for very long. If The goes
unconscious, we can't do anything
to stop the torpedoes.

NOAH
I know, I know, I just need you to
stall for a little more time!

EXT. BATTLESHIP - RAILGUN - SPACE

The RAILGUN is charging.

INT. PILOT PANIC ROOM OF THE DREADKNOT

NOAH
One more time, Sam, we're almost to
the spaceway!

...Get ready!

EXT. BATTLESHIP - RAILGUN - SPACE

The RAILGUN fires.

INT. PILOT PANIC ROOM OF THE DREADKNOT

NOAH

Now!

INT. PANIC ROOM OF THE DREADKNOT

SAM clocks THE CAPTAIN again. She knocks him out.

HEKTOR

That's it, Noah, he's out!

NOAH

Alright, hold on!

INT. BRIDGE OF THE BATTLESHIP

MATTERIX rushes in.

MATTERIX

Damnit, Cectrum, hit the ship! Fire again!

CECTRUM

We can't, General, the railgun is too hot, it has to cool down!

MATTERIX

Damnit!

MATTERIX rushes out of the BRIDGE and to the DOCKING BAY. He enters a POD, and sets off from THE BATTLESHIP.

EXT. THE DREADKNOT AND BATTLESHIP - SPACE

THE DREADKNOT enters the SPACEWAY.

SPACEWAYS are basically SPACE HIGHWAYS that use HYPERSPACE technology to speed up every VESSEL that enters it. Inside the SPACEWAY, the VESSELS appear to be moving at normal speed, in relation to each other, but you can see outside the SPACEWAY, and STARS are moving by very quickly.

THE BATTLESHIP and MATTERIX' POD follow.

INT. PILOT PANIC ROOM OF THE DREADKNOT

NOAH

Alright everyone, this is where it gets a little tricky. Grab onto

something, because as soon as the battleship falls into our colm, I'm stopping the Dreadknot.

INT. PANIC ROOM OF THE DREADKNOT

HEKTOR, SAM

What?!

NOAH

Don't get uppity just yet. This is the easy part!

EXT. THE DREADKNOT AND BATTLESHIP - SPACE

THE BATTLESHIP edges into the same COLM as THE DREADKNOT.

A COLM is a LANE, only on a SPACEWAY, the LANES are split to utilize the third-dimension, so it looks a bit like a HONEY COLM.

INT. PILOT PANIC ROOM OF THE DREADKNOT

NOAH

Here we go, grab onto something!

EXT. THE DREADKNOT AND BATTLESHIP - SPACEWAY COLM - SPACE

THE DREADKNOT makes a loud clicking sound, then the BACK ENGINES black out, and the FRONT ENGINES burst on. THE DREADKNOT falls back quickly, and THE BATTLESHIP rear-ends THE DREADKNOT. THE DREADKNOT shakes furiously.

INT. PANIC ROOM OF THE DREADKNOT

HEKTOR

Damnit, Noah, what the hell are you doing?!

INT. PILOT PANIC ROOM OF THE DREADKNOT

CARDNAL

(Over a TELESCREEN.)

Noah, the docking and cargo bays are completely destroyed. Three of the engines are damaged, and there's a hole in the hull, so Rocko can't get in the engine room to assess the severity of the damage.

NOAH

That's about to be the least of

this ships problems. Everyone...
prepare to exit hyperspace.

HEKTOR

(Over the TELESCREEN.)

What?! No! You can't just exit
hyperspace, the Dreadknot will
break up under the pressure! This
is suicide, you idiot!

NOAH

If the captain of this ship doesn't
like my plan, let him rebuttal now.

...That's what I thought. Prepare
for turbulence.

INT. MATTERIX' POD

MATTERIX

Cectrum! What have you done to the
ship?!

CECTRUM

(Over TELESCREEN.)

We'll be alright, we're just a
little jumbled. The impact shook up
the nervous system, but the plasma
field absorbed most of it. We
should be back online in a few
seconds.

EXT. THE DREADKNOT AND BATTLESHIP - SPACE

THE BATTLESHIP is still. THE DREADKNOT thrusts its BACK
ENGINES on again, and it turns a complete 180 degrees. It
bolts in the wrong direction on the SPACEWAY.

INT. PANIC ROOM OF THE DREADKNOT

HEKTOR

(To Noah.)

You'll never gain the necessary
speed to neutralize the pressure
between hyperspace and dead space!

NOAH

You got a better idea?

I didn't think so, now I want
everyone to curl up into a ball.
Protect your torsos. No questions,
there's no time, just do it.

HEKTOR and SAM grab THE CAPTAIN, and create one large BALL, hugging each other.

INT. PILOT PANIC ROOM OF THE DREADKNOT

NOAH reaches over and clicks a BUTTON.

INT. PANIC ROOM OF THE DREADKNOT

HEKTOR, SAM, and THE CAPTAIN start to float.

INT. THE BRIDGE OF THE DREADKNOT

CARDNAL begins to float.

CARDNAL
He turned off the gravity? Oh!
...Oh no...

EXT. THE DREADKNOT - SPACEWAY COLM - SPACE

THE DREADKNOT is going incredibly fast, and dodging oncoming TRAFFIC. The ENGINES on the outer sides of the HULL blast on, and THE DREADKNOT shoots up and out of HYPERSPACE, into DEAD SPACE.

EXT. THE DREADKNOT - OUTSIDE SPACEWAY - SPACE

THE DREADKNOT is twisting and spiraling out of control, and breaking apart in places.

INT. PANIC ROOM OF THE DREADKNOT

HEKTOR, SAM, and THE CAPTAIN are moving slightly, while the room around them spins violently.

INT. BRIDGE OF THE DREADKNOT

The same is happening to CARDNAL.

EXT. THE DREADKNOT - OUTSIDE SPACEWAY - SPACE

THE DREADKNOT begins to slow down. Finally, it stops. It's floating sideways.

INT. PILOT PANIC ROOM OF THE DREADKNOT

NOAH looks disheveled, but relaxed. He reaches over and activates the ENGINES in such a way that turns THE DREADKNOT right-side up.

NOAH

...Is everyone alright?

INT. PANIC ROOM OF THE DREADKNOT

HEKTOR

...Yeah. Sam and I are fine, and
The is still out.

INT. BRIDGE OF THE DREADKNOT

CARDNAL

Yeah, I'm good. A little nick from
some spiraling debris, but I'll be
alright.

INT. PILOT PANIC ROOM OF THE DREADKNOT

NOAH

Alright, good.

(He sighs.)

Ground yourselves, I'm going to
reactivate the gravity. Cassandra,
head to the bridge and aid Cardnal.

NOAH activates the GRAVITY.

NOAH exits the PILOT PANIC ROOM.

INT. LA CORBEILLE A PAIN - DINING FLOOR - DREADKNOT - SPACE

NOAH, HEKTOR, THE CAPTAIN, SAM, CASSANDRA, ROCKO, CARDNAL,
ELI, EDDIE, DEBBIE, 22, a prissy phone secretary, CYBRUS,
and LIN, 50, (female) a spunky little oriental
alterationist, are present. The DINING FLOOR is a mess,
there are TABLES and CHAIRS everywhere, broken DISHES, etc.
The CREW is standing around. NOAH pulls up a TABLE, and a
few of them grab CHAIRS. HEKTOR, SAM, CASSANDRA, CARDNAL,
ELI, and EDDIE sit in their CHAIRS.

NOAH

Alright. Matterix has become a
serious threat. Our ship is barely
mobile, and everything inside needs
rehabbed. First things first.
Cybrus, we need to get you and The
Captain somewhere safe. The panic
room is still in good condition, I
suggest you two return there until
we can-

CYBRUS

No. No, this happened because of
me. I can't sit in a room while the

rest of the Dreadknot's working on how to fix a problem that has everything to do with me.

SAM

Wait, though, he was also looking for The Captain. What could Cybrus and The Captain be involved in together that no one here would've known about?

HEKTOR

(Harsh.)

Whatever it is, we don't have time to sit around thinking about it just yet. We need to get this ship somewhere safe until we can either get somewhere with an atmosphere and work on repairing the engines, or somewhere that can repair it for us. For basically free.

NOAH

Hektor's right. We need to work on getting the Dreadknot to the nearest civilized location. Cardinal, how close are we to Ganymede?

CARDNAL

Well we're about four exits south-south east of Thebe. There's a few small towns there, we might be able to at least get to an atmosphere.

NOAH

Alright. If it's still functioning, set the auto pilot to the town of Phorma. Cybrus, what's your plan?

CYBRUS

I'm going back to Nimniad. I have to. I have to find my father. He's the only chance I have at figuring out why Matterix has been searching for me, and what "Romulus" is. I haven't seen him since I was a child. I don't even remember what he looks like...

NOAH

Alright, then, you can take one of

the personal pods. If you need any help, call us. Sam, take The Captain to the panic room. Hektor, go with Cardinal to the bridge. Eddie and Eli, you two can start by cleaning up the restaurant. ...Start with the bar. Lin, you can...hell, I don't know, work on mending the curtains or something.

LIN

(In stereotypical old, oriental woman fashion.)
Fat, smoking shit-head.

ROCKO

I'll work on cleaning up what I can of the hull.

Everyone starts off in their respective directions.

INT. DOCKING BAY - DREADKNOT - SPACE

CYBRUS and NOAH are present, both wearing SPACE SUITS, because the DOCKING BAY was destroyed. NOAH pushes a BUTTON and pulls a LEVER. A PERSONAL POD lowers from its storage space to its BAY. The BAY is busted, so the POD slides off its TRACKS and floats in the zero-gravity of the DOCKING BAY, which is exposed to SPACE.

NOAH

Alright, well good luck. Don't run into Matterix on your way. If the Dreadknot can't hold up to his ship, this pod's a deathtrap.

CYBRUS

I know. I'll update you when I make it to the interstellar medium.

CYBRUS enters the POD. The POD turns and exits the exposed DOCKING BAY.

INT. BRIDGE OF THE BATTLESHIP - SPACEWAY COLM - SPACE

COXEL, 46, insibian, CECTRUM, 60, insibian, and ZETHEM, 80, insibian, are present.

MATTERIX enters the bridge.

MATTERIX

Would you like to explain to me why you failed to destroy a ship that

had a less efficient fuel source, less manpower, less maneuverability, less speed, and NO ARMOR?! For God's sake, Cectrum, you're supposed to be heavy artillery! Get out of that seat, now, I cannot trust you to do your job. I suggest you think long and hard about your position in my military, because I'm seriously considering re-staffing it.

...Tekmon Coxel, replace him. Learn from his mistakes.

COXEL

Yes, General.

MATTERIX

Zethem, where is the nearest craft mechanic?

ZETHEM

Unfortunately, General, due to their technology being incompatible with our own, we have no map of this solar system. All we had was the IGPS tracker that General Maksim planted on the Dreadknot, but the signal disappeared when they jumped hyperspace.

MATTERIX

Damnit. Is there any way we can track the Dreadknot or Cybrus?

ZETHEM

Not with our technology. If Cybrus were using any of our technology that he might have had when he left the planet, then it's possible, I suppose.

MATTERIX

That's it! Zethem, is there any way we can track a Dart-4 OrthoPod?

ZETHEM

Sir, we haven't used orthomotive technology for forty years... Not since Provision 6 of Point 12 on the Treatise of Insibiarian Coexistence. That document only

allows us to use cadavers now, and by the time they're harvested, the decay isn't worth the financial input. The military Dart System tracking stations have since been updated, and even if the old terminals hadn't been destroyed, they'd be so decayed by now as to be useless.

MATTERIX

Zethem, this battleship is four hundred years old. It's made of Nimniade Brondebus. A creature who's longevity outlasts every other living organism on our planet. If there still exists the technology on Cybrus' escape pod, then I can assure you it still exists on this ship. Find it.

ZETHEM

Yes, General.

MATTERIX

Cectrum, this may be your opportunity to redeem yourself. Search this ship's program database. The program you're looking for should be codenamed "DarTrack." Find it, and Tekmon Coxel remains your assistant. If you do not, consider yourself Tekmon Cectrum.

Never mind, Zethem, I've got Cectrum searching for the program. For now, I want you to turn this ship around at the next exit and head back toward the spaceway delta we entered hyperspace from.

FADE WIPE

EXT. HULL OF THE DREADKNOT - SPACE

Two MEMBERS of the crew are in SPACE SUITS floating around the ship's HULL. It's SAM and ROCKO. Also present is JANITOR, carrying SAM's TOOLS. SAM has a small PALM PILOT with a CABLE that reaches out to a CONNECTOR attached to a TERMINAL just inside the HOLE where the HULL was blown out.

SAM

(To Rocko.)

I see what you mean. We need to call Noah and tell him the reactor isn't receiving uranium, and that without Cybrus to go through the programs and figure out the problem, we won't be able to get our primary engines online. Whatever plutonium-239 is left in the computer reactor can be moved to the manual back-up reactor, along with whatever natural uranium we have in the nuclear hold...and whatever DU we have in the waste bailer, as a last resort. Do everything you can to avoid using the DU.

ROCKO

Well this morning's audit of the nuclear hold quoted a low count of MOX fuel rods. We've ran through the enriched materials, and the reprocessed materials have been filtered through past their maximum output. This would've been our week to resupply. We don't audit the waste bailer until we take it to the burn-up compound, so I don't know how much DU we have.

SAM

Damn. We're going to have to move quick on these engines.

They BOTH enter what's left of the ENGINE ROOM, and exit through the HALL, into the HULL'S OFFICE. ROCKO takes of his HELMET, and runs his finger over a PANEL on the WALL. It opens a TELESCREEN.

ROCKO

Noah.

The TELESCREEN brings up NOAH, who is in the DEFENSE DEPARTMENT OFFICE, running through a status report of the TURRETS of the SAILS, and moving the malfunctioning TURRET CODES to a LIST of TURRETS that need maintenance.

NOAH

What is it, I'm dealing with the turrets.

ROCKO

It's the reactor. The computer reactor. The uranium isn't being fed in, and we don't have enough 235 to continuously feed the manual reactor. We've got enough to get us to Amalthea, if we're lucky. That doesn't include whatever UD we have, but the waste bailer was emptied at the burn-up less than a week ago. Without Cybrus to go through the reactor's programming, there's no way to even assess the issue. Sam and I looked it over, and whatever damage there is to the actual reactor was done through its programming. Probably from the minor EMP created by the hyperspace wall. With the hull breached, it's the only conclusion we can figure.

NOAH

Fan-fucking-tastic. Alright, I'll buzz Cardinal and see if there's a craft mechanic on Amalthea. For now, just make sure the computer reactor isn't leaking any 235 into the core. We need every toxic drop of that miserable shit.

ROCKO

Got it.

INT. THE BRIDGE OF THE DREADKNOT - SPACE

CARDNAL is placing POINTS on a large SCREEN with a STYLUS. Then he pushes a BUTTON, and waits for a LIST of COORDINATES to appear. A TELESCREEN pops up, and NOAH is on the line.

NOAH

Cardnal, we got a problem.

CARDNAL

Only one around here, then. The navigation system seems unharmed.

NOAH

Well that's damn good news, 'cause we need to use it, pronto. The computer-based nuclear reactor is on the fritz, and we're low on fuel. We only have enough to get us to Amalthea. I need to know if there's a craft mechanic there.

CARDNAL

Ooh, that's not likely. Amalthea's almost entirely devoid of civilization. The generator for the mining operation in the Gaian Crater had a radiation leak. The moon's been almost entirely evacuated.

NOAH

Well at this point, we don't have a choice. We have to land. Put us as close to civilization as you can. If we pick up potent radiation readouts, we'll have to take the pods out and restock on fuel that way.

CARDNAL

Understood. I'll set the auto pilot to land on Mons Lyctas. There was a small town of miners that nested in the western caves.

NOAH

Do it. I'll get back to you when I know more about the fuel situation. No promises, I don't understand much of all that nuclear crap.

INT. BRIDGE OF MATTERIX' BATTLESHIP - SPACEWAY COLM - SPACE
MATTERIX, ZETHEM, and COXEL are present. CECTRUM enters.

MATTERIX

You'd better have good news.

CECTRUM

Yes, General, I do. I was able to locate DarTrack. The only issue I would advise you of, is that the DarTrack program that's on this ship was cryogenized within the memory bank. Because of this, its decay was minimal. However, if the pod's processing unit was never cryogenized, it's extremely likely it decayed to, by this time, almost nothing.

MATTERIX

That is of no consequence to you,

you've done your end.
Congratulations, Cectrum, you live
to work another day.

...Now, get that program running,
and bring it up on the telescreen.

CECTRUM opens a small KEYBOARD beneath his lower arms. He moves his fingers around on the flat SCREEN BOARD. DarTrack opens on the SCREEN BOARD. A BEEP is heard. On the SCREEN, the words in SCRIPT are foreign SYMBOLS. SUBTITLES indicate the SCRIPT reads, "Pods Located - 1."

INT. CARGO BAY - DREADKNOT - SPACE

A close up of a SIGN on a LARGE DOOR in the CARGO BAY. The SIGN reads, "Cryogenic Freezer."

A view to a lightly frosted, transparent COMPARTMENT. Inside there is a strangely shaped OBJECT. It's a pinkish color, has small PANELLING on its face, and is slightly blood-stained. The PANELLING lights up. It beeps once. Close up. It beeps again. Closer close up. It beeps a third time. Closer close up.

FADE TO BLACK

Text reads, "To be continued..."