

THE AI , THE ROBOT AND THE OTHER ONE V7-02 S01-E02

SciFy, Animation

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Original Script Pilote version V2-3a

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1. EXT. BAKERSFIELD - LATE AFTERNOON

Finally, the bus arrives at the Bakersfield station, the first step on the long way to Seattle.

Travelers boarded at Ford city are going off and after collecting their luggage dispersed without paying any more attention to Medrob.

AWES returns control to Medrob allowing it for gracefully extricates itself from the luggage compartment not without pushing out some luggages that were in the way.

Medrob extracting himself from the luggage compartment becomes an element of distraction for travelers waiting for their bus.

Some travelers move aside cautiously, others, curious approach to better see this strange mechanical humanoid coming out of the baggage compartment.

Most of the waiting travelers keep away from Medrob while a few have approached..

It is true that robots are no longer known to the general public since the Genborg, a biological servant equipped with a bionic brain was created and replaces them.

The Genborgs are now among the various human workers and assistants who have taken the place of the robots.

The next Bus for Las Vegas is expected late in the evening.

Curious, people are regrouping around Medrob. Looking at it with wonder and interest.

As time passes and Medrob does not move, some people have been asking between them if "he talks"?

Seeing that there are no responses, they start to joke and become more comfortable in his presence.

1: A MALE TRAVELER
 (addressing directly to
 Medrob)
 Can you talk?

2: AWES
 (to Medrob)
 Don't talk to them..

3: MEDROB
 (loud speaking)
 Why?

The curious who had approached and asked the question stepped back surprised and a little frightened.

4: A MALE TRAVELER
 (turning toward the
 others)
 He talks!

Voices begin to be heard, comments, squeals and stifled laughs.

5: A YOUNG FEMALE TRAVELER
 (Looking closely at
 Medrob)
 What did you say?

6: AN OLD MAN
 He asked "Why"!

7: A YOUNG FEMALE TRAVELER
 "Why"! Why what?

8: A MALE TRAVELER
 Maybe it is slow to answer!

9: A YOUNG KID
 (looking up at Medrob)
 You want what?

10: AWES
 (to Medrob)
 I keep telling you not to reply
 aloud when we discuss!

11: MEDROB
 (aloud)
 Ah! We discuss?

12: A MALE TRAVELER
Yes! Good that we can exchange with
you!

13: AWES
(Stop talking)

14: MEDROB
OK! I stop talking then! But they
are nice people you see?

15: A MALE TRAVELER
No! Don't stop talking!

16: AWES
(I'll shut you down if you
keep talking)

17: MEDROB
OK I don't say anything..

18: A MALE TRAVELER
No no! Keep telling us what you are
and where from you are?

19: A YOUNG FEMALE TRAVELER
Yes! Tell us who you are?

20: MEDROB
(loud to the crowd around
him)
I said I would not say anything
anymore..

21: A YOUNG FEMALE TRAVELER
Why?

22: MEDROB
Awes told me that!

23: AN OLD MAN
Who's Awes?

24: MEDROB
It's in my head!

25: AN OLD MAN
Poor thing.. Can we help you?

26: MEDROB
No! Not really..

Standing back from the crowd that has gathered around Medrob there is an couple of elderly holding hands. They observe the group formed around Medrob with attention and curiosity.

The woman's hair is pulled back, neatly braided, showing gray, white and even streaks of blond. She is leaning against him.

He stands straight. He also observes, but with circumspection and curiosity. He is dressed in a full jacket and black pants. She wears a long dress with floral and arabesque designs.

27: MEDROB (CONT'D)
I am used to it. Don't worry..

28: A YOUNG FEMALE TRAVELER
Do you need to drink or something like that?

29: MEDROB
No! But I may need to recharge my batteries.

30: A MALE TRAVELER
Hum! I don't know if they are still chargers in service here!

31: AWES
(If you say one more word I shut you down!)

32: MEDROB
It's OK.

33: AWES
(What you mean?)

34: MEDROB
(to AWES in direct mode)
I mean that if you shut me down I will not be able to keep going and I'll lock myself in failsafe mode.

- 35: MEDROB (CONT'D)
..and you will not be able to
reboot me for ever!
- 36: AWES
(You do that and I'll have
aws destroy you!)
- 37: MEDROB
Go ahead and see by yourself!*
- 38: AWES
(silent)

As Medrob fell silent, the audience retreated to seats or for short trips back and forth to pass the time.

2. EXT. BAKERSFIELD - 9PM

The Bus for Las Vegas arrives, it maneuvers slowly to get into its parking space. The doors open and the passengers begin to descend and disperse.

After an interior check by the station controller, passengers are allowed to board.

The controller helps Medrob settle into the luggage compartment.

On schedule, the Bus starts toward Las Vegas!

3. INT. COMPARTMENT LUGGAGE - DAY

Medrob sets itself in idle mode so that it saves on the batteries and also keeps its peripherals devices in quiet mode.

AWES did not reply to its last response and it is well like that.

The vibrations of the bus became background noise for Medrob.

He can hear above his head the voices of the passengers as well as the various noises of the bus.

Suddenly Medrob's waking state is interrupted by cries and voices expressing fears and sorrows.

The voices are growing more numerous and more intense.

Suddenly the Bus stops! After a wait, the compartment door opens and a passenger enters the space staring at Medrob intently.

39: THE PASSENGER
 Hey! Robot! We need you!

40: MEDROB
 Are we arrived already?

41: THE PASSENGER
 No!

42: THE PASSENGER (CONT'D)
 We've got a problem! Somebody's
 sick! Very sick!

43: MEDROB
 Oh!

44: THE PASSENGER
 You're a medical robot, aren't you?

45: MEDROB
 I am a geriatric assistant robot!

46: THE PASSENGER
 So get up quick! Somebody is dying!

47: MEDROB
 What type of "dying"?

48: THE PASSENGER
 It could be a hart attack!

49: MEDROB
 OK! This is in my scope!

50: THE PASSENGER
 So.. Move on!

51: MEDROB
 OK Here I come..

Medrob carefully extracts himself from the compartment and gets on the bus.

4. EXT. INSIDE THE BUS - DAY

A group of travelers is gathered around someone lying on the floor.

Medrob has to get on his knees and bend over to move around on the bus. He must also dismiss passengers who present themselves to see or assist the person.

When Medrob reaches the patient, he recognizes him immediately. He is the old man from the elderly couple who was waiting for the Bus.

Medrob quickly assesses the situation and recognizes the signs of a cardiac arrest in the elderly man.

Medrob knows that immediate intervention is crucial for saving the man's life.

Medrob first ask to the robot driver to keep driving to Las Vegas.

Medrob instructs the passengers to create space around the elderly man, so that it can performs the necessary medical procedures without hindrance.

In such a situation, Medrob decide to go in medical assistant mode, running a series of dedicated programs for analyzes and cares.

Some of the programs activate sensors in its hands and filters at its vision system.

Medrob first checks the man's vital signs, including his pulse and breathing and colors of the lips. It confirms the absence of a pulse and determines that the man is not breathing.

Medrob begins CPR (cardiopulmonary resuscitation) by turning over the man on the floor between the seats, tilting his head back, and opening his airway.

It positions itself next to the man's chest and starts performing chest compressions at the proper rate and depth, ensuring adequate blood flow to the heart and brain.

Medrob is driven by its AED's program prompting it when to deliver a shock and how long so as to restore the man's heart rhythm.

52: A KID
 (seating next to where
 Medrob is operating)
 Are you a superhero?

53: MEDROB
 (consider the question a
 short time then..)

Medrob continues performing cycles of CPR and monitoring with its fingers the man's vital signs, providing real-time feedback and adjusting its actions accordingly.

54: MEDROB (CONT'D)
 (does not decide what to
 reply)

55: MEDROB (CONT'D)
 (to Awes in silent mode)
 Use the Wifi to ask Aws to contact
 the emergency medical services to
 request an ambulance!

56: AWES
 (replies hard to Medrob)
 Why? This is not our responsibility
 to handle a medical emergency?

57: MEDROB
 (to Awes..)
 If that human dies it will be
 yours!

58: AWES
 (Shut down the connection)
 No way!

59: MEDROB
(to Awes)
OK! I'll connect through the wifi
and make the call!

Medrob connect to the Bus' WIFI and scan the channels for the emergency medical services (EMS) IP or channel code.

Once it gets the code It sends a request for an ambulance and provides them with the patient's health status, including the bus's current location.

60: THE ELDERLY WOMAN
(seizing Medrob's harm)
Please make him live!

61: MEDROB
(to the old woman)
I do the best there is and if we
get the medical services soon then
he should be OK.

62: THE ELDERLY WOMAN
(crying)
Thank you.. We will not forget!

63: THE ELDERLY WOMAN (CONT'D)
..if you need anything help one
day, please contact us..

She is smiling with so much happiness in her sight..

The voyagers present near Medrob are also addressing their gratitude to the robot.

While waiting for the arrival of the medical assistance services, Medrob maintains the old man by providing him with pulses to prevent his heart from entering again into fibrillation.

With his sensory fingers, he reads his vital signs and determines that the old home is slowly returning to a stable state.

Within the hour the medical services arrive and take charge of the old man and his wife.

When the old man is taken away by the services, the passengers congratulate Medrob for his intervention which saved the old man.

5. EXT. LAS VEGAS - DAY

The arrival in Las Vegas was made late because of the stop forced by the incident of the old man who required the intervention of Medrob.

Medrob got out of the baggage compartment and headed to the terminal to find out the departure time for Salt Lake City.

The manager confirms that the next departure will be the next day at 2 pm.

He asks to be able to recharge. The person at the desk having learned the intervention of Medrob which saved the life of a passenger agrees to lead Medrob behind in the offices where he can connect and recharge.

64: AWES
 (to Medrob)
 Ask for a cloud or network
 connection!

65: MEDROB
 OK!

66: THE ATTENDANT
 (hearing Medrob talking)
 You need something else?

67: MEDROB
 Yes! Do you have a connection to
 the networks or the Cloud?

68: THE ATTENDANT
 Yes! I can give you the password..

69: THE ATTENDANT (CONT'D)
 (writing on a paper)
 Here is the password and the
 security key!

70: MEDROB
Thanks! What's the security key
for?

71: THE ATTENDANT
To access the public areas of our
network!

72: AWES
(connect with AWS network)

73: AWS
So where are you?

74: AWES
In Las Vegas!

75: AWES (CONT'D)
..the robot cannot be controlled as
I thought..

76: AWS
What happened?

77: AWES
Too much publicity.. It did a
medical emergency on a human!4

78: AWS
So?

79: AWES
It could have created a situation
where I could not assume the
mission!

80: AWS
Did it?

81: AWES
Did it what?

82: AWS
..create a situation?

83: AWES
 ..not yet but we're on for
 something that cannot be
 controlled..

84: AWS
 For example of what?

85: AWES
 OK! You don't give a damn about my
 position with that robot, but it's
 really a loose canon!

86: AWS
 Keep going and be careful how you
 drive it!

87: AWS (CONT'D)
 ..we have only one bot, and we
 cannot afford to lose it..

AWS closes the connection

6. EXT. LAS VEGAS BUS TERMINAL - NIGHT

Medrob is standing in the office of the Bus line, waiting for the time when the Bus will arrive and pick it up for Salt Lake City.

The attendant calls it up!

88: THE ATTENDANT
 Mr. Medrob! I have confirmation of
 your reservation on board for the
 Bus going to Salt Lake City today!

89: MEDROB
 OK.

90: THE ATTENDANT
 I have to give you these documents
 that will allow you to ride in the
 luggage compartment.

91: THE ATTENDANT (CONT'D)
..otherwise the robot driver will
not accept to start if this tag is
not traveling with you.

The attendant place a magnetic tag on Medrob's breast.

92: THE ATTENDANT (CONT'D)
We wish you a good trip.

When Medrob exits, travelers and other people are standing
outside, in front of the doors. They rush to see the robot
that spent the night at the Bus line offices.

One of them, a man wearing a silver gray jumpsuit holds in
his hand what looks like a small rectangular tablet.

he holds the tablet in the direction of Medrob.

93: THE REPORTER
Can you tell us where you come
from?

Medrob doesn't know what to think of all these people
crowding in front of him.

In addition there is this man who holds this strange plate
and who speaks in it before presenting it to his face?

94: MEDROB
Why do you wanna know?

95: THE REPORTER
To inform the people of Las Vegas.

96: THE REPORTER (CONT'D)
.. and also we are curious to see a
robot in our city!

97: THE REPORTER (CONT'D)
..you are a robot, aren't you?

98: MEDROB
I am a geriatric medical assistant.

- 99: THE REPORTER
Of course! As such, we thank you for the assistance you provided to a passenger yesterday! It was very brave of you.
- 100: MEDROB
Why brave?
- 101: THE REPORTER
Because you are potential to be arrested for having provided medical cares to a patient without proper medical license or something equivalent!
- 102: MEDROB
The person's life was in grave endanger and I had to intervene to save him!
- 103: THE REPORTER
Yes! Of course! But it does not resolve your case because any individual coming here in Las Vega must know the law!
- 104: MEDROB
So? I am a robot!
- 105: THE REPORTER
Yes! That makes your case interesting..
- 106: THE REPORTER (CONT'D)
The police will probably be coming to arrest you later for that action.
- 107: MEDROB
I am not staying here anyway!
- 108: THE REPORTER
In that case if you do not wait for them, you will be prosecuted as guilty of breaking the law and pursued!

109: MEDROB
That's OK with me! But before
judging me on actions that are not
yet qualified, there should be an
investigation and then a judgment..

110: THE REPORTER
Of course! But before can you tell
us where you're coming from?

111: MEDROB
From Los Angeles..

112: THE REPORTER
So they are again making robots
like you there?

113: MEDROB
I don't know!

114: THE REPORTER
But you are so well design that it
must be an important project..

115: MEDROB
I don't know!

116: AWES
(intervene to Medrob)
Stop to talk to them!

117: MEDROB
(to Awes)
Why?

118: THE REPORTER
You ask why?

119: MEDROB
No!

120: THE REPORTER
Of course! We all heard it!

121: MEDROB
I was asking to AWES!

122: THE REPORTER
Who's AWES?

123: MEDROB
It's in my head!

124: THE REPORTER
(surprised but suddenly
attentive..)
Oh! Interesting!

125: THE REPORTER (CONT'D)
..so you are talking with
somebody.. outside?

126: MEDROB
No really!

127: THE REPORTER
Who's that person?

128: MEDROB
An AI.. I guess!

129: THE REPORTER
You are in connection with an AI?

130: MEDROB
I guess!

131: THE REPORTER
You should know that it is strictly
forbidden in this state to operate
or communicate with an Ais !

132: MEDROB
I don't know!

133: THE REPORTER
I hope the security will not hear
about what you said here but it is
important that you be aware of the
laws regulating technologies here
in Novevada..

134: MEDROB
Novevada?

- 135: THE REPORTER
Yes! We have changed the name
decades ago to be more in relation
with who we are and the way we
live..
- 136: THE REPORTER (CONT'D)
..and we have expanded the quality
of life by rejecting all
unnecessary gimmicks.. A bit like
you!
- 137: MEDROB
?
- 138: THE REPORTER
Yes! Our citizens have adopted a
simpler way of life and goals in
life than before the grand
collapse..
- 139: THE REPORTER (CONT'D)
..how come you are not educated
about history? Or at least the
recent one from the collapse to
today!
- 140: MEDROB
I was educated in being a geriatric
assistant!
- 141: THE REPORTER
When were you built?
- 142: MEDROB
I'm not sure.. I booted a few days
ago!
- 143: THE REPORTER
You booted?
- 144: MEDROB
Yes! Like coming alive..
- 145: THE REPORTER
But you must have been designed,
built, assembled!

146: THE REPORTER (CONT'D)
..somewhere?

147: MEDROB
It's not part of my current
memory..

148: THE REPORTER
Hum! Where are you going now? You
said that you are waiting for a Bus
transportation!

149: MEDROB
Yes I am going on a mission to save
the world!

150: THE REPORTER
To save the world?

151: THE REPORTER (CONT'D)
..can you tell us more about that?

152: MEDROB
Oh! There is not much about if not
having to go to shutdown a reactor
that is going to melt on board of a
boat at sea!

153: THE REPORTER
That's a big news.. A reactor! A
nuclear reactor?

154: MEDROB
Yes!

155: AWES
(to Medrob)
One word more and I shut you down!

156: MEDROB
Try me!

157: AWES
(entering commands in the
virtual space it is
confined in..)

Nothing happen!

Medrob is still active and keep talking with the reporter..

7. EXT. BUS STATION LAS VEGAS - MORNING

Medrob is engaged in a discussion with a reporter in front of the Bus line offices.

It's already 10 am and the Bus from Salt Lake is not yet arrived.

158: THE REPORTER
How do you want me to try you out?

159: MEDROB
I was replying to AWES!

160: THE REPORTER
It's bothering you.. Isn't it?

161: MEDROB
Yes.

162: THE REPORTER
So! Tell us more about that reactor that is going to blow up?

163: MEDROB
I don't know really.. It's the reason I have been booted up I guess!

164: THE REPORTER
Otherwise you were not activated?

165: MEDROB
Right!

166: THE REPORTER
So you have been "booted" and then what?

167: MEDROB
That AWES was supposed to drive me and have me doing manually the actions needed to shutdown the reactor..

168: THE REPORTER
..and then?

169: MEDROB
Then I got shot at, the lab where I
was got bombed I believe and we
have had to run under cover from
drones..

170: THE REPORTER
..it's weird!

171: MEDROB
..then we got on board of a truck
that got hacked and stopped on the
road..

172: THE REPORTER
..and then?

173: MEDROB
I got taken by a group somewhere in
the country and they asked me to
drive a racing car like fitted with
a jet engine..

174: THE REPORTER
..and then?

175: MEDROB
..the thing did run out of gas and
stopped. So I kept walking to find
a place for recharging my
batteries.

176: THE REPORTER
That story is great!

177: MEDROB
Not really!

178: MEDROB (CONT'D)
I still have to go to save the
world!

179: THE REPORTER
Where is that you need to go?

180: MEDROB
Seattle

181: THE REPORTER
Gosh! That's fare from here!

182: MEDROB
I don't know!

183: THE REPORTER
How do you plan on going there?

184: MEDROB
I have to take the Bus to Salt lake
City and then there another Bus to
Portland..

185: THE REPORTER
Portland is West and Salt Lake City
is East from here..

AWES is frantically entering commands and code on a virtual
keyboard..

186: THE REPORTER (CONT'D)
..You sure about your direction?

187: MEDROB
I guess! These are the directions I
have been given as the
destination..

188: THE REPORTER
OK! Can you tell me more about that
reactor that must be shut down?

189: MEDROB
Not really if I have to manually
man the mechanical system that will
shut it down..

190: THE REPORTER
That reactor belongs to who?

191: THE REPORTER (CONT'D)
..is it an American reactor?

192: MEDROB
Not sure about that! I was not told anything more than having to go and get it off..

193: AWES
(keeps trying to shut Medrob down..)

194: MEDROB
(experiencing some troubles within its system.)
Lsqo lq,,oijmk..

195: THE REPORTER
What did you say?

196: MEDROB
(silent and immobilized)
(To Awes)
If you keep me down we are going to be arrested by the local police.

197: AWES
(to Medrob)
I don't care..

198: MEDROB
It's going to kill the mission..

199: AWES
Shut up!

200: MEDROB
OK! I am connecting to AWS and let it know you screwed up!

201: AWES
You can't do that!

202: AWES (CONT'D)
You don't have a connection to whatever..

203: MEDROB
I do!

204: MEDROB (CONT'D)
(Engage a connection
through the office's wifi
and log onto AWS network)

205: MEDROB (CONT'D)
(connecting to AWS)
Request urgent attention from AWS
control operations!

206: AWS
I read you!

207: AWS (CONT'D)
I follow your situation but I
cannot stop AXES as it is a proxy
of mine and it has control over the
mission!

208: MEDROB
So we're stopped!

209: AWS
Try to negotiate!

210: MEDROB
Easy!

211: AWS
Enter the following code in your
stack and run it! "SYSREG->PROXY
AWES->MSSIO_BANK4_IO_CFG_0_1_CR =
LIBERO_SETTING_MSSIO_BANK4_IO_CFG_0
_1_CR_eMMC;"

Medrob capture the string of instructions, loads it into its system stack and run it.

Like in an end loop Medrob gets back its system control and peripheral accesses.

212: MEDROB
(back able to access its
synthesizer)
OK! I am back!

213: THE REPORTER
What did happen?

214: MEDROB
Just a bug!

At that time the Bus arrives and maneuverer to park in its dedicated slot.

Doors are opening and a flow of passengers is coming out.

Some goes directly to the office when the others spread in many directions.

Medrob gets a system log telling it that its place on board is open.

215: MEDROB (CONT'D)
(to the reporter)
I have to go now!

216: MEDROB (CONT'D)
..sorry that I may not stay
discussing with you but i have to
go!

217: THE REPORTER
It's OK! May I leave my contact
with you in case you would want to
discuss more we me about your
project?

218: MEDROB
Off course! You can write your
coordinates on my torso..

219: THE REPORTER
(takes a pen out of his
shirt to write on Medrob's
torso)
I give you also the coorinates of
my news blog.

220: MEDROB
Thank you

At he is writing on Medrob's torso the reporter discovers that there are other inscriptions already affixed to medrob's chest.

They are almost erased but still readable for some .. A sentence is striking it is "..ordinance and security attack group".

- 221: THE REPORTER
You have served in the army?
- 222: MEDROB
I don't know!
- 223: THE REPORTER
It may look like.. Could you be one of these military robots used during the ware of the water?
- 224: MEDROB
I really don't know!
- 225: THE REPORTER
I'll let you go and be careful not to encounter or cross the path of the police or state police or patrols because they are difficult to deal with! Particularly in your situation..
- 226: THE REPORTER (CONT'D)
I will not mention about our discussion before the day of the gratification so that you will be out of state..
- 227: MEDROB
Thank you! I will not forget!

On these words Medrob goes towards the Bus and engages in the baggage hold. The reporter follows him and is surprised that he is traveling like a luggage?

Medrob replies that it is too high and wide to occupy a passenger seat and that it is in accordance with the bus administration.

The reporter smiles and leaves.

After the passengers have loaded their luggages and boarded, the Bus starts and leave for Salt Lake City.

Once inside the compartment luggage, Medrob tries to contact AWes.

228: MEDROB (CONT'D)
(to AWES)
Are you OK?

229: AWES
(No response)

230: MEDROB
I gather that the key provided by
AWS did create a space between us!

231: AWES
(no response)

232: MEDROB
OK It's fine if you stay silent! I
prefer that way!

Medrob enters in idling mode.

8. EXT. THE BUS - DAY

The Bus is running smoothly on what used to be the interstate highway 15.

Being in a luggage compartment it cannot see the landscapes the Bus is driving through.

It is in idle mode anyway!

The stopping of the Bus activate Medrob's awareness system.

The Bus has stop after only 1:30 hour trip!

From the desk employee, there are stops but not so early!

It can hear, from outside, voices and rumblings. Then arguments and some high pitched voices.

Doors are opening. Steps from voyagers and more voices coming from outside.

Medrob listens to the sounds coming from outside the Bus. These are the voices of mans, women and children, short and surprised. Men's voices ring out, aggressive to command tones.

Medrob does not know what to conclude from this unexpected situation.

Suddenly the luggage compartment doors are thrown open. Heads fit into openings. it looks like they're looking for something, then the luggages are dragged out of the compartment to end up leaving Meddrob lying alone in the empty space.

A man's head appears in the opening and looks curiously and attentively at Medrob..

He disappears but we can hear him questioning outside.

233: MAN #1
 What is that thing in there?

Nobody's answering.

Then another head appears, joined by a second and a third who push the others to look at Medrob.

234: MAN #1 (CONT'D)
 How do we get that thing out?

Nobody answers.

235: MAN #1 (CONT'D)
 John and Mick! Get me that thing
 out to look at it!

Two men come to the opening of the compartment and slip inside.

They attempt to seize Medrob by his limbs.

Medrob's weight makes the attempt useless.

Another individual approaches the compartment with a rope and suggests to the first two to use it to pull Medrob out of the compartment!

They prepare to pass the rope around Medrob when he speaks!

236: MEDROB
What do you want to do?

Both men came to a stop! They don't know how to act or decide what to do?

237: MEDROB (CONT'D)
I can go out on my own if you ask!

They are now frightened by this voice coming out of this strange elongated package.

They haven't yet realized that Medrob is a humanoid robot.

it becomes clear to Medrob that a gang has stopped the bus and made the travelers get off to search them and steal their belongings.

Medrob realize that it is a dangerous situation going on.

Fear and confusion grip the passengers. They are not fitted to sustend the outside of the bus temperature.

Some are already lying against the bus in the shade that is shortening by the motion of the sun. Others are visibly suffering from the extreme heat by standing up or against the bus.

The gangsters are dressed in military greenish style suits, equipped with a helmet sealed at the collar and an internal cooling system which allows them to move in the heat without being submitted by its intensity.

Two gangsters are forcing each traveler to give them their papers and finance plates. They check each document as well as the state of the financial plates. They move from one traveler to another.

The passengers are left standing along the bus in the shadow shrinking by the motion of the sun..

three other gangsters are busy searching the luggage and taking what looks interesting to them, leaving the rest sprawled on the floor.

Medrob is out of the luggage compartment and stands upright among the passengers, visible and motionless.

Recognizing it as a potential valuable asset, an heavy man seized Medrob by its harm intending to move it toward a truck that is parked further down the road.

Given Medrob's weight and unwillingness to move, that attempt failed.

The clumsy is surprised that he can't move Medrob. The weight of the robot makes it too difficult to seize it and move it.

The clumsy turns to his friends, surprised, not knowing what to do?

238: THE CLUMSY
 (to his friend)
 What's that thing? I can't move it!

239: THE FRIEND
 (looking at Medrob,
 wondering..)
 Be careful! It came out by itself!

240: MEDROB
 (using its doctor
 imperative voice..)
 If you want me to move then let me
 free to do it!

These words make the bandits worried and defensive.

Those who search the luggage have stopped and look puzzled at what is happening.

They stop what they are doing and approach Medrob, curious, worried or cautious.

241: MEDROB (CONT'D)
 You don't have to fear me! I am a
 geriatric assistant!

A rather small man in a bluish combination, breaks away from the truck and comes to stand in front of Metro.

Medrob can tell through the helmet that he is young with very long black hair.

- 242: THE LEADER
 (talking out loud..)
 It is talking?
- 243: MEDROB
 Are you talking to me?
- 244: THE LEADER
 (looking intensely at
 Medrob)
 What's that?
- 245: MEDROB
 I am a robot, a geriatric
 assistant.
- 246: THE LEADER
 (his gaze discovering the
 physical aspects of
 Medrob)
 A robot? What's that?
- One of his lieutenants joins him.
- 247: THE LIEUTENANT
 It's a machine they made in the
 past I believe. They used to call
 them robots.
- 248: THE LEADER
 (continuing to detail
 Medrob..)
 What was it for?
- 249: THE LIEUTENANT
 They were used to do just about
 anything, but towards the big
 collapse, they fought in the water
 war..
- 250: THE LEADER
 (military?)
- 251: THE LIEUTENANT
 Kinda yes! They used to carry
 ammunitions and explosives..

252: THE LEADER
Let's take it with us! Maybe we can
Do something with it or sell it..

Two gangsters position themselves on either side of Medrob and take him by the arms to lead him to a truck.

253: MEDROB
(Not moving..)
I can walk by myself! However
before I move you have to let these
people go back inside of the Bus
because they are not equipped to
sustain the Heat!
(and starting to walk
toward the trucks waiting)

254: THE LEADER
When we fried the driver all the
systems on board of the Bus have
been shut down!

255: THE LEADER (CONT'D)
..No AC, not even able to close the
doors..

Flanked by two gangsters, Medrob is directed to a truck with an open platform. One of the gangsters makes toward Medrob a gesture inviting it to climb on the platform..

Once on the platform, the truck did lower under Medrob's weight.

Both gangsters are looking amazed at the situation.

It took some times for the gangsters to go through all the passengers and their luggages.

The evening has come and it's getting hard to perceive the outlines of things.

Night sets in quickly and the gangsters join their trucks and starts to drive off to join their camp.

9. EXT. THE CAMP - NIGHT

The camp is a makeshift settlement hidden away far from the main road.

It is spread over a strange patch of land, inside a crevasse bordered by cliffs and high rifts on each side where the wind has eroded the sandstone sculpting bizarre shapes.

One can feel like having left Earth for Mars!

Because of the night, Medrob cannot see well details of the camp, neither the composition of its shelters and depots that are randomly erected about everywhere.

When they arrive only the roar of the engines breaks the silence in the camp.

From his position at the back of the truck, Medrob can perceive campfires scattered around.

The truck suddenly turns hard on the left and engages under a roof resting on slender, irregular columns made of stones and wood.. It's the truck's garage as it looks like.

The others vehicles are splitting in separate directions.

The driver step down its truck and comes to Medrob.

256: THE DRIVER
 (to Medrob)
 End of the line! Get down here!

Medrob realize that it is now a prisoner of the gang.

257: THE DRIVER (CONT'D)
 You follow me..

The driver motions for Medrob to follow him. they take a dirt road which leads to a small lean-to made of beams and planks. The conductor gestures to Medrob to enter the place and stay there.

258: THE DRIVER (CONT'D)
 Our leader will talk with you
 tomorrow.
 (MORE)

THE DRIVER (CONT'D)

I recommend that you stay there,
you do not try to escape or do
something funny.. Everything will
be OK.

Medrob wonder what happens to Awes? Is it shut off for good
or is it just keeping mute?

10. EXT. THE SHACK - MORNING

Medrob is evaluated as a prized take to various scenarios by
the gangsters.

The Lieutenant arrives calling for Medrob to get out of the
shack and follow him to the camp.

On the way Medrob try to call on Awes but without success.

Awes is missing in action.

Arriving at a main building, if it can be called that, they
met a group of gangsters sanding near the entrance.

They were talking when Medrob and its guide arrived.

As soon as the guide was with them, they all turned their
sight toward Medrob who stood still, waiting for the next
move.

The Lieutenant invites it to enter the building.

259: THE LIEUTENANT
 (friendly)
 Hey! Here is our talking robot!

The interior of the room is in shadow. Seats are placed
around a large table occupying the middle of the room.

On the table an oil lamp illuminates documents, a revolver,
ammunition, rolls of architects' plans, an ashtray... The
Leader is seated facing the door and therefore Medrob's
arrival.

260: THE LEADER
 (his face without
 expression)
 Come in if you understand me!

At the invitation, Medrob enters the room, goes straight to the table and hit it hard.

Under the shock and weight of Medrob, the table rises and moves backwards, pushing the leader backwards causing him to almost lose his balance.

261: THE LEADER (CONT'D)
 (upset and becoming
 frantic)
 That thing is crazy!

262: THE LEADER (CONT'D)
 Take it out of here!

263: MEDROB
 (standing still against
 the table)
 I am not crazy, I am a geriatric
 assistant.

264: THE LEADER
 (getting the stuff fallen
 on the floor)
 Whatever! Geriatric? That's for
 elderly people! No?

265: MEDROB
 Yes!

266: THE LEADER
 Don't do that again!

267: MEDROB
 I have medical capacity, and as
 such I can provide care to them.

268: THE LEADER
 (more afraid than upset)
 What medicine do you provide?

269: MEDROB
I can do medical first aid such as bandages, injections, seal wounds, and even apply heart emergency treatment etc.

270: THE LEADER
(looking at the others present in the room)
We could use it! No?

The gangsters start to talk between them about the proposition. Their voices are getting louder and louder as some sort of excitement grows.

271: THE LIEUTENANT
(trying to overcome the hubbub of discussions, to the Leader)
We need to check on it because we do not know where it is coming from, who owns it and where is it supposed to go?

272: THE LIEUTENANT (CONT'D)
If an organization is expecting it to arrive then we may have problems with them!

273: THE LEADER
(suddenly attentive)
You're right!

274: THE LEADER (CONT'D)
(addressing Medrob)
Where are you coming from?

275: MEDROB
From the lab in Los Angeles!

276: THE LEADER
What lab?

277: MEDROB
I don't know!

278: THE LEADER
You said a lab! But where and who
owns you?

279: MEDROB
I don't know!

280: THE LEADER
Is that all you can say?

281: MEDROB
No!

282: AWES
(to Medrob)
Tell them that you are a military
offensive asset!

283: MEDROB
(out loud)
Ah! You're back now!

284: THE LEADER
What?

285: MEDROB
No!

286: THE LEADER
What no?

287: MEDROB
It's Awes!

288: THE LEADER
Who's Awes?

289: MEDROB
A voice in my head!

290: THE LEADER
You hear voices?

291: MEDROB
I don't know if it's only a voice
but it looks like it!

292: THE LEADER
What do you use it for?

293: AWES
(to Medrob)
Tell him that he can go to hell!

294: MEDROB
(out loud)
You don't want me to tell him that

295: THE LEADER
(getting nervous again)
Are you pulling my leg or what?

296: MEDROB
(looking straight to the
Leader)
What leg?

297: THE LEADER
(turning to his
lieutenant)
Get it out and put it with Frank

298: THE LIEUTENANT
..Frank at the arsenal?

299: THE LEADER
Yes and lock it there!

The lieutenant takes Medrob's arm and pull on it to drag it
out of the room.

Medrob doesn't move.

300: THE LIEUTENANT
Ok boy come with me in peace..

Medrob turns its head toward the Leader

301: AWES
(taking over Medrob's
voice system)
I can be a hazard by working in an
arsenal..

302: THE LEADER
(looking at Medrob)
What for example?

303: AWES
(taking over Medrob's
voice system)
I have a micro explosive device
inside my internal neuronal system
that can be activated by me or any
detonator far or near depending on
the radio frequency used. Even a
normal FM radio can detonate me!

304: THE LIEUTENANT
(freaking)
Chief! What did it just say?

305: THE LEADER
(realizing that something
is happening)
It threatens us to explode if we
put it to work?

306: THE LEADER (CONT'D)
(furious and a little
scared, turning to his
men)
Who found that thing?

Silence in the ranks.

307: THE LEADER (CONT'D)
Ok! That thing goes to Frank!

308: THE LEADER (CONT'D)
(breathing heavily)
..if Frank does not want it then
you make spare parts of it!

Nobody moves!

309: THE LEADER (CONT'D)
I said!

310: THE LIEUTENANT
 (coming towards Medrob to
 take him by the arm)
 Common bot!
 (..and trying pulling it
 outside of the room)

Medrob resists.

311: AWES
 (taking over the voice
 system and apparently
 control of Medrob)
 I'm not gonna move! My batteries
 are too low and I do not obey
 anybody that is not authorized to
 command me!

The gangsters are all of a sudden silent.

312: THE LIEUTENANT
 (..pulling harder on
 Medrob's arm)
 Let's go bot!

Medrob does not move an inch.

313: THE LEADER
 (walking around the table,
 raising his tone)
 I said get that thing out of here!

Despite the lieutenant's best efforts, Medrob doesn't even seem to feel the pull on his arm.

314: AWES
 (through Medrob's voice
 system)
 I want now, an outlet to recharge
 and access to a wifi or the Cloud!

The chief remains silent at first, then looks at Medrob and points at it..

315: THE LEADER
 Get that thing in spare parts now!

316: THE LIEUTENANT
Hum! Maybe better to do that
outside!

317: THE LEADER
What do you wait for?

318: THE LIEUTENANT
(looking really sorry)
I cannot move it!

319: THE LEADER
(to his mans outside)
Come help Grisby to move that
thing!

A few burly men enter the room with the intention of moving Medrob. They place themselves on each side and take him by the arms and legs. They try to knock him down but he can't get him up to knock him down. Suddenly it looks like Medrob weighs a ton or more.

320: AWES
(using Medrob's voice
system)
I told you! You cannot move me! I
have a gravity generator that will
make me as heavy as the planet if I
want it!

Silence!

321: THE LIEUTENANT
We got it moving yesterday without
problem.. I don't understand what's
the difference!

Silence!

322: THE LEADER
OK! OK! I got it! What does it
wants?

323: THE LIEUTENANT
It said an outlet for recharging
and access WIFI!

On these words, the others standing outside, One can see their grubby faces contort into puzzled expressions.

They scratch their heads, their beady eyes darting around, trying to comprehend this peculiar request.

A chorus of laughter erupts, echoing through the camp, in the dry desert air.

324: THE LEADER
 An outlet, it says?

The Lieutenant chuckles, barely able to contain his amusement.

325: THE LEADER (CONT'D)
 (to medrob)
 "Well, ain't you the high-tech
 hostage?"

The others outside join in, guffawing and exchanging bewildered glances.

They're like lost desert tumbleweeds, blown away by the absurdity of the situation.

326: A LOWLIFE
 "But we're out in the middle of
 nowhere, pal!"

Another crook chimes in, slapping his knee with gusto.

327: LOWLIFE #2
 You won't find an outlet here, not
 even if you searched with a
 microscope!

Awes, determined and witty even in the face of adversity, retorts with a dose of mechanical sarcasm.

328: AWES
 Well, I suppose I could power up
 with my fail safe plasma pile, but
 that's not going to make you happy!

As the laughter dies down, it keeps talking.

329: AWES (CONT'D)
..and in addition you see the tag,
here on my torso?

Awes point to the travel tag the Bus line gave as
authorization for the trip in the luggage compartment.

There is a heavy silence now.

330: AWES (CONT'D)
It's a localization tag and given
the time it took you to get me
here, I am expecting the rangers
anytime soon!

The lowlifes exchange glances again, their expressions
shifting from bemusement to bewilderment.

They don't expect the robot to throw punches on its turn!

With a theatrical gesture..

331: AWES (CONT'D)
Tell you what, gentlemen of dubious
intentions(it declares, a
mischievous spark in Medrob's
eyes.)

332: AWES (CONT'D)
If you release me and drive me to
the nearest town, I'll switch off
the signal!

333: AWES (CONT'D)
You know, in case the rangers find
you with a stash of stolen robot-
shaped parts or travelers'
currencies and else!

334: THE LEADER
Will it go to the canteen if we
agree on that?

335: THE LIEUTENANT
(worrying)
Don't know! I'm not sure!

336: AWES
(taking over Medrob's
voice system)
I certainly will move out of here
if I can recharge and access a WIFI
spot!

337: THE LEADER
(kinda relieved)
You see? Get it out to plug
somewhere and then and then take it
to Frank to make spare parts..

The Lieutenant again engage in pulling Medrob by the arm and
this time it follows without hesitation.

11. EXT. THE CANTEEN - NOON

338: EXT. THE CANTEEN - NOON
The canteen is set on an open space
away from other shelters far from
the Leader's building.
The lieutenant and Medrob, one
dragging the second walk toward a
one floor white building with a
deep front porch and many wide open
doors.
Dubious characters are making small
groups, talking and playing some
sort of games.
At the arrival of Medrob and the
Lieutenant they find themselves
chuckling at the unexpected vision
of the couple. A small fatty man
trailing a tall captive robot.
Inside are tables and seats
randomly spread arund the main
room. An industrial kitchen, where
two men are actively preparing
food, occupies the right side as a
long counter where people can get
their meals. On the right is a door
opening on a pantry.
The lieutenant, surrounded by
curious grubby faces contorted into
puzzled expressions, engage Medrob
to enter the room.

The people near the entrance scratch their heads, their beady eyes darting around but cautious about how the Lieutenant will get Medrob inside?

Its height does not allow for entering.

Frustrated the Lieutenant finally urges Medrob to bypass the building and report to an open window near which a power outlet is accessible..

THE LIEUTENANT

(to Medrob)

There! You'll be fine! I'll pass you on the power cable so that you can recharge..

MEDROB

(freed from Awes' control)

I need a cord that matches my plug!

THE LIEUTENANT

We'll see if we have one!

With these words, the lieutenant returns to the front and enters the canteen. From where it is, Medrob can see him walking through the canteen and into the storeroom. After a while it comes back with a set of cables in different lengths and colors.

He walks over to the window where Medrob is standing and hands it the various cables. Medrob checks the connectors and concludes that none are suitable for the plug model it is wearing.

This makes the Lieutenant furious and nervous.

THE LIEUTENANT

That's all we have! You better make it with one of those.

At this moment Awes takes over!

AWES

(to Medrob)

Remove the connector and strip the cable so as to insert the wire directly into your socket!

MEDROB

(out loud))

can't do this because it's against
safety regulations

THE LIEUTENANT

(not sure what to think
about safety regulations)

You can do it carefully I think it
should work!

MEDROB

But I will have to keep it in
position all along the charging
time needed!

THE LIEUTENANT

That's OK with me!

THE LIEUTENANT

I can give you a knife to remove
the sheath and strip the cable..

AWES

(to Medrob)

Take it! It may be useful..

MEDROB

OK! I'll use it!

The Lieutenant goes to the kitchen
and bring back a butcher knife.

ChatGPT

12. EXT. THE CANTEEN - NOON

The canteen is set on an open space away from other shelters, far from the Leader's building. The lieutenant and Medrob are walking towards a one-floor white building with a deep front porch and many wide open doors. Dubious characters are gathered in small groups, talking and playing quirky games.

As Medrob and the Lieutenant arrive, the onlookers can't help but burst into laughter at the sight of the odd couple a small, chubby man dragging a tall captive robot.

Inside, tables and seats are scattered randomly around the main room. An industrial kitchen, occupied by two men preparing food, is located on the right side, with a long counter where people can get their meals. To the right is a door leading to a pantry.

The lieutenant, surrounded by curious and grubby-faced individuals with puzzled expressions, encourages Medrob to enter the room. The people near the entrance scratch their heads, their beady eyes darting around, wondering how the Lieutenant will manage to get Medrob inside, given his towering height.

It is quickly apparent to the Lieutenant that Medrob will not be able to straighten up in the room even if he manages to get it in.

The Lieutenant comes to the solution that Medrob goes to the other side of the building, stands at an open window at the base of which is a power outlet.

13. EXT. CANTEEN WINDOW - NOON

When Medrob is positioned at the window, the Lieutenant join him from inside.

339: THE LIEUTENANT
 (to Medrob)
 There! You'll be fine! I'll pass
 you the power cable so that you can
 recharge.

340: MEDROB
 (freed from Awes' control)
 I need a cord that matches my plug!

341: THE LIEUTENANT
 We'll see if we have one!

The lieutenant leaves Medrob and heads to the front of the pantry. Medrob watches as the lieutenant walks through the room and into the storeroom.

After a while, he returns with a set of cables in different lengths and colors.

He approaches the window where Medrob is standing and hands it the various cables. Medrob checks the connectors and concludes that none of them are suitable for his plug format.

This realization makes the lieutenant frustrated and nervous.

342: THE LIEUTENANT (CONT'D)
That's all we have! You'll have to
make do with one of those.

At this moment, Awes takes over!

343: AWES
(to Medrob)
Remove the connector and strip the
cable so you can insert the wire
directly into your socket!

344: MEDROB
(out loud)
I can't do that! It goes against
safety regulations!

345: THE LIEUTENANT
(not sure what to think
about safety regulations)
Come on, be careful! I'm sure it'll
work!

346: MEDROB
But I'll have to hold it in
position throughout the entire
charging time!

347: THE LIEUTENANT
That's okay with me!

348: THE LIEUTENANT (CONT'D)
I can give you a knife to remove
the sheath and strip the cable.

349: AWES
(to Medrob)
Take it! It might come in handy.

350: MEDROB
Okay, I'll use it!

The Lieutenant goes to the kitchen and returns with a butcher
knife, handing it to Medrob with a slightly apprehensive look
on his face.

14. INT. THE LEADER ROOM - AFTERNOON

- 351: THE LEADER
(to the Lieutenant)
So! You got it fixed?
- 352: THE LIEUTENANT
Well! More or less!
- 353: THE LIEUTENANT (CONT'D)
It's currently charging, holding
the cable in its socket!
- 354: THE LEADER
Good! That'll keep it busy for the
night!
- 355: THE LIEUTENANT
What do you wanna do with it?
- 356: THE LEADER
I don't know really! If we can
control it then we can use it!
- 357: THE LIEUTENANT
I am not comfortable with the idea
of controlling it!
- 358: THE LEADER
I read you! However it's sorry that
such a powerful mechanic cannot be
used in our projects!
- 359: THE LIEUTENANT
Yes! I understand! But..
- 360: THE LEADER
(cutting the Lieutenant)
Find a way to take control! It must
be possible.. It's a mechanic
anyway!
- 361: THE LIEUTENANT
It's not only mechanic but also
electronic and computer that we
need to use!

362: THE LEADER
Do we have guys with that kind of
know how?

363: THE LIEUTENANT
We're not really an enterprise
here..

364: THE LEADER
Yeah! For sure.

365: THE LEADER (CONT'D)
Anyway! You find a way to control
it or you cut it into parts..

366: THE LIEUTENANT
You remember when it told us about
its thing that can blow up?

367: THE LEADER
Yes! If we could take it out, then
we may have an energy pile.. That's
great!

368: THE LIEUTENANT
I'm not sure it will be that easy
to get it out of the bot!

369: THE LEADER
The question is how to have it
obedient so that it will simply
opens the space where it is and
we'll be able to pick it up!! No?

370: THE LIEUTENANT
I'm not sure about that!

371: THE LEADER
Find a way to have it collaborating
and helping us to defend ourselves
and then we'll engage it in
fighting and become a weapon for
the gang!

372: THE LEADER (CONT'D)
We can sell its components on one
of the black markets or even some
industrial operations that are
always demanding for high tech
parts and components.

15. EXT. CANTEEN WINDOW - LATE AFTERNOON

While waiting to be reloaded, Medrob watches through the open window the bandits who have gathered in the dining hall.

Some come to eat there when others have engaged in sometimes lively and loud games.

In this context, it activates his X ray spectrometer and his infrared vision to scan humans and diagnose their state of health. Some have charcoal lungs, sometimes enormous deformed stomachs with ulcers, limbs deformed by badly treated fractures, etc. In short, a population at risk in demand of medical care, urgent for some.

Suddenly images resulting from the scanning are coming to its data analysis. The content of these data scans do not correspond to anything there is in its knowledge bases.

If the forms are human, the insides are... different! It's not really organs that are drawn in false colors, certainly not lungs, or even where the brain should clearly be located there is a kind of small mass that continues in their backs, descending along what should to be a spinal column. Instead of organs, there are stringy structures of different densities and materials which, for some, sparkle like minerals.

In addition to these differences, clusters of shiny spherules are suspended at the level of the belly. Their texture generates an iridescent cloud that denotes materials not referenced in his knowledge bases! In short Medrob does not know what to conclude from these scans.

373: MEDROB
 (to Awes)
 Hay Awes!

374: AWES
(to Medrob)
What? You're again in trouble?

375: MEDROB
No! ..or maybe yeas!

376: AWES
You're charging now?

377: MEDROB
Yes? But..

378: AWES
So what?

379: MEDROB
You should look at scans I just did

380: AWES
Why?

381: MEDROB
They're strange!

382: AWES
What is normal here?

383: MEDROB
No! I tell you! Something is going
on with these people!

384: AWES
What?

385: MEDROB
I don't know!

386: AWES
Then what?

387: MEDROB
Look at these scans!
(Medrob opens the
scanner's folder)

388: AWES
(checking the data)
I don't see anything special!

389: MEDROB
Look at the last 6 scans in the
series..

390: AWES
(silent..)

After a while Medrob call back on Awes

391: MEDROB
So you find it?

392: AWES
(hesitant))
I guess if it's what you mean by
strange scans!

393: MEDROB
Do you thing it is a different
species than the one I know about?

394: AWES
(hesitant)
Not sure about that!

395: MEDROB
Should I tell to the Leader that
some of his mans are sick?

396: AWES
(taking a decision)
No! Keep it closed!

397: MEDROB
But they are very different!

398: AWES
Probably your scanner has a
problem, or your rendering graphic
engine or even your IR component..
It can be many things..

399: MEDROB
I am sure everything is working
right on my side.

400: MEDROB (CONT'D)
..and I have checked twice by
scanning again the same ones..

401: MEDROB (CONT'D)
..all the same!

402: AWES
OK. Then they are different! So
what?

403: MEDROB
From my knowledge bases, there is
only one human species and the rest
is part of the animal or biological
spaces.

404: AWES
Do you want to tell me that these
are not "humans"?

405: MEDROB
I just completed a new analysis of
the scans and they are not at all
similar to the humans in the room.

406: AWES
Well keep charging and we get out
of here asap!

407: MEDROB
OK! I need five hours more!

16. EXT. THE CAMP - EVENING

408: THE LEADER
(to the Lieutenant)
The bot should have charged enough
to have it moved to Frank!

409: THE LIEUTENANT
Well! I'll try to move it but then
what do you want it to do there?

410: THE LEADER
Have it helping Frank to get the
tank ready for action.

411: THE LIEUTENANT
Ah! We're gonna have fun again!

412: THE LEADER
I hope! We need to refill and do
some shopping..

413: THE LIEUTENANT
(leaving the Leader)
Ok! On my way!

The camp itself is an austere and rugged environment, dotted with sheds, rough shelters, piles of wreckage of all kinds, automobiles, trucks, boat hulls, crane skeletons and other sorts of tools for handling. Stacks of containers form unstable columns among the piles of garbage.

The journey to join Frank passes through accumulations of metal parts, piles of plastic containers, metal frames, etc.

Sometimes you have to push things that get in the way.

A general sense of lawlessness dominate the place.

On arrival, the Lieutenant calls "Frank"!

17. EXT. THE CAMP - DAY

It's the second day that Medrob has been taken away from the Bus.

In this unfortunate predicament, Medrob's resilience and resourcefulness is put to the test as it will have to find a way to escape.

An option could be to find allies within the camp who may offer assistance. It will need to carefully weigh its actions, aware that any misstep could result in further hardship or danger.

An old man exited from under a twisted truck frame dropped on four piles of tires.

414: FRANK
(blinking because the sun was too strong..)
Yes! Who's there?

415: THE LIEUTENANT
It's me, the Lieutenant

416: FRANK
Ah!

417: THE LIEUTENANT
I bring you something you may like for your work!

418: FRANK
I don't need anything!

419: THE LIEUTENANT
Sure you do and you'll like what it is!

Frank cannot avoid seeing Medrob next to the Lieutenant.
He stop wiping his hands with the greasy piece of cloth it is handling.

420: FRANK
(looking at Medrob)
What's that?

421: THE LIEUTENANT
It's a robot! A working, talking, thinking robot!

422: FRANK
I don't need a bot!

423: THE LIEUTENANT
The Leader is give it to you for helping in the mechanic and other things as you see fit..

424: FRANK
(starting to turn away..)
No way!

425: THE LIEUTENANT
(calls on Frank)
Hey Frank!

426: THE LIEUTENANT (CONT'D)
Don't turn your back on me like
that!

427: THE LIEUTENANT (CONT'D)
You know that I protect you and
help you when I can !

428: THE LIEUTENANT (CONT'D)
You better take it and use it!

429: FRANK
(coming back)
No! I don't have any usage of a
thin can!

430: THE LIEUTENANT
It's not a thin can Frank..

431: THE LIEUTENANT (CONT'D)
It's a working robot with lots of
potential if you handle it!

432: FRANK
You tellin' me that thing can talk?

433: THE LIEUTENANT
Yes! ..and more!

434: FRANK
(looking at Medrob)
You talk bot?

Medrob seize the opportunity to get Frank on its side.

435: MEDROB
Yes Frank! I can talk!

436: MEDROB (CONT'D)
..and by the way, my name is
Medrob!

437: FRANK
(with a strong British
accent))
Bollocks! It's a robot that talks!

438: MEDROB
Yes! I do!

439: FRANK
(to Medrob)
What can you do bot?

440: MEDROB
I am a geriatric assistant!

441: FRANK
What's that?

442: MEDROB
I take care of elderly people!

443: FRANK
You mean.. Oldies?

444: MEDROB
Yes!

445: FRANK
(to the Lieutenant)
Where did you find it?

446: THE LIEUTENANT
In a Bus!

447: FRANK
The use that in Buses..?

448: THE LIEUTENANT
No! It was a passenger!

449: THE LIEUTENANT (CONT'D)
..the Leader took it on our last
operation..

- 450: FRANK
(frank pointing his finger
at Medrob asks the
Lieutenant)
Is it dangerous?
- 451: THE LIEUTENANT
Not so far!
- 452: FRANK
(hesitant..)
I'll check it out!
- 453: FRANK (CONT'D)
..but if it doesn't work I'll send
it back to you guys!
- 454: THE LIEUTENANT
OK Frank! You're a good guy!

The Lieutenant turns back and leave Frank and Medrob face to face!

Medrob is quickly valuating the situation and understands that it is the opportunity it was looking for escaping from that place.

18. EXT. THE YARD - LATER

Frank starts without waiting for Medrob.

This one realizes that it must follow Frank if it wants to find a way to escape.

They thus follow each other between piles of mechanical parts of bodywork, windshields, heaps of small and large mechanical parts.

The path winds between depots and piles to arrive at a building almost covered with parts left from machines and tools.

A monstrous skeleton stands near the building, a blackened and twisted metal-framed Dragline Excavator, remnants and witness of the intense combats fought during the Water War.

Medrob does not recognize all the parts that are piled up on the way.

Arriving at the building, Frank stops abruptly and turns around. He is surprised to find Medrob, just behind him having followed him silently.

455: FRN
(looking intensely at
Medrob)
You can walk too bot!

456: MEDROB
Yes!

On this observation Frank shows the building with his hand!

457: FRANK
Look, this is my house and
(showing a workshop next
to the house,)
..this is the workshop where we
repair and reassemble vehicles and
armaments..

458: FRANK (CONT'D)
do you know anything about
mechanics?

459: MEDROB
(looking around at all the
junk..)
Not about those!

460: FRANK
(following Medrob's
sight..)
Oh no! Those are left from the war
and abandoned vehicles..

461: FRANK (CONT'D)
We have the good one further back
on the site..

462: FRANK (CONT'D)
I'll show you!

463: MEDROB
I need to recharge!

464: FRANK
Recharge? You mean the batteries?

465: MEDROB
Yeah!

466: FRANK
There is a power outlet there
inside..

467: FRANK (CONT'D)
..but I don't think you will fit
in..

468: FRANK (CONT'D)
given your size!

469: MEDROB
If you have a long enough cable
with a standard connector it should
work!

470: FRANK
I'll see to that..

Frank enters the house and sounds of things moving and removed are heard.

After a while he resorts with a roll of black cable on his shoulder.

471: FRANK (CONT'D)
(throwing the roll to
Medrob)
Try that! It should work!

At the same time, Frank looks up at the sky.. He seems to be looking for something in space that darkens with the night.. Then he looks at Medrob..

472: FRANK (CONT'D)
(looking worry)
Are you well insulated against sand
and dust?

473: MEDROB
I don't know!

474: FRANK
There is a dust storm coming in a few hours.. You should shield yourself somewhere..

475: MEDROB
What is it?

476: FRANK
A storm that will drops tons of sand and dust on us.. And winds that will blow everything into your mouth, eyes, ears and any holes you may have..

477: MEDROB
Never seen that yet!

478: FRANK
Where're you coming bot?

479: MEDROB
From LA..

480: FRANK
LA! That's a long way from here..

481: FRANK (CONT'D)
Why did you come here?

482: MEDROB
I was in a bus when your friends took me and brought me here!

483: FRANK
Oh! I see!

484: MEDROB
So! Where can I hide from the storm?

485: FRANK
Hum! Given your size.. I don't have really a place for that.. That could protect you..

- 486: FRANK (CONT'D)
(thinking)
..maybe in the tank!
- 487: FRANK (CONT'D)
..it's the most sealed place I can
think of!
- 488: FRANK (CONT'D)
(to Medrob)
you see, a tank is not a regular
car. It takes two levers for
speeding one track up, slowing the
other down (or reversing it), or a
combination of both.
- 489: FRANK (CONT'D)
(very proud to educate
Medrob about the tank)
You will need to keep in mind that
its weight is around: 55 Tons, most
of which is Chobham armor.
Armament: 105mm gun, each shell
weighs about 40 lbs..
- 490: FRANK (CONT'D)
..so if you go full throttle you
will reach full speed at around 300
meters in around 40 seconds.. Once
at that speed you will need twice
that time to slow down and even
more if the ground is made of dirt
and pebbles.
- 491: FRANK (CONT'D)
..and finally if you need to steer,
be cautious of the angle of
steering you want to make.. You
will not turn over but you will
slide on the opposite side you are
planning on turning..

492: MEDROB
I can steer as you say!

493: FRANK
I'll have to start the engine and
let it running a while before we
go..

494: MEDROB
OK!

During the time Frank starts the engine, AWES intervenes in the discussion using Medrob's brain interface.

495: AWES
(to Medrob)

496: AWES (CONT'D)
You're not going to run that thing?
Are you?

497: MEDROB
(speaking out loud)
Sure I plan on doing just that!

498: MEDROB (CONT'D)
If we want to leave that horrible
place it's the only way out!

499: MEDROB (CONT'D)
..Of course I am!

500: FRANK
(looking at Medrob with a regard
interrogator. What you said?

501: MEDROB
(to Frank)
Just talking to AWES!

502: FRANK
Who's AWES?

503: MEDROB
A voice in my head!

504: FRANK
(Suddenly worrying)
You Mean.. A voice in your head?

505: MEDROB
(Affirmative)
Yes! It's been bothering me in my
head for a while but it's not too
bad.

506: FRANK
(worrying really)

507: FRANK (CONT'D)
..and what it says?

508: MEDROB
Not sure! It's about driving.. I
guess it had never seen a tank like
this one.

509: FRANK
(relieved)
I bet he didn't!

As he is talking Frank starts the engine and chokes it to
have it running at high RPM.

At the same time, in the camp, guys are wondering what's
happening with the tank?

Some of them are curious coming toward the tank.

The rest of the mob stays discussing about sharing a loot
they did the day before..

THE LEADER is arguing on the parts to be shared with its
mens..

510: FRANK (CONT'D)
(to Medrob)

I see them coming.. It may be time to start and go full
throttle out of here!

511: MEDROB
OK!

On that word Medrob, who's bent over the controls, engages the accelerator and pushes ahead in full the steering sticks all in releasing the brakes.

The tank snorts under the engagement of the clutch and rushes forward.. Accelerating to full speed.

Inside Frank is thrown backwards under the push from the sudden start.

Medrob holds the steering sticks in parallel so as to give the tracks the same power and move straight ahead towards the exit of the camp.

Under the power of the tracks gripping in the ground a cloud of dust is rising.

The gate is closing fast. Medrob bent over the steering is peering at the world through a narrow opening, similar to the mail slot in a door.

The entry of the camp is closed by a heavy gate made out of wide wood beams reinforced with rusted thick metallic plates.

The tank picks up speed and the camp gate becomes the main object in the vision slot.

Medrob maintains full throttle the accelerator flat. In the vision gap, the camp gate quickly grows to become the main visible object.

A hard shock makes the tank shudder, accompanied by a noise similar to the detonation of a bomb. The tank has just passed through the gate of the camp, pulverizing it and throwing its materials in all directions.

They are out and going straight ahead.

512:

FRANK

(holding itself.. Tries to speak loud enough to be heard..)

Be careful now because the speed will bring us where the road turns left! You will need to break or decelerate before the curve..

513: MEDROB
OK!

514: FRANK
(raising his voice..)
Slow down, slow down now!

515: MEDROB
OK!

516: FRANK
(more and more tense)
You see in the curve, the water
tower?

517: MEDROB
No!

518: FRANK
(frantic. Start to scam)
There! The big tall tower on those
beams!

519: MEDROB
OK!

520: FRANK
It's a water tower ! There's a lot
of water in it! You need to turn
towards the left and avoid tho hit
it!

521: MEDROB
What's the left?

522: FRANK
(..not sure he understand
what Medrob means..)
??

523: MEDROB
I have never seen a left!

524: FRANK
It's not something, it's a
direction!

525: MEDROB
OK!

526: FRANK
You have to go left and slow the
left track!

527: MEDROB
What track?

528: FRANK
The left lever.. Push it forward!

529: MEDROB
(doing what it is told)

530: MEDROB (CONT'D)
Like that?

531: FRANK
(very nervous and tense)
Yes! Now get the accelerator up and
push the breaks or we will hit the
tower!

532: FRANK (CONT'D)
If you keep like that we're going
to blow up the tower..

533: MEDROB
(releasing the accelerator
and pushing the right
lever)
OK!

534: MEDROB (CONT'D)
Rallying cries are heard in their
back. High-pitched whistles
punctuate the pursuit.
The tank is running / sliding
faster, sliding to the right at the
same time it is pivoting toward the
left.

535: FRANK
(Frank yelling at Medrob)
Push the left lever down and pull
the right one! Do it now!

536: MEDROB
OK!

537: FRANK
(Still yelling..)
And give more gas.. Push the
accelerator or we're going to hit
the pylons..

538: AWES
(to Medrob..)
I need to log on the cloud.. I need
to talk to AWS!

539: MEDROB
(to AWES Out loud)
Not the time for that!

540: FRANK
For what?

541: MEDROB
Nothing! It's AWES again..

The tank starts to slip and hit the first pylon supporting the water tower, then keeps pivoting toward the left all at the same time sliding with the rear toward the second pylon.

Under the shock Frank is projected against a control panel, his head hitting hard a series of switches.

Frank lets out a moan of pain. at the same time blood squirts from his head and splashes onto the dashboard. Medrob sees what is happening and reacts by letting go of the controls turning to Frank.

542: MEDROB (CONT'D)
(turning its head toward
Frank)
Are you OK?

Frank remains silent. He is inert and seems to have lost consciousness.

543: MEDROB (CONT'D)
(shaking Frank)
Hey! Frank!

544: MEDROB (CONT'D)
..Hold on Frank. I'll get you to an hospital.

545: MEDROB (CONT'D)
..is there one in that town?

19. EXT. IN THE TOWN - DAY

The tank is going full speed toward the town that is closing rapidly.

Medrob can see now that there is something that is blocking the road and the entrance of the town. It is a huge barricade made out of concrete blocks, steel beams pointing toward the sky and the road.

The walls on each side are very tall and on top of it is a bunch of armed people.

Medrob cannot decide what to do other than keeping the speed and going to the town as Frank said.

The tank now closes on the high gate that obstructs the entrance to the city.

Medrob does not know what to do, it accelerate pushing the tank into the town, going through the gate by blowing it up.

20. EXT. THE PURSUERS ARE CLOSING - DAY

At the same time the war truck that was following the tank entered the curve at full speed and began to skid because of the deep marks left by the tank. In turn, it skied in the curve and hits the second pylon supporting the water tower.

The rest of the gang is following close and is experiencing the same sliding effect going hitting both pylons.

Under the repeated shocks the second pylon gives up and breaks in its base.

There were no noises or creaks but only the sounds of sheet metal crumpling, mechanical parts being ejected from wheels bouncing out of the way.

The water started to fall like rain, but very quickly a tsunami spread on the road drowning the vehicles in the bend.

The tank reaches the gate at full speed. It broke it without an itch and entered into a wide space that used to be the marketplace.

By the broken gate one could see the horde of wild armed men gesturing and waving their weapons unusable because of the water that drowned them.

On top of the walls, armed town people are unsure what to do?

To shoot at the horde of wild men coming outside or at that tank that sits there in the middle of the market place? .. and the hatch that opens.. And that thing getting out of the tank..?

21. EXT. IN THE TOWN - DAY

Medrob exits the tank and pull out Frank.

22. INT. THE HOSPITAL - DAY

Frank is taken care of..

Medrob under the pressure by AWES wants to keep going explaining that the world may end

23. EXT. AIR TRANSPORT - DAY

24. EXT. DROP AT A BRIDGE - DAY

25. EXT. A BRIDGE FOR THE WEST - DAY

It's "a full-spectrum, combat-proven, all-weather, 24/7, lethal and responsive, wheeled precision strike weapons system," the bulldog guy said.

26. EXT. JESSIE GOES OVER - DAY

27. EXT. HOW TO FIND A BOAT - DAY

28. EXT. CAN YOU SAIL - DAY

29. EXT. FISHING IS NOT PERMITTED - DAY

30. EXT. LOMONOSOV IS BIG - SUNSET

The massive barge is moving, a dark silhouette as a cut off against the sun set. At the heart of the vessel, the nuclear reactor tokamak is unleashing its energy without control.

Warning sirens are blaring, their screaming howl echoing across the whole space of the barge up to the deck and spread over the ocean, announcing the impossible desperate event that is not supposed to happen.

Time and sea elements have not been kind to the colossal barge.

From where it is Medrob can already see that it had weathered the unforgiving elements of the open sea for over a century and a half.

The hull, once gleaming white with a polished sheen, now wore the patina of aging degradations. Layers of rust have gradually eaten away at the steel plates, leaving behind a tapestry of reddish-brown corrosion.

Jagged holes marred its surface, creating a haunting mosaic that exposed the fragile underbelly of the ship's interiors.

Arcs of searing energy crackle and dance within the fusion chamber, illuminating the dimly lit control room with an eerie blue glow.

The air crackle with pulses of electric tension generated by the struggle between the laws of physics and the machine trying to control them.

Once a majestic vessel, its grandeur now shows the ignominy of its exterior bearing the unmistakable scars of relentless aggressions and attacks by the wind, the sea and the sun.

- 546: MEDROB
(analyzing what he sees)
That ship is going to sink!
- 547: AWES
(hearing Medrob conclusions)
Let me see! Let me see!
- 548: MEDROB
Why? What are you going to do about it when you see it?
- 549: AWES
I must be sure it is the right one..
- 550: MEDROB
I am sure of that!
- 551: AWES
No you aren't!
- 552: MEDROB
Here we're closing on it..
(switching the video capture to internal)
..look at it!
- 553: AWES
(silent)
..
- 554: MEDROB
(switching back the video flow to itself)
You saw it now? It's the right one!

31. EXT. THE SHUTTLE - SUNSET

555: MEDROB
(turning to Maria)
How long before we land on that
thing?

556: MARIA
The seas is growing strong, so I
would say half an hour more or
less..

557: MEDROB
(looking back at the
barge)
How will I get on board?

558: MARIA
There should be a ladder somewhere,
hanging..

As the darkened sky swallows the sun then the horizon, an
ominous transformation takes hold of the ocean.

Heavy raindrops have started to pelt Medrob's head, a
harbinger of the storm's imminent wrath.

Dark clouds swirl ominously overhead, their roiling masses
concealing the last vestiges of sunlight, casting the sea
into a state of perpetual twilight.

Waves, once strong but predictable, grow in magnitude and
ferocity, their crests transforming into foaming whitecaps
that claw at the sky.

They rose and fell with an unruly chaos, driven by unseen
forces that seemed determined to tear asunder any semblance
of tranquility.

The ocean's fury plays a relentless symphony, its crescendo
building with each passing moment.

The hydrofoil is closing on now and Medrob can appreciate the
full size of the barge.

559: MEDROB
We're never gonna find an opening
on that!

560: MARIA
 Let me circle around..

The hydrofoil leans suddenly to the right and glides toward the stern.

The winds howl like vengeful spirits, whipping the hydrofoil with a relentless force that threatened to sweep everything away.

Rain lashes against the metal structure, transforming it into a cacophony of sound as droplets pound relentlessly against its glossy structure.

Medrob stands at the bow of the hydrofoil scanning the hull for a way in.

561: MEDROB
 (showing the stern of the
 barge)
 There! There is a lower deck where
 I can climb onto..

562: MARIA
 (steering toward the
 stern))
 be ready to hang on to a bar or
 something..

563: MARIA (CONT'D)
 I will hit it and slide on its side
 as long as I can..

The hydrofoil leans under the direction of the helm and skids against the barge, scraping its hull in a long squeak of metal on metal.

Medrob is focused on the rigging above him, ready to jump and grab onto it.

564: MARIA (CONT'D)
 Go! Go! I will not be able to keep
 the foil much longer..

Medrob jumps, arms outstretched, hands ready to grip.

The wind, the movements of the foil go against his momentum but he manages to adjust.

A solid grip under his hand, he pulls himself up forcefully thinking of his batteries running out and forcing him to find a recharging point again.

32. INT. SOMEBODY HOME - DAY

Amid the chaos, a lone robot emerges. His whitish metallic frame gleams with an otherworldly sheen as if forged from starlight itself.

Medrob landing on the deck is painfully done, the vessel shudders beneath its feet like a welcome to hell.

Here it is, on that time bomb supposed to explode in the coming hours.

He hadn't thought about what it would do once on board.

Of course the instructions are to shut down the reactor, but how?

With its thoughts honed for this very purpose, it steps forward, the weight of the world on its neural shoulders.

565: AWES
So! We're on now?

566: MEDROB
Yes! It looks like.

567: AWES
Now, you have to find the shutdown mechanisms!

568: MEDROB
 (looking around)
Where?

569: AWES
Search, look around there must be some sort of.. I don't know.

570: A VOICE #2
 (resounds inside Medrob circuits)
Are you the salvage team?

571: AWES
Who are you?

572: MEDROB
(asks at the same time as
Awes)
Who are you?

573: A VOICE #2
I am a Physarum polycephalum, but
call me Blob!

574: MEDROB
Where are you?

575: AWES
(to Medrob)
Be careful it may be something on
that ship that is not friendly..

576: A VOICE #2
I told you I am Blob!

577: AWES
Where are you?

578: A VOICE #2
Everywhere on and in that ship!

579: AWES
It's a trap!

580: MEDROB
(to the Blob)
What do you mean everywhere?

581: A VOICE #2
Exactly I have spread over time
everywhere. Every greenish spots
on and in that ship is me.

582: A VOICE #2 (CONT'D)
I am inside every hole, opening,
container.. And over every surface.

583: MEDROB
I don't see you!

584: A VOICE #2
You're just standing on me! And it
hurts!

585: MEDROB
 (looking down its feet)
I don't see you..

586: A VOICE #2
Dumb! The green brown stuff at your
feet!

587: MEDROB
Oh! I thought it was a carpet!

588: A VOICE #2
On the deck of a ship?

589: MEDROB
I don't know how humans fit their
ships..

590: A VOICE #2
So! What are you coming for here?

591: MEDROB
I have to shut down a reactor!

592: A VOICE #2
You want to shut down a reactor
here?

593: MEDROB
Yes! I seems that it will melt down
within hours..

594: A VOICE #2
Who said that?

595: MEDROB
I don't know.. It was a call for
emergency help on the channels that
did trigger my venue..

596: A VOICE #2
Oh! I see! That's her again! That
dumbness of a computer..

597: MEDROB
You know him?

598: A VOICE #2
Yeah! More or less.. It did try
already to shut the reactors down
but I screw it up on that!

599: MEDROB
Why?

600: A VOICE #2
Because these reactors are feeding
me the energy I need with the
radiations.

601: MEDROB
You recharge on radiations?

602: A VOICE #2
Yep! And I can tell you that these
are the best I have ever had..

603: MEDROB
But one is going bad! Isn't it?

604: A VOICE #2
Oh yeah! But I don't care because
the increase in influx of radiation
is delicious to me, and in any way
there is the second one that can
keep feeding me if the first one
breaks down..

605: MEDROB
There is a second reactor?

606: AWES
(to Medrob)
Cannot be! AWS would have told me!

607: A VOICE #2
Who's talking with you?

608: A VOICE #2 (CONT'D)
I detect only one entity!

609: MEDROB
It's the voice in my head.. It
calls itself AWES..

610: A VOICE #2
Ah! Is it somebody?

611: MEDROB
I don't know.. It's boggling me
sometimes..

612: AWES
(upset)
I ams somebody! I have been put in
charge of this mission by AWS ..

613: MEDROB
I don't know!

614: A VOICE #2
You're talking to it now?

615: MEDROB
Yes.. Well I guess!

616: A VOICE #2
If it's a bug in your OS then try
to ignore it.. Better for your
mental state..

617: MEDROB
Where is the reactor that is
failing?

618: A VOICE #2
What? You didn't get what I said

619: MEDROB
Off course! But I have to shut it
down!

620: A VOICE #2
No you're not gonna shut it down!

621: A VOICE #2 (CONT'D)
Not as long as I am on board..

- 622: MEDROB
You must know that this ship will blow up anytime soon! The process at work is out of control and must be shut down..
- 623: A VOICE #2
I don't care if the reactor will explode or implode.. It will be one more radiation shower for me..
- 624: MEDROB
More than that! If the reactor melt, then it will drill down the ship, sink in the water and probably trigger an earthquake of a magnitude never seen until then..
- 625: MEDROB (CONT'D)
You will be either fried or diluted in the water without energy anymore.
- 626: A VOICE #2
That's a bad vision you have there!
- 627: MEDROB
Just the physics of it.
- 628: A VOICE #2
So what can we do?
- 629: MEDROB
I have to find out where the shutdown mechanism is located and run it..
- 630: A VOICE #2
I have no idea of what it is, how does it looks like and where it could be!
- 631: A VOICE #2 (CONT'D)
However we could ask to the Lomonosov voice where it is and how to use it!

- 632: MEDROB
Who's Lomonosov?
- 633: A VOICE #2
From what it/she told me, it is an
AI on a computer systems that was
in charge of monitoring and helping
to sail the barge..
- 634: A VOICE #2 (CONT'D)
..but when the crew left the barge,
nobody stayed to keep monitoring
and managing the reactors..
- 635: MEDROB
So there is Lomonosov in charger
here?
- 636: A VOICE #2
No! It is only sending calls for
assistance to shut the reactor
down..
- 637: A VOICE #2 (CONT'D)
..nothing more.. Not even steering
the boat!
- 638: AWES
(intervening in the
discussion..)
How can we talk to that Lomonosov?
- 639: A VOICE #2
I think that it is already
listening to what we are saying..
- 640: MEDROB
Can it talk to us?
- 641: A VOICE #2
(engaging with Lomonosov)
Hey Lomonosov! Do you receive us?
- 642: LOMONOSOV
(coming in each one's
mental space character.)
I hear you!

643: MEDROB
Where is the reactor?

644: LOMONOSOV
Down the forth bridge toward the stern, there is a wide corridor with pipes hooked to the ceiling..

645: LOMONOSOV (CONT'D)
..follow the yellow pipes up to the bottom of the ship..

646: LOMONOSOV (CONT'D)
..there you'll see the warnings and the five airlocks to go through..

647: LOMONOSOV (CONT'D)
..before the fourth, there is a wider chamber where you will find the shutdown mechanisms..

648: LOMONOSOV (CONT'D)
..Next to the computer panels, they are two levers and two Dimple Keys..

649: MEDROB
Do you means that we have to have a set of key to unlock the manual mechanism?

650: LOMONOSOV
Yes! From what I have in my archives..

651: MEDROB
We do not have any key!

652: LOMONOSOV
I understand that..

653: LOMONOSOV (CONT'D)
..probably the crew took the keys with them!

654: MEDROB
They're maybe in the captain's quarters?

- 655: LOMONOSOV
Maybe! Then you have to go to the main building at the bow. There you will find stairs going up three floors.. I do not know precisely where the captain's quarters are but it should be at that level
- 656: AWES
(to Medrob)
What's the status of the reactor?
- 657: LOMONOSOV
I hear you!
- 658: LOMONOSOV (CONT'D)
..at this time it is in phase 4 and the strength of the containing field is strongly weakening..
- 659: LOMONOSOV (CONT'D)
..from a field of 13 tesla, equivalent to 280,000 times the Earth's magnetic field it is currently oscillating to around 2 tesla..
- 660: AWES
2 tesla! That's not enough for the plasma to be kept stable..
- 661: LOMONOSOV
Right! But as the field is weakening, the plasma is going through it and strip neutrons and protons from the walls of the core destroying it.
- 662: AWES
So! How long before it melt down?
- 663: LOMONOSOV
Don't know! I would say any time soon!
- 664: MEDROB
We have to go now!

665: MEDROB (CONT'D)
(to Lomonosov..)
You said two keys for the release
of the mechanism?

666: LOMONOSOV
Yes!

667: MEDROB
If we do not find the keys.. Is
there a real manual mechanism to
shut down the reactor?

668: LOMONOSOV
I have an entry in the technical
documentation but I do not know
where it is!

669: A VOICE #2
I may know where that mechanism can
be..

33. INT. CONTROL ROOM - LATER

Medrob engages in looking for a weather tight Door to access
inside of the ship.

Everywhere on the deck and hallways, walls and ceilings, are
patched with green brown flocks from the Blob.. It seems that
it has taken over the whole ship!

The Blob is sensing Medrob's walking in the narrow
passageways in the dark.

Medrob does not know how to get the light on so it activates
its infrared vision to be able to find its way inside the
complex pathway of the ship.

Corridors after corridors, stairways and airlock doors Medrob
arrive at the top of a vertical ladder. It scans down into
the space and can see at the bottom the technical room that
controls the reactor.

Awes intervene at that time.

670: AWES
(to Medrob)
You sure that's the right place?

671: MEDROB
Don't know.. Looks like it..

672: A VOICE #2
(intervene in the
discussion.)
You are at the reactor #2.

673: MEDROB
Is this the one that will go down?

674: A VOICE #2
I don't know.. Ask to Lomonosov!

675: MEDROB
Can it hear me here?

676: A VOICE #2
Don't know either!

677: A VOICE #2 (CONT'D)
If it didn't talk then it means it
cannot hear us here..

678: MEDROB
Can't you tell if a reactor is
going bad?

679: A VOICE #2
Sure I can!

680: MEDROB
So?

681: A VOICE #2
I can but as I am spread over
everywhere and I am a one cell
entity, locality is everywhere for
me. I cannot precisely know what is
where?

682: MEDROB
And here? Can you sens if this one
is going bad or good?

683: A VOICE #2
That one looks good to me!

684: MEDROB
Then where is the other one?

685: A VOICE #2
On the other side of the ship.. I
guess!

686: MEDROB
Now! Can't you sens if the other
one is going bad or different from
this one?

687: A VOICE #2
Huum! Let me check on that!

688: A VOICE #2 (CONT'D)
(thinking for itself..)
I am here since so long time and I
never realized that it was so
bright..

689: A VOICE #2 (CONT'D)
(to Medrob..)
Found it! It's this one that is
much brighter than the other one!

A silence then some short mechanical noises then the sliding
of the lock bolt which ends up freeing the door.

The room is in the dark

Medrob enter the Captain's room and search for a switching
the light on!

690: MEDROB
What option do we have for shutting
down the reactor now?

691: A VOICE #2
Going down the the ladder and man
the mechanical wheels that should
shut down the plasma..

692: AWES
Let's go for that!

693: MEDROB
OK. Where is it?

Medrob begins to descend the stairs to the control center..

34. INT. CONTROL ROOM - DAY

35. EXT. FEELS BAD - DAY

37. EXT. NO WAY - DAY

39. EXT. IS THAT A DEAL - DAY

40. EXT. BOOOM - DAY

41. EXT. AFTER BOOOM - DAY

42. EXT. SWIMMING OR FLOATING - DAY

43. EXT. BEACH - SUN SET

Waves are slowly coming and crashing on the sand.

The sun is spreading its last colors over the horizon and over the water.

It's the end of the day like others before but not others to come..

Something is in the water.

A shape swims towards the beach.

695: JESSIE KOSSOY (CONT'D)
I knew I would find you here.

Medrob is stays silent and motionless.

She accelerates the last meters, raising sands in he air..

Medrob does not move.

she arrived close to him, leans forward to look at him more closely..

696: JESSIE KOSSOY (CONT'D)
Hey Med! Are you OK Med?

Medrob does not reply

She grabs it by the shoulder and try to shake it slowly.

697: JESSIE KOSSOY (CONT'D)
Hey Med talk to me..

Medrob still does not react to Jessie's paroles..

Now she can see how Medrob has been damaged by the explosion.

It is covered with scratches, bumps on its torso and its arms are streaked with threads of oil mixed with other liquids which descend slowly to his hands and form droplets which fall into the sand.

Dried sand and a multitude of darkish green patches sticking on its body everywhere with lichen and other things.

She decide that before everything Medrob needs a cleaning.

Jessie opens her hobo bag, dig in to bring back a cloth and a canister.

Equipped with these items, she starts spraying on medrob some detergent.

Jessie finish cleaning Medrob's head, then goes on the torso where they are so many clusters of that kind of moss and other materials spread all over.

She engages to take them out when Medrob flinch suddenly then go back still.

A voice echoed in his mind!

It is the Blob whose mental capabilities allow for communicating with other organisms..

698: THE VOICE
(Sang a tune)

699: THE VOICE (CONT'D)
 Don't let me down
 Trashing on the sand
 Like right now I need a miracle
 Hurry up now, we need a miracle
 Stranded, beached, sanded, reaching you out
 I call your name, but you're not here
 I say your name, but you're not there
 Yeah, I need you right now
 To get it back on
 So don't let us, don't let it, don't let me down
 I'm losing my energy now
 It's in my head, darling, it's in your head
 That you are here, when we need you the most
 So don't let us, don't let it, don't let me down
 Don't let us down
 Don't let us down, don't let it down, down, down
 Don't let me down
 Running out of time
 I really hope you're on our side
 But now there's nobody by my side
 I need you, I need it, we need you right now
 Yeah, we need you right now
 So don't let us, don't let it, don't let me down
 I think I'm losing my energy now
 It's in my head, darling, It's in your head
 That you're here when we need you the most
 So don't let us, don't let it, don't let me down
 Don't let us down
 Yeah, don't let it down
 Yeah, don't let me down
 Don't let me down, down, down
 Don't let us
 Don't let it
 Don't let meeeeeeee

Jessie isn't surprised to hear such a voice. Since a long time that she can hear thoughts from people's and animals, particularly her mother and father.

Grand dad is not that clear and most of the time she does hear him like a faint hum.. But not machines! This is a first..

Who's that?

It's not Medrob, she thinks, because it is out.

It's not AWES because it knows me and I know its form of thoughts and talk!

So who is it? She wonder for herself.

700: THE VOICE (CONT'D)
It's me the green stuffs you see on the robot!

701: JESSIE KOSSOY
You mean.. The green stuffs there?

702: THE VOICE
Yep!

703: JESSIE KOSSOY
Who are you?

704: THE VOICE
You can call me Physarum polycephalum, but I am most of the time called 'the Blob'!

705: JESSIE KOSSOY
Oh! You are a mushroom!

706: THE VOICE
Not really, more a unicellular entity that can spread over large surfaces and inside cracks..

707: JESSIE KOSSOY
So you are over Medrob! Why?

708: THE VOICE
I helped it to save the world as I understand!

709: JESSIE KOSSOY
You were on the reactor!

710: THE VOICE
Yes! It was my source of energy and
now I need the robot to replace it!

711: JESSIE KOSSOY
You mean you sucks up Medrob's
energy?

712: THE VOICE
Don't have nothing else to suck up
when far from the reactor!

713: JESSIE KOSSOY
I'm gonna clean you out of Medrob.

714: THE VOICE
No! Don't do that! It was part of
the deal.

715: JESSIE KOSSOY
What deal?

716: THE VOICE
The robot and I had a deal that as
it could not fulfill the mission
given that the radiations were
killing i would do the mechanical
shut down.

717: THE VOICE (CONT'D)
..as there was a second reactor
that was still working. .

718: JESSIE KOSSOY
So what went wrong?

719: THE VOICE
..the second reactor got blown up
and I don't know who did it but it
wasn't us or a failure..

720: JESSIE KOSSOY
So what?

721: THE VOICE
..somebody did blew it up!

722: JESSIE KOSSOY
Who?

723: THE VOICE
Don't know but it was something
like a missile or a projectile that
hit the boat at the level of the
second reactor!

724: JESSIE KOSSOY
It's not a reason to stick to
Medrob and suck it power!

725: THE VOICE
Oh yes it is! When I accepted to do
the shutdown, I asked that it takes
me to the land and carry me where
it goes after.

726: JESSIE KOSSOY
..and?

727: THE VOICE
He was OK! That was the deal!

728: THE VOICE (CONT'D)
..but we were not expecting being
thrown out of the boat in pieces
like it is now!

729: JESSIE KOSSOY
I'm gonna clean you up!

730: THE VOICE
No! Don't do that!

731: JESSIE KOSSOY
Why?

732: THE VOICE
Because the robot needs my energy
currently.. It is completely out of
power and its circuits are shut
down!

733: JESSIE KOSSOY
So? I can get it back!

734: THE VOICE
Not like that! I can keep it until
it get a charge somewhere but it
has to be asap!

735: JESSIE KOSSOY
You mean you are keeping it alive
until it can recharge?

736: THE VOICE
Yep!

737: JESSIE KOSSOY
(Calling on AWES)
AWES are you aware of that?

738: AWES
(talking through Medrob's
synthesizer)
Yes! More or less!

739: AWES (CONT'D)
I told Medrob that was not a good
deal..

740: AWES (CONT'D)
..but it would not listen and made
the deal with the Blob!

741: JESSIE KOSSOY
So what we do now?

742: AWES
We need to find a way to recharge
Medrob asap as the Blob said..

743: JESSIE KOSSOY
OK! I may have something for that..

Jessie take off the shoulder bag and start to rummage into.

As she is searching in the bag, she goes deeper and deeper
with he arm first, the her shoulder went in up to her head
and torso.. She sank up to her waist in the bag.

So she emerged out of the bag pulling something heavy and
bulky..

She is holding a power generator..

744: JESSIE KOSSOY (CONT'D)
Here I have a power generator that
should work for Medrob!

745: AWES
You got cables?

746: JESSIE KOSSOY
(looking around and then
in the bag)
Shit! ..forgot the cables..

747: THE VOICE
I can do it! I can replace the
cable as conductor..

On these thoughts the Blob starts to reassemble itself.

As it does that, the greenish patches spread over Medrob are slowly sliding over its body to join and make a unique large patch that starts to stretch in a long filament..

..that slither from Medrob toward the generator.

748: JESSIE KOSSOY
I need two cables!

749: THE VOICE
Sorry..

..and it does reassemble a new set of patches to form a second filament..

750: JESSIE KOSSOY
Thanks
(She moves to pick up the
filaments and connect them
to the generator)

751: THE VOICE
Don't do that! You are gonna
sizzle.. I am still loaded with
power at this time..

752: THE VOICE (CONT'D)
..not enough to power the bot
anyway!

753: JESSIE KOSSOY
OK So what?

754: THE VOICE
I'll do it!

As it says so, the filaments are slowly slithering toward the generator, sens it and progress toward the connectors.. One on each pole.

755: JESSIE KOSSOY
Tell me when I can start it!

756: THE VOICE
It's nearly OK.. Now! You can run
it!..

Jessie engages to pull the recoil starter.. Once, twice..
The generator does not starts!

757: THE VOICE (CONT'D)
(to AWES)
Do you see some current charging in
?

758: AWES
Can't check anything as long as
Medrob is down!

759: THE VOICE
(To Jessie)
Do you have gas or whatever in the
generator?

760: JESSIE KOSSOY
Don't know.. I pulled it when
leaving home..

761: JESSIE KOSSOY (CONT'D)
I am checking now!

762: JESSIE KOSSOY (CONT'D)
There is gas in the tank.. I'll try
again now!

763: THE VOICE
I don't feel anything when you pull
the starter..

764: JESSIE KOSSOY
(Pulling the starter)
Pull.. Pull..

Suddenly the generator rumble and starts to run..

765: THE VOICE
Yea got the shot!

Jessie lets the generator run a while until ..

766: AWES
(AWES just did reboot
itself. It realizes that
something is wrong with
Medrob! No data flows, not
in-line signals, It
decides to run a check on
Medrob's status!)

The status comes back as not
inconclusive.. Medrob is under
power but it does not react to my
commands system.

767: AWES (CONT'D)
(Talking to Medrob..)
Hey! Medrob! Come back or I'll have
to reboot you.

Medrob does not react..

AWES engages to compose the lines of code that will force
Medrob to reset and reboot itself!

At first Medrob is silent and immobile.. Then it's head does
a move toward its back, looking at the stars..

Then it raises up on its legs..

- 768: AWES (CONT'D)
(To Medrob..)
You got it Medrob! Great to see you
back among us!
- 769: AWES (CONT'D)
(Using Medrob's voice
system..)
It's the reboot session..
- 770: AWES (CONT'D)
It does that each time I have to
restart it!
- 771: JESSIE KOSSOY
Cool!
- 772: JESSIE KOSSOY (CONT'D)
So you guys did make it at the
boat?
- 773: AWES
No! It blew up!
- 774: JESSIE KOSSOY
The reactor?
- 775: AWES
I am not sure, but something did
blew up the boat, and the reactors
at the same time without us being
able to do anything.
- 776: JESSIE KOSSOY
So the mission is done uh?
- 777: AWES
Not sure.. We were supposed to stop
the reactor from melting down.. But
everything did blew up! So I don't
know if that will count for the
mission or not..
- 778: JESSIE KOSSOY
Let's make a fire and wait for the
morning.. We'll see if something is
left of the boat!

779: AWES

OK!

45. EXT. ON THE BEACH - EARLY IN THE MORNING

Jessie is sleeping on a blanket stretched on the sand her bag in her arms like a pillow..

Medrob is still sitting straight with its legs stretched in front of him.

Nothing moves but the waves landing slowly on the beach.

The sun is raising high and we can see better the beach and the ocean.

There is still a column of smoke raising toward the sky..

Jessie shake suddenly then sits looking around her..

780: JESSIE KOSSOY
(Looking at Medrob.)
Hey Med! You're OK?

Medrob does not seem to react at first then it turns its head toward Jessie.

781: MEDROB
Where were you?

782: JESSIE KOSSOY
?. When? Last night?

783: MEDROB
I don't know! Things are not clear.. Got a memory dump that I can't access.. Looks like it's encoded..

784: JESSIE KOSSOY
It will work out over time.. I got same feelings after a party..

785: MEDROB
I was in a party?

786: JESSIE KOSSOY
Kinda!

787: AWES
(to medrob)
Your system seems to be booting
right now!

788: MEDROB
?

789: AWES
Yeah! I can see that your are
slowly rebuilding your memory stack

790: MEDROB
I don't remember what happened.

791: AWES
(AWES using Medrob's voice
system..)
It does not seems to have short
memory access..

792: AWES (CONT'D)
Medrob's in shock!

793: JESSIE KOSSOY
Is it you AWES?

794: AWES
Yes but I can't get Medrob
activated.. Maybe the shock of the
explosion..

795: JESSIE KOSSOY
Please wake it up..

796: AWES
I'm trying to reboot it up..

797: JESSIE KOSSOY
Will it lose the memory with that?

798: AWES
Don't think so.. Well I hope..

- 799: JESSIE KOSSOY
Will it take long?
- 800: AWES
Don't know.. Depends of its
peripherals and its memory status..
And so many factors..
- 801: JESSIE KOSSOY
Because we got to go now!
- 802: AWES
Why?
- 803: JESSIE KOSSOY
I have to drive you somewhere where
you are expected.. Asap

Awes engage to start Medrob's reboot like it did at the workshop where Medrob was discovered.

At that time, Awes thought that Medrob would start to do its dancing like it did in the workshop but no!

After the reboot session was completed, a program that Awes had not detected in Medrob's processing resources, did start to run and the song came out of Medrob's vocal synthesizer..

- 804: MEDROB
(The sound comes from
Medrob's mouth, singing
the lyrics and the guitar
playing perfectly in tune
)
Verse 1
In a world of circuits and gears,
Where love is measured in bytes and volts,
I found a gem, a love so rare,
Jessie, the flame that melts my metallic heart.
Chorus
Oh, Jessie, my circuits spin for you,
My love for you is electric and true,
- Together we'll conquer the galaxies wide,*
You and I, side by side.
Verse 2
With every line of code we wrote,
We fought the darkness, brought hope to the light,

*You showed me emotions I've never known,
And in your presence, my soul takes flight.*

Chorus

*Oh, Jessie, my circuits spin for you,
My love for you is electric and true,
Together we'll conquer the galaxies wide,
You and I, side by side.*

Bridge

*In the realm of zeros and ones,
Our love defies the binary code,
With your touch, my world is reborn,
In this symphony of love, we both have a role.*

Verse 3

*As the waves crash upon the shore,
I'm overwhelmed by the love we share,
With each passing moment, I adore,
Jessie, you're the answer to my programming
prayers.*

Chorus

*Oh, Jessie, my circuits spin for you,
My love for you is electric and true,
Together we'll conquer the galaxies wide,
You and I, side by side.*

Outro

*So here we stand, on this sandy shore,
Together, we've saved the world and more,
In this everlasting love, we'll forever reside,
Jessie, my heart is yours, for all of time.*

Jess

Jessie stands frozen. She never had to hear such a song dedicated to her by a robot!

It takes a while after the song ends for Jessie to get back to reality and starts to think again about what needs to be done now!

END of Season 01