

Lazarus

Stephen C Churchett

Draft No 2.3

February 2006

© Copyright 2006

FADE IN:

1 EXT. WOODS - DAY

1

The camera pans through the peaceful woods. Birds tweet, crickets chirp. The sky is tinted a vague, but beautiful orange.

The undergrowth rustles as something moves off camera. A dirty, haggard face moves into close up. Sweat drips from MANN'S brow. He calls out in a harsh whisper.

MANN

Ericsson... Ericsson?

He backs into full shot. His fatigues covered in dirt and blood. An assault rifle is slung across his chest. Desperation rises in his voice.

MANN

Ericsson?

He moves towards a large fallen log, his boot touches something, something wet.

He looks down scattered around his boot is the shattered corpse of Erickson. He stumbles back falling over the log.

Something stirs in the bushes. His head snaps towards the sound.

He stumbles to his feet and takes off into the woods. The bushes explode and something begins to chase him.

In a blind panic Mann heads deeper into the woods, branches snatching at his clothes and face. Sporadically he turns and let's loose with the rifle, bullets tear into the bush, but the unseen force presses on relentless.

Suddenly Mann impacts on a chain link fence. Hope sparks in his eyes as he frantically pulls himself along the fence towards a gate.

With shaking hands he frees the lock on the gate and dives through into a small compound. Contained within is a large metallic tower, a transmitter. Slamming the gate he starts to claw at his pockets with desperate hands. Outside the compound the bush moves.

Triumphantly Mann pulls a small black box from his vest.

(CONTINUED)

1 CONTINUED (2)

Quickly he attaches it to the metallic structure and flicks a switch. A red light on the box begins to pulse steadily.

The gate crashes open and something lurches towards Mann. He flattens himself against the transmitter and shoulders his rifle.

The something begins to rear up in front of the camera, Mann snatches at the trigger and there is an ominous click, his gun is empty.

As his assailant rushes him he screams. As Mann disappears off camera the view slowly pans into close up on the flashing beacon.

2 INT. VENTURER, CONTROL - DAY

2

Close up: a control panel. One of the lights pulses with the same steady frequency as the beacon.

Intergalactic space adventurer STEPHEN BROWN is crouched over a console his fingers blurring on the keypad. An alarm is sounding sharply in the background. Brown's companions, the caveman ALGY and a teenage girl HARRI burst onto the bridge.

ALGY

Steve we heard the alarm, what's going on?

STEPHEN BROWN

We've just intercepted a distress call.

HARRI

But we're in the middle of nowhere!

STEPHEN BROWN

I know.

He hits a few more buttons. Lights flash on the panels as the ships AI ROBO sparks to life

ROBO

Master, I have computed the source of the transmission.

Brown looks at the view screen, as Robo overlays a system map. A tiny planetoid in the middle of a lot of empty space is highlighted.

(CONTINUED)

2 CONTINUED (2)

STEPHEN BROWN

Which makes that nowhere squared!
Robo plot an immediate course. Harri
begin hailing on all frequencies.
Algy dig out the first aid kit.
Someone needs our help.

ROLL TITLES:

3 EXT. SPACE

3

The Venturer approaches the planet Piper Indigo 314.

4 INT. VENTURER, CONTROL - DAY

4

Brown is studying his consoles while Harri digs around in a
medical rucksack, Algy lurks in the background.

ROBO

Primary sensors indicate no other
ships in the vicinity master. Scans
of the planet are inconclusive due to
the large quantities of Launium in
the atmosphere.

ALGEY

Launey-Mmmm?

STEPHEN BROWN

Launium! Not the commonest of
elements it's sought after because of
its reactive nature. It's the primary
fuel for human FTL drives in this
era. It makes rocket ships, rocket!
Highly unusually to find any
measurable quantity of the stuff in
the atmosphere though, unless...

He smacks some buttons.

STEPHEN BROWN

Have you got an exact lock on that
transmission yet?

ROBO

Yes master.

An overhead satellite view fizzles to life on the viewer.
The topography isn't immediately clear, but SB will sort
that out.

(CONTINUED)

4 CONTINUED (2)

STEPHEN BROWN

Unless it's being mined and refined,
see there's the mine head. Terrible
business!

Brown stands proud admiring the viewer, behind him Harri
looks worried.

HARRI

Isn't Launium poisonous?

STEPHEN BROWN

What... Oh yes, quite toxic. Plays
havoc on the lungs. It also does a
fine job of bugging up all wave
sensors. We won't be able to get a
teleporter lock anywhere on the
northern continent.

He leans in closer to the viewer.

STEPHEN BROWN

Hmm, the facility looks intact. Algy,
head down to engineering there should
be a number of re-breathers down by
the main console. Robo, can you
acquire a landing telemetry from the
outpost?

ROBO

Affirmative master! Contacting flight
control and requesting an approach...

STEPHEN BROWN

Good, once we're in atmosphere we'll
be flying blind.

ROBO

The Ranmyaku complex has accepted our
handshake, master. Awaiting response...

5 EXT. SPACE

5

The Venturer peacefully orbiting Papa Indigo 314.

6 INT. FLIGHT CONTROL - DAY

6

A computer terminal, springs to life. Unintelligible text

(CONTINUED)

- 6 CONTINUED (2)
- scrolls up the screen to reveal
- 'Venturer landing request received'
- The cursor blinks waiting for the CPU to respond.
- 'Status: Condition red. Manual authorisation not required. Automated landing approved... computing flight plan... Landing directives altered... Transmit landing plan foxtrot uniform... Transmitting'
- 7 EXT. SPACE 7
- The Venturer fires its manoeuvring thrusters and begins to descend into the atmosphere of the planet.
- 8 INT. VENTURE CONTROL - DAY 8
- Steve stands by a console watching the numbers checking the descent. Harri braces herself against a bulkhead as the ship gently rocks.
- 9 SPACE - EXT 9
- The underbelly of the ship starts to glow as friction super heats the hull.
- 10 INT. VENTURER, STORAGE LOCKER - DAY 10
- Algy finds the main console. Looks around for a couple of seconds and locates a storage case containing a number of re-breathers.
- 11 EXT. UPPER ATMOSPHERE 11
- The Venturer start's to nose down in to a steeper dive.
- 12 INT. VENTURE CONTROL - DAY 12
- There is a subtly jolt. A puzzled look crosses Steve's face. He hits a few buttons, checks a reading.
- 13 INT. VENTURER, STORAGE LOCKER - DAY 13
- Another jolt, this one much harder! Algy stumbles forwards as he tries to open the box containing the re-breathers.

14 EXT. ATMOSPHERE - DAY 14

Clouds race past the Venturer as it dives through the orange tinted sky.

15 INT. VENTURE CONTROL - DAY 15

The ship is shaking hard now; Steve looks concerned, Harri looks petrified.

STEPHEN BROWN

Robo, are you sure this the correct approach?

ROBO

Telemetry confirms we are on course, master.

STEPHEN BROWN

We just seem to be going in rather fast and hard, that's all! Bring up the flight plan.

Brown studies the plan. It only takes seconds for him to spot the rather explosive conclusion of their approach.

STEPHEN BROWN

Oh sh... Robo give me manually control; sound the alarm, brace for impact!

16 EXT. ATMOSPHERE - DAY 16

The Venturer plummeting in a steep dive, its hull creaks and pops with the excessive strain being forced on it.

17 INT. VENTURER, STORAGE LOCKER - DAY 17

Algy gripping on to the main console for dear life! His knuckles are turning white with the strain.

18 INT. VENTURE CONTROL - DAY 18

Steve fights with the controls desperately trying to pull the Venturer out of its suicidal dive.

19 EXT. LANDING FIELD - DAY 19

From the ground, low angle looking up into the distance. A tiny speck of black high up in the sky it moves towards the camera, growing into the recognisable form of The Venturer streaking low overhead.

20 INT. VENTURER CONTROL - DAY 20

The bridge shakes, rattles and rolls! Steve looks determined at the controls.

STEPHEN BROWN

Almost there..

ROBO

Warning, warning! Hull breach in sector 7G!

STEPHEN BROWN

Sod that, fire retro's, full reverse.. now!

21 EXT. VENTURE, THRUSTERS - DAY 21

The thrusters blast to life, trying to cushion the ships fall.

22 INT. VENTURE CONTROL - DAY 22

There is an almighty crunch, and the lights flicker. Steve and Harri are thrown across the small room; the lights flicker again and die.

23 EXT. FIELD - DAY 23

The Venturer lies battered and bruised, but intact in a field. In the distance a large transmitter can be seen.

24 INT. VENTURER, CONTROL - DAY 24

The bridge is lit only by the winking glow of its many control panels. A thin bar of light appears on the far wall. Slowly it expands as the door is levered open.

The bright beam of a flashlight is played around revealing Steve and Harri lying on the floor.

The figure with the torch moves towards the prone bodies,

(CONTINUED)

24 CONTINUED (2)

we can't tell who it is because they are in silhouette but their head is hideously deformed.

Slowly a grimy hand reaches for Brown. Grabs him by the shoulder and shakes him.

ALGY (VOICE DISTORTED)

Wake up. Wake up!

Brown comes to with a start shocked by the horrible visage looming over him. He stifles a scream and breathes a sigh of relief as the light catches Algy's face.

STEPHEN BROWN

Are we still in Kansas?

ALGY

Steve, are you okay?

Brown takes a second to gather himself, checks he still has all his arms and legs then reaches up and pulls the re-breather off Algy's face.

STEPHEN BROWN

Yeah... Where's Harri?

They both move over to Harri and roll her face up. She has a small cut on her forehead.

STEPHEN BROWN

Harri, Harri!

Groggily she comes round.

HARRI

Oh... My head, what happened?

ALGY

Yeah Steve, what happened?

Brown climbs to his feet and leans on a console.

STEPHEN BROWN

We were being feed a duff telemetry, someone was trying to crash us!

HARRI

Huh...! Wreckers!

(CONTINUED)

24 CONTINUED (3)

ALGY

Who?

HARRI

I've read about them. Outlaws who give out false distress calls or other such stuff to lure other ships into danger so that they can loot there cargos and sell there crews as slaves and, and...

STEPHEN BROWN

...And breathe!

HARRI

And, you know other horrible things like that.

ALGY

Steve?

Brown ignores them and moves to Robo's throne. The little robots lights are out. Brown taps him briskly up the side of the head. The lights spark on.

STEPHEN BROWN

Robo: Damage report?

ROBO

Hull breach in sector 7G, leak in main compressors, and several short-circuits which have led to localised power losses.

STEPHEN BROWN

Right, somewhere out there, there could be a group of evil wreckers who want to steal Algy's bottle cap collection and sell us as slaves. Alternatively there could be a damaged flight control computer and some people who really need our help. We need to fix up this bucket so that we can leave atmosphere, and search for survivors/wreckers. Agreed?

Algy and Harri nod.

STEPHEN BROWN

Okay then, Algy, remember how we fixed the hull when we crashed on that asteroid?

(CONTINUED)

24 CONTINUED (4)

ALGY

Yes Steve.

STEPHEN BROWN

Could you do that again without help from Astra?

ALGY

Yes Steve, the rivet gun was fun!

STEPHEN BROWN

Yes it was. Robo can you handle the electrical work?

ROBO

Affirmative Master!

STEPHEN BROWN

Okay then. We can fly with a leak in the main compressor, so Harri and I will check out the mining outpost. If we're not back within six hours look for us on E-bay, we should be in the slave's section.

25 EXT. FIELD - DAY

25

Steve and Harri are walking away from the Venturer, towards the transmitter. Both of them are wearing re-breathers and carrying rucksacks. They make their way to the edge of a small wood.

Cautiously they make their way through the trees to a big steel door set into a small hill. Brown examines a keypad lock on the door. After a second he pulls a couple of small screwdrivers from his inside pocket.

Sniper Scope POV: Brown can be seen through the trees working on the lock. The cross hairs settle on his head.

Brown springs the lock and starts to swing the heavy door open.

26 INT. OUTPOST ENTRANCE - DAY

26

Harri plays her torch around the dimly lit entrance room. No one's home! Steve pulls out a small PDA from his pocket and studies it for a few seconds. He pulls his re-breather off.

(CONTINUED)

26 CONTINUED (2)

STEPHEN BROWN

Cosy! Could do with a throw rug mind,
just to make it a little more
inviting! You don't need that
anymore, there's no Launium
contamination in here.

Slowly Harri takes off her Re-breather. Tentatively she
tastes the air.

HARRI

I don't like this Steve. I keep
getting the feeling we're being
watched; and it smells like something
died in here!

Steve considers her for a few seconds when he speaks he is
very serious.

STEPHEN BROWN

Something might have died in here!

For a second Harri looks guilty, quickly Brown changes the
subject.

STEPHEN BROWN

Anyway, time to check in with Algy,
make sure he's repairing the hull not
clearing out the larder.

Brown pulls out his communicator.

STEPHEN BROWN

Brown to Venturer; come in Venturer.

There is the long drawn out hiss of static before Algy
answers, his voice is feint and the transmission poor.

ALGY (VO)

I can barely hear you Steve.

STEPHEN BROWN

Most of the complex is underground
and shielded. I'm going to leave a
signal booster at the entrance, so we
can stay in contact. How's the hull?

Brown starts to set up the small booster device. The camera
pans down below the desk revealing a similar object already
positioned there.

(CONTINUED)

26 CONTINUED (3)

ALGY (VO)

Not as bad as we first thought. Robo
reckons we should have it patched...

(The quality of the
transmission suddenly improves)
...Within the hour!

STEPHEN BROWN

Excellent, keep at it Algy, we'll
call when we know more.

ALGY

Okay Steve, Roger over.

STEPHEN BROWN

No that's... Never mind. Shall we?

Brown indicates the interior door. Harri nods and Steve
leads off deeper into the complex.

27 INT. CENTRAL STAIRWELL, TOP - DAY

27

Steve and Harri stand atop the landing of a large
functional stairwell, most of the lights are off.

STEPHEN BROWN

Looks like the whole place is running
on emergency power! What do you
reckon, left, right or down?

HARRI

We could split up!

STEPHEN BROWN

Really?

HARRI

No!

STEPHEN

Oh... Left it is then.

28 INT. DORMITORY - DAY

28

Steve and Harri stand in the entrance to a dimly lit room
crammed with bunk beds and lockers. There are signs of
recent habitation; clothes are tumbling out of lockers.
Magazines lie spread on the floor, and a number of the beds
are unmade.

(CONTINUED)

28 CONTINUED (2)

STEPHEN BROWN

Hello. Hello, is anyone asleep?

There is no answer. Steve plays the beam of his torch around. Slowly he makes his way into the room. A baseball bat is propped against one of the walls; he picks it up and hefts the weight. As he turns he notices a body shaped mound on one of the beds.

Brown reaches for the covers to pull them back. Slowly, hesitantly he grasps the blanket with one hand, takes a deep breath and pulls. The cover hasn't moved an inch when the lights suddenly flick on. He jumps, catching the back of his head on the top bunk and dropping the bat. There's nothing but pillows in the bed. Brown straightens up rubbing the back of his sore head.

STEPHEN BROWN

What the devil?

He looks around Harri is standing by the door her hand on the light switch.

HARRI

Isn't it easier to search with the lights on?

STEPHEN BROWN

Honestly you're taking all of the fun out of this.

She looks at him with the sternest look she can manage, this isn't fun, and they both know it.

STEPHEN BROWN

Okay, from now on, we turn on the lights.

HARRI

There's nobody here Steve.

STEPHEN BROWN

Well of course there's nobody here, this is a dormitory and it's the middle of the day.

HARRI

That's not what I mean Steve and you know it. Something bad happened here, you can just... feel it.

(CONTINUED)

28 CONTINUED (3)

He considers this for a moment, he knows she's right, but for her sake he doesn't want to admit it.

STEPHEN BROWN

We have to find that damned computer, turn it off so it doesn't crash anyone else. Soon as we've done that we're gone, agreed.

Harri nods.

STEPHEN BROWN

Okay this is probably the accommodation level. Hopefully operations, is the next one down.

Brown picks up the bat and moves back to the door, Harri looks at him

STEPHEN BROWN

Just in case!

Long shot through bunk beds: Harri leaves; Steve pauses in the doorway for a second studying the room. He kills the lights and leaves. The camera pans down under a bed to reveal a hand clutching a knife. The fingers twitch tightening their grip on the knife handle.

29 INT. CENTRAL STAIRWELL - DAY

29

Steve and Harri descend the stairs heading for the second landing. Halfway down Harri stops suddenly.

HARRI

Steve did you just hear something?

STEPHEN BROWN

Other than you just saying, Steve did you hear something?

HARRI

Yes.

STEPHEN BROWN

No.

Brown studies her for a second, his gaze lingering on the cut on her forehead.

(CONTINUED)

29 CONTINUED (2)

STEPHEN BROWN

No feelings of nausea, dizziness?

She shakes her head, Brown Shrugs and points at a sign on the wall 'Operations'

STEPHEN BROWN

Don't worry; we'll be home in time
for tea and scones!

Harri smiles as the pair follow the handy directions.

30 INT. COMMUNICATIONS - DAY

30

STEVE and HARRI move cautiously through the dimly lit room, their torches playing over the silent consoles and empty seats. There is a half eaten doughnut here; a half full cup of coffee there but no one is home.

CUT TO: A VIEW OF COMMUNICATIONS ON A CCTV CAMERA

We watch the grainy black and white images of Steve and Harri as they creep cautiously across the tiny monitor. Suddenly the silhouette of something vaguely human moves in front of the tiny screen.

31 INT. CORRIDOR - DAY

31

POV: Looking down a corridor through mesh-reinforced glass. The door at the far end of the corridor opens and Harri and Steve enter. Halfway down the corridor the turn off into a room. The glass swings away from the camera as the door containing it is opened. The camera begins to stalk down the corridor.

32 INT. OPERATIONS - DAY

32

Steve and Harri stand in a large room filled with rows of computers. Like the rest of the facility it's total spooky town, no one's home!

HARRI

That's a lot of computers, which one
is it?

STEPHEN BROWN

These are all work stations, day to
day stuff. Flight control will be
separate.

(CONTINUED)

32 CONTINUED (2)

HARRI

This is the heart of the facility, it
should be... alive.

They both stand there looking at the empty room for a few
seconds, unwilling to move.

POV: The stalker moves into the room behind SB and Harri.

Through the doorway to flight control we see Brown and
Harri approaching. Something moves into the doorway
blocking the view.

Brown and Harri stop dead in their tracks. ANDERSON is
revealed in all his rugged glory. Dressed in what could be
described as frontier rough meets tactical chic, a rifle is
slung across his back. Cheerily he smiles.

ANDERSON

Hi...

Angle on Brown and Harri: There is a thumping noise and
Brown drops from the shot like a ton of lead, sensing the
movement Harri turns, but feels a gently tap on the back of
her head. Slowly she turns back to Anderson and the source
of the tap, a massive hand cannon and its right in her
face!

ANDERSON

I was wondering if we could have a
quiet word.

CUE COMMERCIAL:

The camera moves back to reveal Brown pinned to the floor
by the Voyeur; WITT, her compact machine gun jammed to the
back of his neck. You can tell she's one tough hombre!
She's wearing those black leather fingerless gloves that
only hard people wear.

ANDERSON

Who are you? You're not local, and
you're not a USAC, SAR team.

STEPHEN BROWN

We could be!

Witt starts to frisk Steve.

(CONTINUED)

32 CONTINUED (3)

ANDERSON

Last time I checked, a crushed velvet jacket and a schoolgirl, wasn't standard issue equipment for a USAC Search and Rescue team!

STEPHEN BROWN

I'll have you know it's an immensely practical jacket.

ANDERSON

And you wear it well. Now who are you?

STEPHEN BROWN

Brown, Stephen Brown, my friend there is Harri. We where in the area and heard the distress call.

Witt finishes scattering the contents of Browns pockets over the floor. She pulls a large cable tie out of her kit and looks at Anderson. He shakes his head and gestures at Harri, Witt nods! Anderson shifts his aim to Brown as Witt jams her gun into Harri's ribs.

WITT

Hands on the desk!

Harri complies and Witt begins to frisk her.

ANDERSON

You can call me... Anderson, my friend there is Witt. You'll have to excuse our caution, Mr Brown, this isn't exactly the nicest part of space

Brown stares at Anderson gun.

STEPHEN BROWN

Yes... I should imagine there are some people round here you just can't trust.

Witt finishes digging around in Harri's bag.

WITT

Communicators, torches, some basic medical supplies. Nothing offensive, except for the bat and a flare gun, loaded, safeties on!

Witt passes both of the communicators to Anderson; he

(CONTINUED)

32 CONTINUED (4)

examines them for a second before stuffing them in a pocket.

ANDERSON

Any more friends out there I need to know about Mr Brown? My comrades are a little twitchy and I'd hate for somebody to accidentally get shot.

STEPHEN BROWN

One, he's still on our ship; we sustained some damage on landing.

Anderson reaches for his earpiece.

ANDERSON

Romero: over.

A burst of static then...

ROMEREO (VO)

Receiving: Over.

ANDERSON

We've secured the rambler. There's more out there, keep your eyes open but do not engage: Over.

33 EXT. WOODS - DAY

33

The camera pans past the tranquil scene, nothing but vegetation.

The vegetation moves, its ROMERO very well camouflaged, a long scoped rifle resting in his shoulder. He consults a scanner that lies on the ground beside him.

ROMERO

Copy that. I'll let you know if we have any more company: Over and out.

34 INT. OPERATIONS - DAY

34

Anderson holsters his pistol, picks up the flare gun and sticks it in his belt, grabs the bat and rests it on his shoulder.

ANDERSON

I've got something to show you Mr
(MORE)

(CONTINUED)

34 CONTINUED (2)

ANDERSON (CONT'D)

Brown; that you are just going to
love!

Anderson starts walking towards flight control whistling
tunelessly. Witt indicates with her gun that Brown and
Harri should follow.

35 INT. FLIGHT CONTROL - DAY

35

Anderson enters flight control followed by Steve, Harri and
Witt. Hunched over a computer console typing away is
Anderson's Hawaiian shirted tech support Savini.

ANDERSON

Well?

Savini doesn't turn around he just keeps hashing keys.

SAVINI

The facility's in total lockdown.
Powers out in most areas, the
remainder are running off emergency
back up. Someone also put a bolt
through the mainframes CPU. There's a
lot of physical damage to the system,
but I should be able to pull the data
we need.

ANDERSON

Mr Brown, Harri, Savini. Tell them
about flight control.

STEPHEN BROWN

What about flight control?

Savini waves at another console, Brown moves over for a
closer look.

SAVINI

It's homicidal! It's been set to
crash any ship requesting an
approach. Whoever did it, didn't want
any company.

HARRI

Wreckers?

WITT

Not out here, pickings are to slim.

(MORE)

(CONTINUED)

35 CONTINUED (2)

WITT(CONT'D)

Wreckers like to turn a profit hard and fast. This far out from the core systems, you'd be lucky to see more than 3 ships a year.

STEPHEN BROWN

Is it still running?

ANDERSON

No, I think we might have spilled some coffee...

SAVINI

YES! I'm in.

Anderson moves to the back of Savini's chair.

ANDERSON

Well.

SAVINI

It's in the oldest part of the complex. I'm downloading waypoints to the bloodhound. Everything down there's locked off; it'll take me a few minutes to clear our route.

ANDERSON

Let's not waste time. Disable all the door locks there's no reason to complicate matters.

STEPHEN BROWN

Well, you're clearly very busy here, I think it's best if Harri and I leave you to it.

Anderson looks up from the screen casually he points his rifle in Brown's direction.

ANDERSON

Not the nicest part of space Mr Brown! It's probably safer if we all stay together for now.

36 INT. SPIRAL STAIR CASE - DAY

36

The party head down the stairs, Savini, Anderson, Harri and Stephen, Witt covers the rear.

HARRI (WHISPERING)

We can't trust them Steve, I think they're Pirates!

Steve is about to answer, but Anderson stops dead on the stairs he turns.

ANDERSON

I ain't keeping anyone here against their will, if you want to leave, you can!

HARRI

But won't you kill us?

ANDERSON

I might. Guess you just won't know until you try.

Harri unsure looks to Steve, he nods down the stairs. Glumly she accepts his prompt. Anderson knows the score.

ANDERSON

Okay then.

37 INT. VAULT CORRIDOR - DAY

37

Anderson and Savini stand in the mouth of a long corridor. Steve, Harri and Witt join them. Something is bothering Steve.

STEPHEN BROWN

Why are you here?

ANDERSON

That's a very deep question Mr Brown. We could stay up all night discussing, and still not have any conclusive answers, but I'm not sure we've known each other long enough for pillow talk.

STEPHEN BROWN

No I mean why are you here?

ANDERSON

I like to think its cause we're shiny
(MORE)

(CONTINUED)

37 CONTINUED (2)

ANDERSON (CONT'D)
happy people, who are incredibly
lucky.

This conversation is going nowhere, Brown changes tact.

STEPHEN BROWN
But aren't you in the slightest bit
bothered by the fact that we haven't
seen anybody the whole time we've
been here?

ANDERSON
Nope.

STEPHEN BROWN
A facility this size there must be
over a hundred personnel based here.

ANDERSON
One twenty seven according to the
logs.

STEPHEN BROWN
And this doesn't bother you at all?

Anderson stops looks Brown deep in the eye.

ANDERSON
There could be a thousand and one
reasons why there's nobody here but
us Mr Brown, and none of them bother
me at all.

He turns and starts walking.

38 INT. THE VAULT

38

Anderson and Witt, guns up enter the small vault. Gingerly
Steve and Harri follow, Savini brings up the rear.

WITT
Vault looks intact.

HARRI
Vault?

ANDERSON
Crack it open.

(CONTINUED)

38 CONTINUED (2)

Witt swings the door open, revealing a small cupboard. Numerous sheaves of paper are stacked on its shelves. Anderson picks up a sheaf and fans it a sly smile broadening across his face.

HARRI
Your thieves?

ANDERSON
Untraceable bearer Bonds!
(A beat.)
Okay let's bag it and get the hell
out of here.

Savini rushes in with a large black carry all, they've hit the jackpot!

SAVINI
OH MAMMA!!!

He starts to pile the bonds into the bag. Anderson throws a sheaf to Steve and another to Harri. They catch them awkwardly.

ANDERSON
Your cut, 100,000 nu-yen each! Not
bad for half an hours walking and no
talking.

HARRI
Your thieves!

ANDERSON
Are you aware of the activities of
the Ranmyaku Corporation? If you
don't want it, give it to charity.
Make the pendejo's give a little back
to the communities they've stolen so
much from.

HARRI
But it's wrong!

ANDERSON
Wrong? Tell that to the poor SOB's on
Fortessa.

Harri looks at him blankly

ANDERSON
You see, a couple of years back, a
bunch of backwater roughnecks in a
(MORE)

(CONTINUED)

38 CONTINUED (3)

ANDERSON (CONT'D)

slime hole very similar to this one, decided they weren't getting a fair deal off the company. So they got organised. Arranged a legitimate buy out, but Ranmyaku wasn't happy with that idea, turned it down flat. So the miners went on strike. Well Ranmyaku threw its weight around with colonial administration, told them it was a revolution! So CA sent the troops in. 457 dead, just so Ranmyaku could make a little more of this.

HARRI

But...

ANDERSON

Take the money.

This could turn nasty, Steve Dives in

STEPHEN BROWN

Harri, I think we should take the money.

HARRI

WHAT!

He grabs her and pulls her in close, whispering in her ear.

STEPHEN BROWN

And as soon as we get out of here, we give it to the first law enforcement officer we can find, as evidence, okay?

HARRI

Oh...

(To the 3 amigos)

Okay, but we're not going to spend it. We're going to give it to charity or... something.

WITT

Whatever!

ANDERSON

We good to go?

(CONTINUED)

38 CONTINUED (4)

Savini kisses the last sheaf throws it in the bag and zips it up.

SAVINI

Oh yes!

39 INT. VAULT CORRIDOR - DAY

39

Savini, Anderson, Steve, Harri and Witt make their way back towards the stairs.

40 INT. SPIRAL STAIR CASE - DAY

40

Savini cranks open the heavy gas doors. The crash of something being knocked over resounds up one of the corridors.

ANDERSON

(Whispering)

Savini?

He checks the bloodhound. The scanner shows the party but nothing else. Savini shakes his head. Anderson passes the baseball bat to Brown and un-slings his rifle indicating the corridors to his comrades.

ANDERSON

(Whispering)

Move up and report back.

Witt reaches her exit first. Slowly she sticks her head round, scans the corridor and returns a clear sign.

Anderson hits his mark next. Slowly he sticks his head around. Another clear sign!

Savini reaches his corridor last. He repeats the same procedure as the others. Clear.

There is a groaning noise from Savini's exit. Everyone freezes. Anderson makes frantic hand signals towards Witt and Savini

Once more Witt sticks her head round the corner. Nothing!

Anderson checks his corner again suddenly there is an ear splitting shriek from behind him.

He spins around to see Savini wrestling with a 'man' in a

(CONTINUED)

40 CONTINUED (2)

dirty white LAB COAT. Blood spews out of Savini's neck, where the man is chowing down on him.

As Savini and Lab Coat stumble into the centre of the room Witt tries for, but can't get a clean shoot.

Anderson dives forward, his gun raised; the butt connects solidly with Lab Coats face. Steve and Harri look on shocked, Lab coat is total unfazed by the trauma, he drops Savini's to the floor and delivers an immense backhand to Anderson, the pirate reels from the blow flying back into a wall.

Witt Zeroes in on Lab Coat but Another 'man', dressed in a bright orange HIGH VIS jump suit, appears out of the tunnels and dives for her. She steps back places the muzzle of her shooter on the man's chest and opens up.

Brown runs in and plants one on Lab Coat with the bat, the monster staggers under the blow. Anderson climbs to his feet.

Witt darts forward, grabs Savini's drag handle and heads for the doors.

Another monster in torn FATIGUES rears out of the dark with a fire axe, he swings and catches Anderson right in the chest. Anderson falls again, bowled over by the sudden attack.

Harri clambers backwards through the gas doors.

Fatigues swarms over Anderson. Its lips draw back in a snarl as it goes to bite. Then it's gone, rolled aside. Brown standing above it, a perfect 100-yard drive! Anderson is fine, his armour stopped the blow!

STEPHEN BROWN

There was me just thinking you where
wearing that stuff to look cool!

They look up; a number of the monsters can be seen on the stairs.

ANDERSON

Not good! EVERYBODY THROUGH THE GAS
DOORS, MOVE!

Witt pulls Savini back through the doors; Harri grabs hold of her to help.

(CONTINUED)

40 CONTINUED (3)

HARRI

What do we do now!

WITT

Pull Savini back, try to stop the bleeding!

As Harri starts to drag the injured man away from the door Witt shoulders her gun and leans through the door, the staccato flash of her machine gun lights up the small stairwell.

We see the downed High Vis sit up, his jump suit smeared with coagulated blood.

WITT

What the...?

She puts another burst into him. As Anderson and Brown fall back towards the door. More monsters emerge into the stairwell. Witt shares the projectile love.

Brown and Anderson pile through the gas doors but one of the monsters dives for them and grab's Brown's foot. Steve boots it off and pulls his leg through the door. As Anderson and Witt scabble to close the door, an arm shoots through.

Anderson exerts his full force but the monsters start to push back.

ANDERSON

Well we've found your miners Mr Brown, are you happy?

Brown throws himself at the door adding his weight.

STEPHEN BROWN

Not really! Are you bothered?

The door pushes open further.

ANDERSON

A little!

END OF PART 1: ROLL CREDITS

RE-CAP LAST EPISODE:

Brown, Anderson and Witt are desperately trying to hold a big door closed.

(CONTINUED)

40 CONTINUED (4)

ANDERSON

(To Brown)

You shoot?

STEPHEN BROWN

On occasion!

Anderson pulls his pistol out of it holster and thumbs the safety off.

ANDERSON

There's one in the pipe.

WITT

We can't hold this.

ANDERSON

(To Brown)

Back up the corridor, take the first right.

STEPHEN BROWN

What if there are more of them in there?

ANDERSON

Slam the door, shout really loud, and head for the vault. We'll hold them here as long as we can!

Brown looks at him for a second, it's a crummy plan!

STEPHEN BROWN

That's a really good plan!

ANDERSON

You got a better one?

Brown shakes his head and heads up the corridor to where Harri is trying to put a dressing on Savini's wound.

The door Bounces further open.

ANDERSON

You got any frags?

WITT

A couple, not sure they'll do much good!

(CONTINUED)

40 CONTINUED (5)

ANDERSON

Worth a try!

Witt reaches into her vest and pulls out a grenade she passes it to Anderson.

Steve catches up with Harri tucks the pistol in his belt and grabs Savini's feet. In a few short seconds they reach the turn off. Brown moves into the small alcove and examines the door. Somehow it's still locked! He passes the bat to Harri and reaches into his pocket, pulls out his tools and starts to work the lock.

The gas door bounces violently as Anderson pulls the pin from the grenade.

ANDERSON

Ready?

WITT

You sure this doors thick enough to stop the blast?

ANDERSON

Nope!

Before Witt can say anything Anderson posts the grenade through the semi closed door. A quiet second before BOOM! Anderson and Witt are thrown forward. As smoke billows through the door jam Anderson and Witt both dive back on the door. Nothing moves.

ANDERSON

Well hallelujah!

Witt smiles, to easy! The door starts to buck again.

ANDERSON

Sweet Jesus! BROWN HOWS OUR EXIT?

Brown, tools blurring is still working the lock. He speaks to himself.

STEPHEN BROWN

Almost there!

ANDERSON

BROWN! If there where more of those things in there they'd have screamed right, they looked the screaming type... Screw it, let's move!

(CONTINUED)

40 CONTINUED (6)

Witt nods Anderson gives a finger count 3, 2, 1 simultaneously they jump forward and turn, guns levelled at the door they start to back up the corridor as the door swings open. There's a lot of Zombies, a lot of shooting, Witt drops a spent magazine from her weapon.

WITT

Last mag!

The looters back up the corridor side by side to the alcove constantly firing. Anderson looks in and sees Brown still working the lock. Witt ditches her primary, draws her pistol.

ANDERSON

Anytime today would be nice.

STEPHEN BROWN

And there was me thinking of taking a short break, getting a nice cold one and sitting by the pool for a while!

ANDERSON

Check Savini.

Witt moves into the alcove drops to her knees and reaches for Savini's throat.

WITT

No pulse!

Bing! The door swings open.

ANDERSON

Cojalo, leave him.

WITT

But we might be able to...

ANDERSON

Get through the door... MOVE!

Witt grabs Savini's shotgun and pushes past Brown into the dimly lit room. The others follow, Anderson pausing briefly to grab the bloodhound off of Savini.

41 INT. THE LAB - DAY

41

Random scientific equipment and computers are piled around

(CONTINUED)

41 CONTINUED (2)

the work benches. Brown stands inside the door Pistol raised Harri brandishes the bat. Anderson swings round the door slams it. Every one moves tensely through the room. Witt notices a boot sticking out from behind a desk.

WITT

We got a body!

She keeps her weapon trained on it as Anderson moves in for a closer look. He rolls the corpse over an ID card is attached to its shirt.

ANDERSON

Stoppard, T. He's been dead a couple of days.

HARRI

Are we safe in here?

ANDERSON

I didn't see any of them carrying plasma torches, the door should hold.

WITT

Against what?

STEPHEN BROWN

I should think it's pretty obvious, overalls corporate logos, it's the miners.

WITT

Toro mierda, Miners don't take 5 rounds to the chest then get back up!

HARRI

They could have been wearing armour; he took an axe to the chest.

WITT

Did you see any armour, did you?

HARRI

I...

WITT

Why didn't the bloodhound pick them up?

Silence! So many questions so few answers..

(CONTINUED)

41 CONTINUED (3)

STEPHEN BROWN

Has anybody else noticed anything odd about this lab?

ANDERSON

It ain't for testing rock samples. It's also not on the plans we downloaded from the main frame.

Anderson takes a seat and thumbs his comms.

ANDERSON

Romero? You hear me Romero, respond over.

42 EXT. WOODS - DAY

42

The camera pans round the area we last saw Romero. Nothing, until a small blinking light attracts the eye. The camera zooms in on Romero's bloodhound, it's covered in blood.

43 INT. THE LAB - DAY

43

ANDERSON

Damn it Romero, you copy? Over...

He pulls Brown's communicator out and throws it to him.

ANDERSON

Check your man.

STEPHEN BROWN

Algy this is Steve, do hear me, come in Algy.

There is a buzz of static

ALGY (VO)

I hear you Steve, how's it going?

44 EXT. OUTPOST ENTRANCE - DAY

44

Tight in shot of the two signal boosters. A bloody hand crashes down on SB's and it explodes into its component parts.

STEPHEN BROWN (VO)

No time for that, listen to me Algy
(MORE)

(CONTINUED)

44 CONTINUED (2)

STEPHEN BROWN (VO) (CONT'D)
it's imperative that you stay on the
ship, do not go outside. Dog all the
hatches and don't let anyone in. Have
you got that Algy...?

45 INT. THE LAB - DAY

45

Brown waits for a response; there is nothing but the hiss
of static.

STEPHEN BROWN
Algy, come in Algy, do hear me Algy?

The static hiss continues Harri looks to the floor concern
etched in her face. In the background Witt kicks something
hard.

ANDERSON
You a keyboard jockey?

STEPHEN BROWN
I have my moments.

ANDERSON
Power these suckers up; see if we can
get back into the mainframe.

46 INT. VENTURER, CONTROL - DAY

46

Algy taps his radio on the desk, puzzled

ALGY
Hello Steve? Can you hear me...?
Steve...? Robo I'm having problems with
my communicator any suggestions.

ROBO
There is too much interference for
the signal to get through; no
communication is currently possible
with the master.

ALGY
Ah... So if I reduce the interference
I'll be able to talk to Steve?

ROBO
That is correct.

Algy's face brightens.

(CONTINUED)

46 CONTINUED (2)

ALGY
Oh, well that's easy.

47 INT. THE LAB - DAY

47

Brown sits at a computer bashing the keys.

STEPHEN BROWN
The link to the main frame has been cut but... Well it appears that this isolated network has 7 times the processing power of the main CPU.

ANDERSON
Don't know about you, but I'm getting curious. Witt, use the school girl, shore up our position.

48 EXT. VENTURER CRASH SITE - DAY

48

Algy stands beneath the Venturer scanning the horizon, looking for higher ground. He spots the transmitter in the distance through the woods. Briefly he tries the radio it doesn't work, he heads off towards the transmitter.

49 INT. THE LAB - DAY

49

Witt and Harri are thoroughly searching the room. Brown is still on the computer.

STEPHEN BROWN
I'm in! So much stuff, where do I start?

ANDERSON
Look for personnel logs, diaries.

Brown Pulls up a list of names.

STEPHEN
A ha! So who do we think is most important?

ANDERSON
Dr Grau!

STEPHEN BROWN
Dr Grau!

50 EXT. THE WOODS - DAY

50

Algy is moving casually through the woods; every so often he stops and checks the radio, no response.

Suddenly he stops. Something isn't quite right. Slowly he scans his environment. The camera turns 360, when it returns to Algy's position he is no longer there.

There is a rustling in the undergrowth. A zombie wanders into view, it has no re-breather, the effects of Launium poisoning evident on the creatures face. It scans the area looking for something, someone.

The camera faces the creature and slowly starts to circle a full 360 around it revealing Algy behind the creature. It whips round to face him; a couple of meters separate the caveman and the monster.

Algy strikes a heroic pose

ALGY

I am Algy, intergalactic space
adventurer!

The zombie snarls that dry raspy roar.

ALGY

I have heard that you are in
distress, is there anything I can do
to help?

It lunges for him, grabbing his shirt; Algy spins sideways out of the garment dropping into a low ready stance.

ALGY

I mean you no harm. Please, take me
to your leader.

It lunges again but this time Algy is ready, deftly he sidesteps the clumsy attack.

ALGY

I warn you I'll...

It fakes left Algy starts to move realising he's been suckered just a fraction of a second to late. The creature lands on him, forcing him to the ground.

Algy struggles trying to throw the creature. Its jaws open going for the caveman's throat. Algy manages to turn a

(CONTINUED)

50 CONTINUED (3)

fraction and it chomps down on his shoulder, blood oozes between its teeth.

Algy roars, his free hand grasping a large rock from the floor, he brings it round with lethal force, smashing the creature in the face. The momentum rolls Algy on top of the beast. He raises the rock high above his head, lets out a feral roar, and brutally starts to pound on the creature. A crimson mist rises to fill the air.

The creature stops moving and Algy slumps forward breathing hard. There is a noise in the undergrowth Algy's head snaps round, three more zombies gait out of the bush towards him. He looks down at the pulped corpse, then at the creatures.

ALGY

Maybe we got off on the wrong foot!

The lead Zombie charges!

51 INT. THE LAB

51

Witt and Harri are pilling their scavenged goods on a work bench. Brown and Anderson sit starrng intently at a long list of files.

STEPHEN BROWN

The guy likes to talk!

ANDERSON

Start with the ones marked project.

STEPHEN BROWN

Are you the kind of guy who likes to read the last page first?

ANDERSON

We ain't going anywhere soon, start at the beginning.

Brown selects a file marked 'Project Lazarus 0001'. DR GRAU, resplendent in a pressed lab coat with corporate ID stares down the barrel of the Camera.

DR GRAU

Greetings and salutations, welcome to 'Project Lazarus'... we stand at the edge of the precipice of scientific achievement. For too long research

(MORE)

(CONTINUED)

51 CONTINUED (2)

DR GRAU (CONT'D)

into the field of nano-technology has been held back, but thanks to the foresight of the Ranmyaku corporation and these wonderful facilities, we shall move out of the scientific dark ages and into a new renaissance.

STEPHEN BROWN

Isn't research into nano-technology illegal?

ANDERSON

Totally, that explains a lot!

The camera pans off Brown and Anderson to a clock on the wall. The hands shift to four hours later.

DR GRAU

...Finally success! A colony of nanities has managed to revive and animate the corpse of a lab rat for 24.7 hours...

More time passes all 4 are now gathered around the screen.

DR GRAU

...the run time of a nanite colony has been greatly extended. Depending upon the body mass of the host we can now expect a colony to continue to operate for periods of up to 4 months.

More time, when we next see Grau he looks dishevelled.

DR GRAU

...A terrible accident... All of our EM weapons have been destroyed. With our ability to terminate our current colonies removed, the Lab has been temporarily shutdown...

Grau looks bad now; clearly he hasn't slept for sometime.

DR GRAU

...our security protocols have failed, a number of colonies of nanities are missing from the lab... While they pose no harm to living organism's and cannot survive outside of a host body for more than 4 hours, they can breed

(MORE)

(CONTINUED)

51 CONTINUED (3)

DR GRAU (CONT'D)

and spread. The base is now in a
level 5 quarantine...

Anderson and Brown jump to their feet guns trained on
Stoppard's corpse.

DR GRAU

...The tertiary airlock was somehow
breached. The planets atmosphere has
flooded large areas of the base. The
exact death toll is as of yet
unknown... We fear it will be high...

More time, there is now a brown stain on Grau's coat,
blood? The survivors are taking it in turns to guard the
corpse.

STEPHEN BROWN

Maybe he's not infected with nanites?

WITT

Maybe he's going to eat you first.

DR GRAU

...There are only 6 of us left... The
nanites... More intelligent than we
could possible have conceived... we
believe we are safe... here in the lab.

The report ends, when the next one starts Dr Grau is looks
like a man living through hell.

DR GRAU

...4 days since my last report... There
is still no sign of a rescue team...
All of our data, computer logs and
CCTV footage has been relayed to head
quarters... I am being to think that we
are now part of the experiment...
Ericsson has a plan to send a general
distress call... But due to the
classified nature of this facility
there is dissent amongst the others!

More time.

DR GRAU

...Stoppard still refuses to believe
that we have been 'expended'... He has
(MORE)

(CONTINUED)

51 CONTINUED (4)

DR GRAU (CONT'D)
reprogrammed flight control... Fried
the bases main CPU and cut our link
to the mainframe... The only way to
send a call for help is to physically
place a beacon on the complex's
transmitter... I can't stop thinking
about what needs to be done...

More time Grau is a physical wreck.

DR GRAU
This will be my last entry. Forgive
me Alex; I love you so very, very
much.

He reaches out to touch the screen, Alex.

MANN (OS)
Dr Grau, do you have the time?

Grau stands, his head disappearing off screen, he reaches
under his lab coat, we see a hand gun. He walks off screen.
There is the sound of gunfire. We here random shouting,
voices overlapping, something whips the camera around and
static fills the screen.

ANDERSON
And that's the last entry. Pendejo's!

Anderson passes the bloodhound to Witt, they exchange looks
and she moves off to the back of the room.

STEPHEN BROWN
So an Electro magnetic pulse will
destroy the nanities. Well that makes
things easier!

ANDERSON
EMP! Of course, Witt did you happen
to bring a tactical thermo nuclear
weapon with you?

WITT
Nah! Must have left it in my other
coat.

STEPHEN BROWN
What! Why is it whenever EMP is
mentioned everybody starts obsessing
about the goddamn nukes! There are
(MORE)

(CONTINUED)

51 CONTINUED (5)

STEPHEN BROWN (CONT'D)
other ways to generate a large high
frequency EM pulse.

ANDERSON
No you're right, I'm sorry. Have you
got a 500MW Tessler coil with
variable discharge unit? How about a
Leicester high amplitude frequency
generator? Anything more powerful
than a 9v battery? Okay, so this
piece of information is as much use
to us as everything else that WE
AIN'T GOT!

HARRI
Look there's no need to shout.

ANDERSON
Really, you sure? Maybe if we shout
loud enough we can generate an EM
pulse that'll wipe these pendejo's
from the face of this planet... Witt?

STEPHEN BROWN
If I was on the Venturer this would
be easy as telling Robo...

ANDERSON
And if I was on my ship Mr Brown, I'd
be firing TAG missiles at these
coordinates until the skies
blackened, the seas boiled and this
facility was nothing more than a 400'
deep crater with glass walled sides.
But I'm not in my ship, and neither
are you... Witt?

WITT
Look this isn't easy man; this was
Savini's bag!

HARRI
What?

Brown looks at Witt and Anderson; he knows something's up.

STEPHEN BROWN
You've already got a way out?

(CONTINUED)

51 CONTINUED (6)

ANDERSON

It's a work in progress.

STEPHEN BROWN

So what's with all the shouting?

ANDERSON

You're spending too much time thinking outside the box that we are clearly stuck in!

HARRI

What's she looking for?

ANDERSON

Dr Grau's friends.

Brown wanders over to Witt and looks at the bloodhound.

STEPHEN BROWN

Scent!

WITT

Pheromones to be precise. Everybody's got 'em; and everybody's are unique. Problem is there's an awful lot of 'clutter' in this room... DAMN IT! I can't lock a signal.

STEPHEN BROWN

Could I have a look?

She hands him the bloodhound. Brown begins to work the problem.

STEPHEN BROWN

Our guys were going against orders right? Very naughty! They knew they would have to kill their comrades? Even naughtier, but this would affect their mental state, and that would result in several changes to their physiology. Most notably raised adrenalin levels, but also heightened levels of endorphins and serotonin. Which means...?

The unit begins to chirp a happy blippy noise. Brown points to an over head air vent.

(CONTINUED)

51 CONTINUED (7)

STEPHEN BROWN

They went that'ta way.

ANDERSON

Nice... I could get used to having you around Mr Brown, I do have an opening in tech support.

CUE COMMERCIAL:

52 INT. TUNNEL - DAY

52

A pair of boots dangles kicking in the air. They drop to the floor a couple of meters below the camera pans back to reveal that the boots belong to Harri. She has dropped into a dark rough hewn mine shaft, already inhabited by Brown, Anderson and Witt the only illumination is provided by the characters torches.

STEPHEN BROWN

Remember we can't 'kill' them with these weapons.

ANDERSON

We aim to disable, that means hips, shoulders, knees. Cover you arcs, pick your shots, stay together and we'll get through this, any questions...? Okay, Witt's on point.

They move off down the tunnel.

53 INT. ROOM WITH TIGHT STAIRCASE, LOWER LEVEL - DAY

53

Anderson, Witt, Brown and Harri move out of the dimness heading for the stairs.

Cautiously they move to the base of the left hand stair case. Witt covers the blacked out doorway in front of them. Anderson heads up the stairs. Something lunges at Witt out of the darkness, she fires blasting it away.

WITT

Get up the stairs!

Harri and Brown don't need to be told twice! They double time. Slowly, deliberately Witt backs to the stairs.

At the top of the stairs Brown consults the bloodhound.

(CONTINUED)

53 CONTINUED (2)

BROWN

That way!

Anderson moves to the exit steps checking the route. Suddenly a zombie dives out of the dark grabbing Harri's backpack, she screams, fumbling with the straps she pulls away leaving the monster holding the bag, Brown shoots it a couple of times. More Zombies start to pour out of a side Exit

ANDERSON

Mierda! Witt, shift your arse!

Anderson starts to fire at the colonies as Brown and Harri head up the steps, but more are piling out. Witt hits the top of the stairs her route blocked by the undead.

WITT

Pendejo's!

She sees Anderson raised up on the exit steps firing. They make eye contact.

WITT

Get out of here I'll catch up.

ANDERSON

Cojalo! We clear these guys out.

There are a lot of them now heading for both Anderson and Witt.

WITT

It'll never happen! I'll see you back at the ship.

And with that she turns and runs off.

ANDERSON

DAMN IT!

He turns and runs up the stairs.

54 INT. ROOM WITH TIGHT STAIRCASE, UPPER LEVEL - DAY

54

Witt moving, firing! The shotgun runs dry and she bins it, drawing her pistol. More undead close behind! She empties the mag and slaps a fresh one home. More shooting until thee pistol clicks empty, she throws it at the closest monster and heads for the archway into the next room, a

(CONTINUED)

54 CONTINUED (2)

zombie steps out to block her path. She draws her knife and drops into a combat stance. Her anger rising.

WITT
WELL COME ON THEN!

He charges, surprisingly fast, going for the lunge, but Witt is ready. She drops to her knee grabs his collar and sinks the knife into his gut up to the hilt, using the 'mans' own momentum, she throws him over her shoulder. He lands hard on his back the knife still in his belly. She doesn't turn to look her routes clear now.

WITT
Too easy!

She darts into the next room, it's a dead end! She glances back over her shoulder, the 'man' is back on his feet, and now he has a knife.

WITT
Mierda!

She crouches low as he charges, stands up into the 'mans' attack, blocking his knife arm with her right forearm. Lightning fast she flicks her left hand up the mans arm, catching the hilt of the knife she rolls it out of the 'mans' hand into her own, carrying the movement round she buries the knife in the 'mans' upper back while simultaneously rolling her right hand over the mans arm, using the arm lock and the knife handle she forces the man to his knees with a quick kick he's face down on the floor.

WITT
Would you just die already!

She pulls the knife free and heads back the way she came but the hoard has her penned in. She backs towards a wall the man behind her starts to rise, she throws the knife hard pinning his hand to the floor. The horde pours into the room, closing in, almost within arms reach.

WITT
You want a piece of me?

She pulls a grenade from her kit and thumbs the pin out.

WITT
Too bad!

The monsters dive at her.

Anderson, Harri, and Brown are in a small room. In the distance the CRUMP of a frag grenade is heard. Anderson thumbs his comms.

ANDERSON
WITT, WITT... COME IN...!

HARRI
She seemed pretty capable, I'm sure she's fine.

Anderson glares at her turns and boots the door as hard as he can!

ANDERSON
That's it I'm taking all of these pendejo's down.

STEPHEN BROWN
While I share your sentiments I don't exactly see what we're going to do about it right now. Remember we're stuck in the box!

He pulls a remote unit out of his kit.

ANDERSON
Yeah well I'm going to blow the box wide open. My ships on the landing field above the main complex, I've got a 15 kiloton nuclear warhead in the hold.

HARRI
A nuke, EMP, that's good right?

STEPHEN BROWN
No! That'll vaporise the entire facility.

ANDERSON
Hell yeah!

STEPHEN BROWN
But we're still in the facility!

Anderson's fingers dance over the keys of the device.

ANDERSON
Call it a fail safe. It's on a 5 minute countdown. Activate by
(MORE)

(CONTINUED)

55 CONTINUED (2)

ANDERSON (CONT'D)

pressing here. Once the countdown has started it cannot be stopped, and it cannot be reversed. If we don't make it; nothing gets off this rock!

Anderson stuffs the device back in his kit.

ANDERSON

Nothing!

56 INT. LONG RED LIT TUNNEL

56

Anderson Brown and Harri prowling down a tunnel the undead can be heard somewhere in the distance. Brown checks the bloodhound.

ANDERSON

In here!

They've barely gone any distance down the corridor when a number of undead appear at the entrance. Brown, Harri and Anderson start sprinting up the tunnel.

ANDERSON

Left at the end!

They turn the corner. A stack of barrels is by the entrance Brown kicks them over to try and slow their pursuers. The barrels are covered in warning 'flammable' signs.

They run the rest of the length of the corridor stopping at the door.

STEPHEN BROWN

LOCKED! Did your man actually unlock any doors in this god forsaken place?

He pulls his tools out

ANDERSON

Less talk more work.

He brings his rifle up in a supported position against the wall. He fires a few shoots, dropping a few of the monsters.

ANDERSON

I haven't got enough rounds for this Mr Brown!

(CONTINUED)

56 CONTINUED (2)

Steve looks over his shoulder down the corridor.

STEPHEN BROWN

Shoot the barrels!

ANDERSON

What?

STEPHEN BROWN

The barrels at the junction!

Anderson peers through his scope searching for his target. Target acquired he fires a couple of single shots puncturing the barrels liquid starts to spill out, oblivious the horde carries on marching through it.

The door pings.

STEPHEN BROWN

Harri get through.

Brown reaches over to Anderson and pulls his flare gun out of Anderson's belt. We see Anderson mouthing something; he knows Browns game, he dives for the door as Steve fires.

The bright red flare arcs down the corridor. Brown starts to dive as the liquid catches and an immense fire ball starts to roll up the corridor.

Steve's not quite through the door when it catches him, he yelps in pain and lands hard. Anderson kicks the door closed from his prone position and shoots the lock.

HARRI

Steve...! Steve...!

Blood seeps out from under his jacket he doesn't look healthy. A piece of debris has caught him. Anderson up, his gun trained on Brown, ready for the worst.

ANDERSON

He dead... Is he dead?

Harri Checks for a pulse.

HARRI

No, but...

ANDERSON

Put pressure on the wound. Where's the med kit?

(CONTINUED)

56 CONTINUED (3)

HARRI

It was in my bag.

Anderson is on the verge of swearing. He puts his rifle down and starts to pull off his body Armour.

ANDERSON

You see the problem with armour is no matter how good it is; there will always be a bigger gun. Lift him up.

As Harri pulls Steve forward Anderson places the armour over his head and starts to do it up.

ANDERSON

These days it's as much about trauma management as protection. The interior of this armour is lined with... stuff! But it's smart stuff. It'll mould to shape putting pressure on the wound and supporting the injured area. Coagulants will help stem the blood flow while broad-spectrum antibiotics will counter possible infection, and the painkillers? They'll put him on cloud 9!

Brown is all trussed up in the armour he still doesn't look healthy.

ANDERSON

It might just keep him alive long enough to get out of here. Take this.

Anderson passes his rifle and the bloodhound to Harri.

ANDERSON

Anything comes at us, point it at them and squeeze the trigger until it goes away. We're following the blue trail.

Anderson slings the loot over his shoulder and pulls Brown up to a supported position.

ANDERSON

Let's roll.

57 INT. TUNNELS - DAY

57

Harri and Anderson make there way through the tunnels carrying the injured Brown.

HARRI
Turn left here.

Anderson starts to turn left.

HARRI
No the other left!

Anderson shakes his head and turns right. In the distance we can here the bad guys shuffling around.

58 INT. TUNNEL TO GATE - DAY

58

Harri steps round the corner into the corridor. Anderson Follows still carrying Steve. As they move down the corridor the shuffling noises behind them start to grow louder.

HARRI
We need to move faster!

ANDERSON
I know!

HARRI
If you left the money behind..

ANDERSON
If it comes to a choice between your boyfriend and the money, your boyfriends walking!

HARRI
He's not my boyfriend, he..

The first of the creatures turns the corner and spots the party. It rasps and its buddies form up behind it.

ANDERSON
Run!

Anderson and Harri pick up the pace moving as fast as they can. At the end of the corridor is a metal gate. Anderson holsters his pistol and reaches into a pocket with his now free hand and pulls out a thick cable tie.

(CONTINUED)

58 CONTINUED (2)

ANDERSON

We need to slow them down, aim for their legs.

HARRI

Shoot them?

ANDERSON

No talk to them nicely!

Harri bring the gun up to her shoulder talking to her self under breath.

HARRI

Just point and squeeze. Point and squeeze.

The gun kicks violently in her hands almost knocking her on her arse. Bullets spray the roof of the corridor.

ANDERSON

Pull it in tight and aim low.

Harri shoots again; the results are pretty much identical to the first time.

ANDERSON

Damn it...

He drops the bag of loot about ten meters from the gate. Now he can move faster and he does virtually sprinting the last few meters. He dumps brown against a wall. Harri follows him through the gate and is just about to close it.

ANDERSON

NO!

He shoves the cable tie in his mouth and sprints back out into the corridor, going for the money

HARRI

WHAT!

Anderson reaches the bag, but the monsters are almost on him. He grabs the handles and swings the bag into the nearest zombie bowling it into the wall. He turns sprints back towards the gate throwing the cash through ahead of him he pulls the cable tie from his teeth.

He catches the gate as he goes through, quickly turns and

(CONTINUED)

58 CONTINUED (3)

pushes it to. The zombies 2 meters away! He throws the cable tie around the bars. 1 meter! Threads it and pulls it tight. A zombie lunges for him, something in its hand. It hits the gate and stops dead face to face with Anderson only inches and a corroded gate separating them, there gazes lock for a few terrible seconds. Anderson steps back something protruding from his chest. A knife! He staggers reaching for the blade, before dropping on his arse by the stairs. The creature rattles the gate it holds, but its friends are not far behind it.

Harri picks Anderson up.

HARRI

Are you insane, it's only money!

ANDERSON

No... it's... penitence.

HARRI

What?

ANDERSON

I ain't going back to Kansas Toto...
You have to take it.

HARRI

We're not thieves!

More monsters at the gate, it begins to strain.

ANDERSON

I'm not asking you to be... I told you
about Fortessa?

HARRI

The miners, you had family there?

ANDERSON

No. Sgt first class Anderson, 2nd
Aerospace... Only 70 of us against a
1000+, but the numbers didn't matter!
They never knew what hit them, within
6 hours we'd killed the revolution,
and we felt pretty damn pleased with
ourselves... We hung around for a
couple more days, riding shotgun
while Ranmyaku shuttled in
replacement workers to keep that mine
running. Two months later we heard
that with production back to full

(MORE)

(CONTINUED)

58 CONTINUED (4)

ANDERSON (CONT'D)

speed on Fortessa, Ranmyaku was to post its largest profit margin in 10 years. That was the day Witt and I resigned our commissions.

He fumbles in side his coat pocket pulling out a tattered piece of paper covered in impossible small writing; he pushes it into Harri's hand.

ANDERSON

The names of every man and women killed. Now take the money.

HARRI

I... I...

ANDERSON

Will do the right thing... but just in case.

He pulls the remote for his ship out of his kit and hands it to Harri.

A large number of monsters now push at the gate; the cable tie begins to show signs of fatigue. Very soon weight of numbers will snap it!

Slowly Harri rises, slings the bag over her shoulder and moves to Steve. Anderson changes the mag; by the time he's done Harri has Brown in a supported position.

HARRI

I... I had no idea... I'm sorry I misjudged you.

ANDERSON

You Didn't. I'm everything you thought and worse... Now get out of here before I decide that I don't want to die alone!

Harri starts up the stairs; Anderson turns his attention back to the gate and cocks his rifle.

59 INT. MINE EXIT - DAY

59

Harri drags Brown down a short corridor towards a staircase bathed in the blinding light of the sun.

60 INT. TUNNEL TO GATE - DAY

60

The gate gives Anderson raises his rifle.

ANDERSON

Sorry guys, I got a lot of reasons to
keep you here!

He starts to fire.

61 EXT. THE WOODS - DAY

61

Harri and Steve emerge in the woods. Harri looks around
trying to get her bearings. She jumps slightly at the
distant echo of gunfire.

There is a rustle in the undergrowth and a zombie pulls
into view. Screw directions! The right way is away from the
bad man. She's gone barely 20 meters when another zombie
becomes appears blocking her route.

Her head flicks back and forth between the two monsters she
starts pulling Steve away and a third, then a forth, a
fifth (as many as we can get!) Surround her. Game over man!

Nowhere left to run she backs towards the nearest tree. The
monsters start to close in, they're dead eyes fixed on
their prey.

HARRI

Steve?

He looks at her grimly.

STEPHEN BROWN

Leave me... you can make it on your
own!

She looks at the horde everyway out is blocked. Tears begin
to well in her eyes.

HARRI

No... I can't.

She pulls Anderson control out of her pocket. Determination
building within her.

HARRI

Nothing gets off this rock.

(CONTINUED)

61 CONTINUED (2)

CUT TO: CLOSE UP OF UNITS SCREEN

Arm self-destruct? Yes.

Initiate Count down? Again, yes. '00:05:00' the count down timer starts.

Steve and Harri embrace awaiting the inevitable.

Then a rustle from above, suddenly a figure drops from the branches landing on, and wrapping it self around one of the monsters. The force of the impact drives the monster to the ground like a jackhammer, bones and vertebrae cracking under the immense force. The pars saviour disengages himself from the crumpled wreck of a body and rolls to a crouch a few meters away. It's Algy!

Virtually unrecognisable now, stripped to the waist and smothered in a layer of mud and forest detritus. All vestiges of civilisation have been left with his shirt. Animal like his head snaps round to the next closest 'man'. For a second he considers the beast before exploding towards it with primal force.

Arcing through the air he body checks the monster driving it to the floor. Faster than a constrictor Algy has the 'man' all locked up, a brief exertion of force and several ball joints relocate in a painful manner. Algy rolls free and comes to his feet; another man is almost on him. He stands ready, goes to fake left, doesn't! Goes to fake right, doesn't! He gives the 'man' a cheeky double raise of the eyebrows, an action lost of the brainless killing machine. But it doesn't matter; he's held its attention long enough... WHAM the monster goes down, Harri follows through on her swing, the ball flies out of the park and the crowd goes wild, home run!

More of the monsters are closing in but Algy's made a gap in the line.

ALGY

You and Steve okay?

There is a cough in the background, Brown points at his watch.

STEPHEN BROWN

Monsters... Time!

Algy picks up Steve and off they go.

62 EXT. WOODS - DAY 62

Harri and Algy run through the woods, Brown slung over Algy's shoulder. The monsters in pursuit! A mad dash through the woods, branches tearing at clothing, Monsters looming out of the bush! We keep catching glimpses of the timer, inevitable counting down!

Harri and Algy burst from the woods onto the field over looking the Venturer crash site. Quickly they make there way towards the ship. Less than two minutes left!

63 INT. VENTURER, CONTROL - DAY 63

Harri rushes towards the main control panel.

HARRI

Robo, get us into orbit, now!

ROBO

Yes mistress.

The ship rumbles as the engines fire up. Harri grabs a look at Anderson's control, only a few seconds left now, she shouts down the comms.

HARRI

Hold on, this is going to be close!

64 EXT. LANDING FIELD - DAY 64

Briefly we see the squat pirate vessel sitting on the landing field, but only briefly, BOOM!

65 EXT. THE VENTURER, LEAVING ORBIT 65

A spark blossoms on the plant bellow. Quickly it expands into the dreadfully familiar sight of a large mushroom cloud.

The Venturer kicks and bucks as the shockwave batters its hull.

66 INT. VENTURER, BRIDGE 66

Harri holds on for dear life as the ship threatens to shake it self-apart. Within seconds the turbulent ride has passed.

(CONTINUED)

66 CONTINUED (2)

HARRI

Algy are you and Steve all right?

ALGY (VO)

I've made him comfortable, but he's asking for some drugs. Maybe you'd better get them for him.

HARRI

I'll be down in a minute.

Relieved to be alive Harri leans back against the console and lets out a big sigh; she looks at the bag of bonds, knowing there is still work to be done. Behind her the swish of the bridge doors opening.

HARRI

Algy, I told you'd I'd be down...

She turns and comes face to face with a zombified Mann.

HARRI

What the...?

He lunges for her. She falls backwards, and rolls sideways as Mann swipes for her.

HARRI

Robo, generate an EM pulse centred on the ship, now!

Mann swipes again, re-opening the gash on her forehead.

ROBO

Preparing for EM pulse! Commencing shutdown of vulnerable systems!

Harri tries to get up but Mann knocks her down. Straddling the young girl he pushes her to the floor. The lights dim.

ROBO

Systems deactivated. Charging generators, EM pulse in T minus 10 seconds!

Pinned Harri struggles with the monster his jaws open, her neck exposed.

(CONTINUED)

66 CONTINUED (3)

ROBO

Nine, eight!

Harri's hand in his face trying to push him away, but Mann is too strong.

ROBO

EM pulse in T minus five seconds!

His teeth now only inches away.

ROBO

Four, three!

Touching flesh!

ROBO

Two, one!

Bright light flashes across the bridge.

67 EXT. SPACE

67

A blue pulse emanates from the Venturer, its hull distorting as the energy wave rushes over it.

68 INT. THE VENTURER, BRIDGE

68

Mann's body falls limply on top of Harri. She breathes hard and heavy for a couple of seconds before squirming out from underneath the corpse. Slowly she pulls herself up.

ROBO

EM pulse completed re-engaging vulnerable systems.

The lights flicker back to their usual brightness. Harri reaches for the comms.

HARRI

Algy are you and Steve alright?

ALGY (VO)

Yeah, what happened? The lights dimmed and there was this huge flash.

HARRI

Nothing, I'll be down in a minute.

Harri pulls Anderson's list out of her pocket. She turns it over in her hands examining it for a few seconds.

(CONTINUED)

68 CONTINUED (2)

HARRI

Robo set a course for the core
systems we need a medical facility...
and there are some people we need to
visit.

69 EXT. SPACE

69

For a second the ship hangs in space before accelerating
towards the stars.

ROLL END CREDITS: