

The Adventures of Dirk Dangerous!

Written by
Christopher Theokas

646-283-2264
ctheokas@gmail.com

EXT. SPACE

Stars splash across the darkness.

And there is PLANET X-03, surrounded by ships of all sizes, and a GALACTIC UNION SPACE STATION.

A SHIP, reminiscent of a dragonfly with large yellow eyes, SWOOPS IN, zipping between all these ships.

In the cockpit we see: DIRK DANGEROUS, in a dark blue shirt, open collar, brown pants, black boots, pistol on his belt. He has rings on his fingers.

DIRK (O.C.)

(over radio)

This is Spartan Alpha to Galactic Union Station Quadra, requesting permission to land.

CONTROLLER (O.C.)

(over radio)

This is Station Quadra. We read you Spartan Alpha. Relay your codes

DIRK (O.C.)

(over radio)

Sending codes now. You guys keeping an eye out for Tykyrian battle frigates?

CONTROLLER (O.C.)

(over radio)

Why, you seen one?

DIRK (O.C.)

(over radio)

You wish.

CONTROLLER (O.C.)

(over radio)

You are cleared, Spartan Alpha. Fly safe.

DIRK (O.C.)

(over radio)

Roger that.s

The Spartan Alpha swoops down to the surface below.

EXT. PLANET - DAY

The Spartan Alpha swoops over a jungle. True wilderness.

Up ahead, a third world skyline - glittering spires that recede to flat beige buildings.

Dirk sees a CONTROL TOWER, steers toward it.

EXT. LANDING PORT - DAY

The Spartan Alpha lands next to other similar ships. GROUND CREW, PILOTS do their jobs.

The hatch opens on the Spartan Alpha, and Dirk heads out.

EXT. MARKET - DAY

Busier than the landing port. Stalls everywhere, selling everything. ALIEN RACES of all kinds.

Dirk asks an alien for directions. He holds a SMALL DISC which projects a hologram of a short looking ant-eater type alien: KELSO.

The alien points, Dirk nods, thanks the alien, then leaves.

EXT. KELSO'S STALL - DAY

The stall is piled with electronics. Behind it, a STOREFRONT with more of the same.

We see KELSO, in robes, a little fatter, puttering about. His fur is smooth and shiny. Life treats him well in this town. He fusses over merchandise.

A SHADOW looms over Kelso. He looks like a kid in trouble.

KELSO

I... Mr. Dangerous. It's been a long time.

DIRK

Save it, Kelso. You know why I'm here.

KELSO

(smiles)

Indeed I do, Dirk. How've you been?

(CONTINUED)

CONTINUED:

DIRK

It's a tough out there, but I'm
making a living. You have the
package?

KELSO

Of course! The Galactic Union paid a
lot of money for this. Come.

They head into the store.

INT. KELSO'S STORE - DAY

Inside, floor to ceiling exotic electronic wares.

Kelso moves through with ease. Dirk comes in, looks around,
sticks close to the door.

DIRK

I don't have all day, Kelso.

Kelso goes behind the counter in the back, rummages around.

KELSO

You don't have time for a drink with
an old friend?

DIRK

I'm on duty. But I'll be back in
town before you know it.

Kelso finds an antique inlaid BOX. Dark wood, very nice. He
brings it up, sets it on the counter. Dirk saunters over.

KELSO

Just what you ordered.

He takes the box, inspects it.

DIRK

How do you open the damn thing?

Kelso takes it, like he's showing his little brother how to
solve an easy puzzle. He depresses one of the inlays, an
INSECT MONSTER breathing fire.

The lid opens, and Kelso turns it so Dirk can see.

Inside: A modular WHITE SPHERE. It looks incredibly
futuristic, and yet ancient at the same time.

(CONTINUED)

CONTINUED:

DIRK (cont'd)
That's it?

KELSO
That's it.

They consider it for a second.

DIRK
What is it?

KELSO
It's a Library Orb. Thousands of
years old.

Dirk looks at it, processing it.

KELSO (cont'd)
It holds information on a given
subject. But like I said, it's
thousands of years old. You could
fit the information from 10 million
of these onto a single holo disc.

DIRK
You know what's on this one?

KELSO
No idea, but it's worth money to the
Union. So who am I to complain?

Dirk closes the box.

DIRK
Gimme a bag, will ya?

He holds out a hand, and Kelso reaches under the counter,
brings out a SATCHEL for him.

KELSO
Free of charge.

Dirk bags up the box, slings the satchel.

DIRK
Good doing business with you, Kelso.

KELSO
As always, Mr. Dangerous.

Dirk heads to the door, exits.

EXT. KELSO'S STALL - DAY

Dirk stops in his tracks.

Before him, MOLLOCK, a CYBORG, tall, animal, three horns jutting out of his head, all white, with black and gray accents. State of the art. He is a killing machine.

Behind Mollock, TWO TYKERIAN AGENTS, dressed in black. They're space Nazis. They've all got GUNS drawn on Dirk.

DIRK

Mollock. It figures you'd be working with the Tykerians.

Mollock's voice is surprisingly suave and smooth, in hard contrast to his visage.

MOLLOCK

Mr. Dangerous. So happy to see you. I believe you have something that belongs to me.

Dirk looks over his shoulder. Inside, he sees Kelso shrug and go into a back room.

DIRK

You're not getting this from me, Mollock. You know I always finish the jobs I take.

MOLLOCK

Not this time, Dangerous.

It's a standoff. Dirk has one hand on the satchel, and his eyes on Mollock.

Mollock and the agents have their eyes on Dirk.

Dirk BOLTS back into the STORE, SMASHING THROUGH THE DOOR!

Mollock and agents are startled, gather themselves quickly.

MOLLOCK (cont'd)

Fire!

Energy bolts blast away at the storefront!

INT. KELSO'S STORE - DAY

Dirk smashes his way through the store, and into the

INT. KELSO'S STORE - BACK ROOM - DAY

More of the same. Dirk barrels through, bursts out the back door.

EXT. KELSO'S STALL - DAY

Molloch turns to the agents.

MOLLOCH
I'm going after him! Get the transport!

The agents comply, heading out.

Molloch gets down on all fours, runs into the store.

EXT. KELSO'S STORE - ALLEYWAY - DAY

Molloch bursts out the back door, looks around.

Dirk rounds the corner at the end of the alleyway. Molloch follows.

EXT. CITY STREET - DAY

Dirk books it. He pushes through the crowds of aliens. Everyone is going the opposite way Dirk wants to go.

Dirk looks over his shoulder. Molloch bursts out from the alleyway after him.

Dirk picks up the pace, running along side a SUNKEN RAIL LINE TRACK. A SUBWAY TRAIN slithers along.

Molloch closes ground.

Dirk scrambles onto the retaining wall of the track, books it.

Molloch leaps up, continues to close the gap.

DIRK
Damn it!

Dirk LEAPS onto the roof of the

EXT. RAIL CAR - DAY

Dirk belly flops onto the roof.

With grace and agility, Molloch hops onto the car roof.

The train screams along, wind whips. Dirk picks himself up and moves along as the train rises above city on the track.

Dirk gets to the end of a car and JUMPS down to the coupling, opens the door, and goes inside, just as Molloch appears!

INT. RAIL CAR - DAY

It's filthy, graffitied and packed with aliens. Dirk makes his way through.

ABOVE THEM we HEAR Molloch moving along. His footsteps shake the car and leave dents in the ceiling.

Dirk stops. Heads back the way he came. Exits the car.

EXT. RAIL CAR - DAY

He climbs up the ladder on the side. At the top...

MOLLOCH WAITS. GRABS DIRK BY THE THROAT and picks him up.

MOLLOCH

You thought you could get away, Mr.
Dangerous?

Dirk struggles against Molloch's grip.

MOLLOCH (cont'd)

All I want is the bag.

He squeezes Dirk's throat. Dirk struggles, then remembers his pistol. He draws it and FIRES at point blank range!

Sparks and bits of Molloch fly! Molloch's grip loosens, and Dirk is free. He hits the ground running.

Molloch is back up and after Dirk.

Dirk moves along, keeps as far ahead as he can, turning and firing from time to time.

Molloch keeps closing the distance.

(CONTINUED)

CONTINUED:

The rail car comes into a STATION and slows to a stop.

The doors of the car open, and aliens spill out onto a platform. Aliens push into the car.

EXT. TRAIN STATION - DAY

Dirk hops down. Molloch is right on top of him.

Molloch grabs him by the scruff of his shirt and THROWS Dirk into a throng of aliens. Aliens squawk and screech and yell at Dirk, who tries to right himself.

Molloch grabs Dirk again, and THROWS him into the side of the rail car, smashing a window.

Dirk, exhausted, raises his pistol. Molloch swats the gun away, grabs Dirk in one hand, and the satchel in the other.

DIRK

No!

Dirk holds fast to the satchel, which opens and SPILLS OUT THE BOX!

Molloch and Dirk scramble for it!

They have the box in hand, and Molloch SQUEEZES, shattering the wood! The sphere pops out and rolls away. The two dive for it!

The SEAMS in the sphere GLOW. Modular bits PROTRUDE. Dirk grabs onto the protruding bit. Molloch grabs on another.

It BREAKS! Dirk and Molloch reeling.

Dirk gets up, ready to fight, bit of the sphere in hand. The Tykerian Agents - along with some TYKERIAN SOLDIERS - are there behind Molloch. Guns drawn and pointed at Dirk.

Bystanders watch in rapt silence.

MOLLOCH

It's not worth your life, Mr.
Dangerous. Let it go.

DIRK

I never leave a job unfinished,
Molloch. Not even this one.

Molloch gets the sphere and satchel, goes to the Tykerians.

(CONTINUED)

CONTINUED:

The train starts to pull out of the station.

MOLLOCK

(laughs)

Not this time. It looks you'll die a
coward's death on a backwater
planet.

Dirk snarls. Springs into action! He runs after the train
as it speeds up leaving the station.

Molloch's crew FIRE!!! Laser shots ricochet off the
pavement and the train! Near misses all around!

Dirk leaps! Grabs on the ladder on the last car!

Molloch's crew take a few more shots.

MOLLOCK (cont'd)

Let him go!

(after Dirk)

I'll see you again, Dirk Dangerous!
And next time, I will drink from
your skull!

EXT. RAIL CAR - DAY

Dirk watches Molloch and his crew leave the station.

He looks at the PIECE OF SPHERE. It's a cube with a curved
side and a ring of metal protruding from the back. He
closes his fist around it and pockets it.

EXT. SPACE

This planet - CARDAN 4 - is blue, with a lot of traffic
around it - ships modeled after insects and birds.

EXT. CARDAN 4 - CAPITAL CITY - DAY

Tall buildings, mostly silver, very futuristic, but signs
of history. Ships weave in and out.

Off in the distance, we can see green, and mountains.

EXT. CARDAN 4 - CAPITAL CITY - UNION HQ - DAY

A large, imposing building, an Art Deco fortress. It's crowded by taller buildings, as if the HQ was carved out of a cliff face.

Lots of foot traffic. Vehicles on the ground and in the air zip around.

INT. UNION HQ - MEETING ROOM - DAY

Huge, vaulted ceilings, statues in the walls, marble throughout, huge dark wood table with high backed chairs. Light from tall windows.

Dirk pounds the table in frustration.

DIRK

Damn it, T'Call, I had it.

The piece of the sphere is on the table between him and T'CALL, an alien that looks like a cross between an overweight guy with a cool mustache and a pug.

T'Call, in a Union uniform, beige, epaulets, jacket, slacks with a black stripe down the leg. He sits across from Dirk.

T'CALL

I understand, Dirk. I really do.
It's not a problem.

Dirk paces.

DIRK

I finish my jobs, you know that!

T'CALL

I do. That's why we keep hiring you.
It's why we're going to hire you
now.

Dirk stops in his tracks.

DIRK

What's the job?

INT. UNION HQ - HALLWAY - DAY

More vaulted ceilings, the marble and statues and light from tall windows. Busy Union personnel move along.

(CONTINUED)

CONTINUED:

Dirk and T'Call move along. Dirk looks nervous.

T'CALL
When you get in there, don't stare.

DIRK
I won't.

They stop at a bank of elevators, get on board one.

T'CALL
Not too many people get to see the Oracle. Not like this.

DIRK
Did she ask for me personally?

T'CALL
No.

The doors close.

INT. UNION HQ - THE ORACLE'S CHAMBER - DAY

You thought the ceilings were high before.

The room stretches far, far back. In the back, a pedestal on which sits a THRONE.

On the throne: THE ORACLE. She's 8 feet tall, perfectly proportioned, in white robes. Light blue skin. Black eyes. Her face is kind.

At the base of her pedestal, GENERAL K'DAS (50s), human, in uniform, loads of medals.

Dirk and T'Call approach the foot of the pedestal. Once there, T'Call salutes the general.

T'CALL
General K'Das.

K'DAS
Colonel.

T'Call faces the Oracle, a tight bow.

T'CALL
Oracle.

She simply nods.

CONTINUED:

T'CALL (cont'd)
 I present to you all, Dirk
 Dangerous.

K'DAS
 He's the one for the mission?

T'CALL
 I believe so, yes, sir.

K'DAS
 You're a glorified delivery bot.

DIRK
 Hey! I do good work! I always
 complete the job!

K'Das sneers.

ORACLE
 We are in a time of great danger,
 General. If this young man can
 complete the task before him, then
 we would all be grateful.

DIRK
 What's the job?

K'DAS
 You're going to retrieve a ring for
 us.

DIRK
 A ring?

He takes the ring off his middle finger...

DIRK (cont'd)
 You want a ring?

...and tosses it to K'Das, who catches it.

DIRK (cont'd)
 Here you go. It's on me.

K'Das angrily tosses it back. Dirk catches it.

K'DAS
 You whelp. This isn't a game.

ORACLE
 Enough! Both of you!

(CONTINUED)

CONTINUED:

The two men defer to the Oracle.

ORACLE (cont'd)

The General is right, Mr. Dangerous.
This is no game. The Tykerian Empire
is amassing at the Union border,
making inroads into the Disputed
Territories. We cannot defeat their
military might. Not as we are.

DIRK

So what? They'll take over, and I'll
still have a job.

ORACLE

You have never, to our knowledge,
worked for the Tykerians. And, in
fact, you have had more than one
skirmish with them that resulted in
casualties.

Dirk studies the Oracle.

DIRK

Point taken. So what's so important
about this ring?

K'Das steps forward. T'Call hands him the piece of sphere.
K'Das looks at the piece, and then at Dirk.

K'DAS

This is all you managed to get!?

DIRK

You weren't there!

T'CALL

It's more than enough. It has the
information we need.

K'Das pulls out a HOLO DISC, and attaches the piece from
the sphere. It projects the IMAGE OF A RING, which has
etchings akin to the etchings you'd see on a motherboard.

K'DAS

It's part of a weapon. Something the
Tykerians want to use against us.

DIRK

And what, you guys lost it?

(CONTINUED)

CONTINUED:

T'CALL

It was never ours to begin with.
It's an ancient weapon of great
power. Spoken of only by the Oracles
who came before.

DIRK

And now you're telling me?

ORACLE

Because you can retrieve it.

K'DAS

You'll be going into the Disputed
Territories to retrieve it. We have
information on its whereabouts.

DIRK

You're going to send me with an
escort, right?

The Union people exchange looks. Of course they're not.

DIRK (cont'd)

You send me out there alone, I'm
going to die! You're never going to
get your ring back!

ORACLE

Mr. Dangerous, you could most
certainly come back alive. But if
you don't --

DIRK

You have a backup plan in case I
became Tykerian fodder. Of course
you do.

He turns and storms out.

K'DAS

Coward!

The Oracle shoots K'Das a look of disapproval. He doesn't seem to care.

Dirk takes the hit, sneers, but keeps going.

EXT. CARDAN 4 - CAPITAL CITY - CITY STREET - DAY

Dirk makes his way along. T'Call follows. Dirk enters a

EXT. CARDAN 4 - CAPITAL CITY - BAZAAR - DAY

Exotic, other-worldly, filled with aliens selling whatever they have. It's like the Turkish Spice Market of Istanbul, but much more than spices are on sale here.

T'CALL
Dirk! Please, stop!

DIRK
Forget it, T'Call. Go get yourself another sucker.

T'CALL
Dirk, please. No one else can do this. You're the best out there.

Dirk stops, turns to face T'Call.

DIRK
Anybody who goes after that ring, they're dead, T'Call. If this is that important, the entire Tykerian Empire is gonna be after it.

T'Call holds out his hands.

T'CALL
That is true, Dirk.

DIRK
If you can gimme some kind of escort, then I'll do it. For twice my fee!

T'CALL
I can give you a small escort.

DIRK
I don't want Union men. Too conspicuous.

T'CALL
I assume you have someone in mind.

DIRK
You bet I do. She's the best. I just need her fee.

T'Call looks noncommittal.

CONTINUED:

DIRK (cont'd)
Come on, T'Call. You give me the
cash to hire the people I need, the
faster you get your ring.

T'CALL
Of course, Dirk. I'll get you the
money.

DIRK
Great. And I want all of this in
writing before I leave. From the
Oracle herself.

T'CALL
I can have the documents to you
within the hour.

DIRK
I'm not a coward, T'Call.

INT. SPARTAN ALPHA - COCKPIT

On the co-pilot's seat, Dirk's holo disc showing the
CONTRACT signed by the Oracle.

EXT. CARDAN 4 - CAPITAL CITY - SPACE PORT - DAY

It looks like an underground port, circular, with eaves
under which several SHIPS like Dirk's rest.

The Spartan Alpha's jets kick off, the ship hovers up,
navigates its way under the opening in the roof, and SHOOTS
OFF INTO THE SKY!

EXT. SPACE

The Spartan Alpha shoots off through the traffic around the
planet, and off into a clear area in the upper orbit.
There, the Spartan Alpha seems to pause.

INT. SPARTAN ALPHA - COCKPIT

Dirk flips some switches, pulls a LEVER, and grabs the
yoke.

EXT. SPACE

A small WHORL appears in space, bending light...

Blue and purple ENERGY crackles, creating what looks like an energy whirlpool. In the center, a BLACK DOT that widens, revealing SPACE. This is a VORTEX.

Dirk pilots the Spartan Alpha into the vortex, and once the ship is completely inside, it SNAPS SHUT!

Space RIPPLES where the vortex had been.

EXT. SPACE - DISPUTED TERRITORIES

Deep in the Disputed Territories, spinning in the darkness,

A SPACE STATION: This is THE HIVE! It spins in space.

Ships of all sizes swarm around the axis.

INT. THE HIVE - MAIN CONCOURSE

The Hive is a wonder of engineering. This place is packed. Everyone - alien and human - is here.

Everything is here - buildings, water, land, trees. There's even weather - you can see actual clouds in the "sky," and see flashes of lightning in the distance.

You could live and die here.

It looks like Tokyo at night.

INT. NOODLE BAR

A bar runs along the back wall. Sparsely populated with ALIEN DINERS. They seem to be finishing up.

Behind the counter an ALIEN COOK works (he's a cross between an octopus and a beetle).

Seated at the bar is NADIA PAREES (late 20s). She's in brown and white, very little in the way of accents or jewelry. On her belt, a pistol.

She's intense, eating a bowl of noodles like it's the only thing in the world.

CONTINUED:

NADIA
Finished here!

The Alien Cook takes the bowl in his chitinous hand.

ALIEN COOK
You want another, Nadia?

NADIA
I'm thirsty, chef.

ALIEN COOK
Right away.

The Alien Cook puts a small glass in front of her. He fills her glass from a bottle.

The Alien Cook looks up to a new customer.

ALIEN COOK (cont'd)
What can I get you, sir?

Nadia turns in her seat, sees the visitor: DIRK DANGEROUS.

She smiles ruefully.

NADIA
Dirk Dangerous. I never thought I'd see you again.

DIRK
Hello, Nadia.

ALIEN COOK
Should I leave you two alone?

NADIA
(to the Alien cook)
No. Get the man a drink.

DIRK
I need your help. You know your way around the Disputed Territories.

NADIA
I have all the money I need.

The Alien Cook puts a glass down in front of Dirk, fills it.

DIRK
I can give you more than money.

(CONTINUED)

CONTINUED:

The look on her face: I do NOT believe you.

DIRK (cont'd)
I've worked with you before. You're
the best.

NADIA
You worked with me when I was a
soldier, before my brigade... my
name is mud in the Union, Dirk. Look
at me. I'm running security on cargo
frigates in the Disputed
Territories.

DIRK
You help me, maybe that changes.

NADIA
Oh yeah? What do you have going on,
Mr. Dangerous?

DIRK
The Union needs me to get something.
And I need protection while I get
it.

NADIA
That the Union would trust you with
anything at all surprises me,
considering they kicked you out of
boot camp. Then again, I imagine
they're sending you on a suicide
mission.

DIRK
It wasn't boot camp. And it was
mutual. And it's only a suicide
mission if I do it alone. They need
this thing badly, so I need someone
who can get it to them if I can't.

Nadia sizes him up.

NADIA
Don't count on me, little dragonfly.

Dirk makes a fist on the counter. He's trying not to yell.

DIRK
I thought you of all people would
help me.

(CONTINUED)

CONTINUED:

NADIA
You thought wrong, Dirk.

DIRK
But we--

NADIA
Yeah. We did. And you know how that turned out.

DIRK
I was... young!

NADIA
You were a man! Basically. You knew what you were doing. You certainly got what you wanted.

DIRK
And you didn't?

A standoff. She smirks. Of course she got what she wanted.

NADIA
I'm not going to apologize.

DIRK
I can give you 50,000 credits to get me in and help me find the damn thing, and another 50 if you get me out. Alive.

NADIA
I get it all whether or not you come out alive. All they care about is whatever you're in there extracting.

She's right, and it shows on his face.

NADIA (cont'd)
Show me the credits, and I'll decide tonight.

He grudgingly pulls out a DISC, turns it on, shows her. A hologram shows what is basically a bank statement.

She goes to take the disc, but he pulls it away.

DIRK
It's safe.

Dirk heads out. He stops at the door.

(CONTINUED)

CONTINUED:

DIRK (cont'd)
You have three hours to decide, then
I'm out of here.

He leaves. Nadia turns to the Alien Cook.

NADIA
What do you think?

ALIEN COOK
I think you need another drink.

He pours her a drink, puts the bottle back on the shelf, heads into the back. Nadia takes a drink.

The Alien Cook backs out of the kitchen, all of his arms up in the air. Nadia puts down her drink.

ALIEN COOK (cont'd)
Looks like you have more company.

THREE TYKERIAN AGENTS exit the kitchen.

Two of the agents are in dress uniforms, gloves, military hats, boots.

The lead agent, KOR TINAKO, late 30s, dressed in a long black overcoat, and a smart suit. If you didn't know any better, you'd think he was a serial killer trying to be a spy.

The two agents come from behind the bar, stand around Nadia. Kor Tinako stays behind the bar, takes out the bottle, and opens it.

KOR TINAKO
Nadia Parees, I presume.

NADIA
Depends. Who's asking?

KOR TINAKO
I am Kor Tinako.

He refreshes her drink.

NADIA
Yeah?

(CONTINUED)

CONTINUED:

KOR TINAKO

I think you know my employer. We are looking for some information regarding the young man to whom you just spoke.

NADIA

That guy? What about him?

KOR TINAKO

We believe he is in possession of something we might find useful.

NADIA

So go talk to him.

KOR TINAKO

We believe that he has a certain... affection for you. And that you could help us get that information from him.

NADIA

Well, I'm sorry to break it to you, but I'm no spy.

Kor Tinako smiles. It's unnerving.

KOR TINAKO

We had other ideas on how to get that information from him.

Nadia stands. The agents put their hands on their pistols.

Kor Tinako holds up a hand to stop them from acting.

KOR TINAKO (cont'd)

I'm sure we can come to some kind of arrangement.

Nadia sizes up her situation. Two behind her, probably regular military. Simple training. She can take them. But this Kor Tinako guy? Who knows.

Nadia ATTACKS the two agents!

She spins and starts to take out AGENT 1.

The AGENT 2 draws his pistol!

Nadia She draws the pistol of Agent 1! She blows three holes in the Agent 2, sending him flying!

(CONTINUED)

CONTINUED:

Kor Tinako holds up his hands to keep her from shooting.

KOR TINAKO (cont'd)
I'm unarmed, Miss Parees.

NADIA
I may have no love for the Union,
but the Tykerians are so much worse.

Holding Agent 1 by the arm, applying pressure and pain, and keeping the gun on Kor Tinako, she makes her way to the door.

KOR TINAKO
You will regret this, Miss Parees.

Nadia makes it to the door, gun raised. Agent 1 winces in pain the whole way.

From his RIGHT SLEEVE, Kor Tinako reveals a SMALL PISTOL.

At the door, Nadia releases Agent 1 when KOR TINAKO FIRES!

Nadia ducks! Frees Agent 1 go! She fires back! One shot hits the bottles behind the counter!

The second shot hits KOR TINAKO in the RIGHT EYE!

He reels back in pain! It's a glancing blow, but it sears his right eye into a smoldering, bloody mess!

Nadia runs like hell!

KOR TINAKO (cont'd)
(into radio)
Kill the girl! And bring me Dirk
Dangerous!

INT. THE HIVE - DOCKING BAY

GROUND CREWS work on ships. PILOTS hang out.

Dirk approaches the Spartan Alpha, dejected. He goes to the hatch, hits the release and it opens with a loud hiss.

At the ENTRANCE to the bay NADIA comes tearing in.

NADIA
(top of her lungs!)
Dirk! Start your ship! Start your
damn ship!

(CONTINUED)

CONTINUED:

Behind her TYKERIAN AGENTS, weapons drawn, taking pot shots!

Dirk jumps up, grabs the edge of the hatch, uses his weight to help it open. He gets it open, runs inside.

INT. SPARTAN ALPHA - COCKPIT

He takes his seat, starts up the engines.

INT. THE HIVE - DOCKING BAY

Nadia takes some over-the-shoulder shots, at the agents. The Spartan Alpha starts to lift off.

NADIA
(top of her lungs)
Wait for me, damn it!

The Spartan Alpha hovers forward, toward her.

The agents close in. Some kneel to get a better aim at her.

The Spartan Alpha swings low. Nadia drops her Tykerian pistol, leaps up!

GRABS THE SPARTAN ALPHA'S HATCH!

Shots ricochet around Nadia as she pulls herself inside. The Spartan Alpha pulls up, and heads out into

EXT. SPACE

The Spartan Alpha weaves through space traffic.

INT. SPARTAN ALPHA - COCKPIT

Nadia enters the cockpit, drops into the seat next to Dirk.

DIRK
Glad you could join me.

NADIA
Deposit the first 50,000 credits once we jump.

DIRK
Aye aye, captain.

(CONTINUED)

CONTINUED:

Dirk flips some switches, pulls a lever, grabs the yoke.

EXT. SPACE

The Spartan Alpha moves into an empty part of space. Dead satellites and debris are out here, but that's it.

A VORTEX opens in front of the Spartan Alpha. It dives into the Vortex.

A dead satellite floats by. The vortex RIPS it to pieces.

Then, the vortex snaps shut.

EXT. SPACE

A mostly green planet below. This is TRUSK.

A VORTEX opens, and out flies the Spartan Alpha!

NADIA (O.S.)
This is it. Trusk.

INT. SPARTAN ALPHA - COCKPIT

Dirk looks at the controls.

DIRK
Typical planet. Varied climate.

NADIA
My contact is down there. It's been a while, but he should help us out.

DIRK
He should help us out?

NADIA
(shrugs)
The last time we worked together, well...

EXT. SPACE

The Spartan Alpha descends.

DIRK (O.S.)
Well, what!?

(CONTINUED)

CONTINUED:

NADIA (O.S.)
Don't worry about it! We'll be fine!

EXT. TRUSK - FOREST - DAY

Forest stretches as far as the eye can see. Strange CREATURES fly through the air, like HAWKS and FALCONS crossed with LIZARDS.

EXT. TRUSK - CAIRN - DAY

A CITY built into the trees. We now get an idea of the scale of the forest. California Redwoods would be dwarfed by the smaller trees of Trusk.

This is Cairn, the capital city of Trusk.

As we get closer, we see that below the canopy, what seems lush and verdant, is actually a true city - dirty, grimy, crumbling in places, shiny, high tech, big money in others.

The Spartan Alpha flies overhead.

EXT. CAIRN SPACE PORT - DAY

Dirk and Nadia make their way out of the space port.

It's like a much more crowded exterior of Grand Central Station. There's history here, though fairly recent.

Aliens move about, walking, running, crawling, slithering, flying and driving.

They step up to the curb.

A HOVER SEDAN pulls up, a patchwork of vehicles, sedan in back, motor cycle in the front.

And piloting it is TURAC COLE (age unknown), a green LIZARD, tall, lanky, but strong. He's in a RED and BLUE from crown to toe. His eyes and snout are exposed.

He's adorned with jewelry, ring in his snout, and a SWORD at his waist. He's packing a pistol on his hip, too.

He dismounts the sedan and stands before Dirk and Nadia, thumbs looped in his belt loops. He's all business, and business looks bad to Dirk.

(CONTINUED)

CONTINUED:

TURAC

Nadia Parees. I never thought I'd
see you alive again.

NADIA

Turac! I didn't mean to leave you on
that planet.

TURAC

It was an ice planet! I'm a reptile!
You could have chosen a better spot
to abandon me!

NADIA

I'm sure you found a way to warm up.

A moment. Turac considers this. Yes, he did find a way to
warm up. And he enjoyed it mightily.

TURAC

Come here you beautiful bitch!

They laugh and hug. Ad lib greetings and questions about
how they've been.

Then, Turac notices Dirk, who has been watching
nonchalantly.

TURAC (cont'd)

My my my. What sorry excuse for a
being did you scrape up this time?

NADIA

Turac, this is Dirk Dangerous.

Turac takes Dirk's hand, eyes him, sizes him up.

TURAC

Dangerous, you say?

DIRK

Yeah.

TURAC

(to Nadia)

Is he?

NADIA

(shrugs)

He can handle himself.

TURAC

I'm sure he can.

(CONTINUED)

CONTINUED:

DIRK
I think it's time we got going.

EXT. CAIRN - CITY STREET - DAY

Turac zips through the city streets with abandon. Nadia and Dirk in the back of the sedan hang on for dear life.

TURAC
I should have known something was up! Tykerian spies have been snooping around here, looking for the shamans.

NADIA
Any of them come your way?

TURAC
No! I'm a little insulted!

NADIA
What are they asking about?

TURAC
No idea. All I know is that they have boots on the ground. And their leader. He's not Tykerian.

That's interesting. Nadia leans forward.

NADIA
You know who they're using?

TURAC
I've never seen him before. A cyborg. Big guy. White, with three horns coming out of his head.

DIRK
Goes by the name Molloch?

TURAC
You know him?

DIRK
Only too well.

INT. CAFE - DAY

Think hookah bar. Dark, comfy, intimate, quiet. Smoky.

(CONTINUED)

CONTINUED:

Our heroes sit in a corner on cushions. Nadia is in the corner, eyes on the door. In the center, a hookah. Dirk and Turac smoke.

TURAC

Normally I'd take you home, but if you have Tykerians on your tail, well, I'm sure you understand.

NADIA

We do. Besides, this is business.

Nadia keeps her eyes on the crowd. Aliens smoke, drink, eat, do their thing. No one seems to notice our heroes, and no one seems out of place.

Dirk pulls out the disc given to him by the Union.

DIRK

This is what I'm looking for.

He turns on the disc. It's bright!

Nadia pushes his arm down, hiding the light. She gives him a look: Are you an idiot!?

Turac laughs.

NADIA

What's the matter with you!?!?

DIRK

Sorry.

He turns down the brightness of the disc.

DIRK (cont'd)

Anyway, this is what we're looking for. This ring.

And there it is. A 3D image of the ring. Turac studies it, turns it around in his hand. Zooms in and out, gives it a good going over.

DIRK (cont'd)

Well? Where's it from?

TURAC

No idea.

He hands Dirk the deactivated disc.

(CONTINUED)

CONTINUED:

DIRK
What!?! But...

TURAC
Yeah, I have no idea where you could find that ring. The markings are familiar, don't get me wrong. They're definitely from one of the Dead Planets, but...

The mention of the Dead Planets gets a reaction out of Nadia.

NADIA
The Dead Planets?

TURAC
Of course. There's a lot of stuff out there, untapped.

NADIA
And unsecured.

DIRK
There are hundreds of Dead Planets out here.

TURAC
Don't fear, Mr. Dangerous. I may know the right shaman who can help you.

NADIA
Provided the Tykerians didn't get to him first.

TURAC
We're gonna need a gift for this guy.

DIRK
For what? Some sort of ritual?

TURAC
If you consider a bribe a ritual, then yes. Can you get money from the Union?

DIRK
Some. How much do you need?

EXT. CAIRN - CITY STREET - DAY

Turac takes them to a not-so-great looking part of town.

Everyone around is a lizard like Turac. Their clothes might be different, but they're cut from the same cloth.

Turac pulls up in front of a LARGE TREE, out of which has been carved a BUILDING. Turac and our heroes dismount, and head inside.

INT. SHAMAN'S RESIDENCE - DAY

It's dark in here. But we can see.

Shelves line the walls, filled with jars and boxes and bones. Baskets hang from the ceiling, filled with whatnot.

There's a large red chest against the wall, a series of tiny drawers, each with a letter marking it in gold paint.

Tucked in with all that old world, shaman-chic is tech. High tech. Cables run up and along the walls. Screens running code and whatnot are set in strategic places.

And in the back, the SHAMAN.

The Shaman is a lizard, wears shorts and little else. From his skull, thick CABLES running into a terminal behind him. He has glasses on, part of the computer system. On the desk are screens, readouts, books.

SHAMAN

Come! Come in, Turac!

Turac approaches the Shaman, who comes from behind the desk. The cable locks weigh heavy on him. They embrace.

Dirk and Nadia stand nearby.

TURAC

It's been a while, old man.

SHAMAN

Too long! You should come by more often. To meditate.

TURAC

As much as I'd love to, I'm not here for spiritual enlightenment. We need help finding something.

(CONTINUED)

CONTINUED:

SHAMAN

I can find things. But I take a
sacred path.

TURAC

I know your sacred paths.

Turac pulls out a DATA STICK and hands it to the Shaman.

TURAC (cont'd)

I figure this will help you along
the way?

The Shaman gingerly takes the data stick and takes it over to his desk. He picks up one of the devices and plugs it in.

A moment later, some clicking and humming from the mainframe around them, and he tilts his head back as if looking something darting around him.

SHAMAN'S POV

In the CENTER of his view, a BOX appears, and in the box, an account number, and an amount.

END POV

The amount is high enough to make the Shaman smile.

SHAMAN

What, my good Turac, are you looking
for?

INT. SHAMAN'S RESIDENCE - DAY

The four of them are seated around the Shaman's desk. The Shaman looks through his devices. He pulls up a tablet.

SHAMAN

Give me the device.

Dirk reaches into his pocket and pulls out the piece of the sphere and hands it over.

The Shaman turns it over in his hands.

SHAMAN (cont'd)

You don't have the rest of it.

DIRK

No. This was all I could get.

(CONTINUED)

CONTINUED:

The Shaman's eyes read: No shit. It wasn't a question, boy.

The Shaman takes a wire with a small gripper on the end. He finds a spot on the piece and attaches it via gripper. He takes the input and plugs it into the tablet.

On the tablet: An image of the ring.

SHAMAN

Ah, a ring. From the markings, it's from one of the Dead Planets.

TURAC

Do you know which one?

SHAMAN

Of course!

He turns the tablet toward them and shows the ring with its etched markings.

SHAMAN (cont'd)

If you look at these particular etchings, this ring is clearly from Heserat, one of the inner planets.

DIRK

Where on Heserat?

The Shaman looks through the information on the tablet.

SHAMAN

I'm sorry. But that information is not available here.

NADIA

We'll just comb the planet.

TURAC

Even the smallest of the Dead Planets is huge. And Heserat is one of the bigger planets.

DIRK

I think our man here knows more than he's telling.

SHAMAN

I make no promises.

DIRK

How much more?

(CONTINUED)

CONTINUED:

SHAMAN
You wound me.

Dirk's not buying it. Turac smiles and chuckles at the exchange between the two.

SHAMAN (cont'd)
20,000 more.

Dirk holds out his hand for the data stick.

The Shaman hands it over, and Dirk plugs it into his Holo Disc. After a moment, he hands it back.

The Shaman takes the stick, plugs it back in, checks the information, smiles.

SHAMAN (cont'd)
Some Tykerians came in not long ago.
They had most of a sphere. It held a lot of information about Heserat.
About its history. About its achievements. You get the idea.

DIRK
But nothing about the ring.

SHAMAN
But nothing about the ring.

DIRK
(grins)
So they don't know where to look.

SHAMAN
They asked about religious sites.

NADIA
What about the ring? Where can we find it?

SHAMAN
I don't know.

Dead silence.

DIRK
Then why did I pay you 20,000 credits?

(CONTINUED)

CONTINUED:

SHAMAN

Because I can find out. I may be old, Mr. Dangerous, but I am not a stupid man.

He starts to manipulate the device.

SHAMAN (cont'd)

When the Tykerians gave me their almost-a-sphere, I made sure I kept all the information found within. It barely takes up any space here. By combining the elements from your piece of the sphere with theirs, I can tell you all you need to know about your ring. Which is, of course, not a ring at all.

DIRK

It's not?

SHAMAN

Of course not! It's a key!

INT. SHAMAN'S RESIDENCE - DAY

They stand at the red chest, and the Shaman goes through the drawers, finds what he's looking for - another tablet.

He boots up the tablet.

SHAMAN

I thought I recognized the etchings. I have writings from Heserat, of their great rings. And I was right. This is a key to a great weapon.

DIRK

Yeah, I've been told.

The Shaman shoots him a look: You don't know a thing!

SHAMAN

Those who would use this weapon, Mr. Dangerous, know not what they would unleash on the galaxy.

DIRK

What do you mean?

(CONTINUED)

CONTINUED:

SHAMAN

This is a key to an army. An ancient army, the --

DIRK

The likes of which the galaxy has never seen before. I know. I do. That's why I have to get to this thing before the Tykerians. So how does this thing work?

The Shaman looks at the tablet, goes through its contents. On the screen: An image of the ring.

SHAMAN

Now, let me see. Ah, yes.

He reads through some of it under his breath, then ah-ha!

SHAMAN (cont'd)

Here we are. "When the chosen wields the ring and places it in a place most holy and righteous, and he speaks the incantation, lo, he will command great armies, unmatched across space and time."

On the screen it reads: "Step 1. Insert key into command module." There is an accompanying picture showing just that.

On the screen: "Step 2. Enter the proper access code, found in the Key Index." There is a link to the Key Index highlighted.

And so on.

DIRK

Okay, we get the idea. Put the key into the holy sepulcher or whatever, say a few magic words, and watch the armies rise from the dead. Where exactly is this thing?

EXT. CAIRN - CITY STREET - DAY

Our heroes exit the Shaman's residence.

DIRK

What took you so long?

(CONTINUED)

CONTINUED:

TURAC

The Shaman gave me something
special.

He holds up a necklace. There's a CHARM at the end.

TURAC (cont'd)

I need to secure my things before we
head out on this fool mission.

DIRK

I'm paying you for this fool
mission.

TURAC

For which I'm eternally grateful. In
the meantime, you two should prep
your ship so when I get there we can
get moving right away. The Tykerians
move fast. So should we.

NADIA

Understood. I'll keep this one out
of trouble.

Turac gives them a thumbs up and heads out.

Nadia heads to the curb, motions for a sedan.

A SEDAN pulls up, driven by a ROBOT. It's multi-colored,
loads of add-ons - this thing looks like it might be tied
and glued together. That said, it runs on one hell of an
engine.

The pair pile in, Nadia first.

INT. SEDAN - DAY

The inside is what you'd expect - dark red, multiple
surfaces, and so on. We're on our way!

NADIA

How long is it going to take you to
prep the Spartan Alpha?

DIRK

It's a ship. How long will it take
you to buckle in?

EXT. CAIRN - CITY STREET - DAY

The sedan moves along, cutting through traffic, which is dense and wild.

BEHIND THEM...

ANOTHER SEDAN, somewhat larger, and driven by a TYKERIAN AGENT. In the back, KOR TINAKO! With an EYE PATCH! And PART OF HIS SKULL has been fixed with CYBERNETICS! Beside him, another, HIGH RANKING TYKERIAN AGENT, armed with what looks like a submachine gun (it's an energy weapon).

They move in closer to our heroes.

INT. SEDAN - DAY

Nadia looks out the back.

NADIA

Damn it.

DIRK

What?

NADIA

Trouble.

She goes for her pistol.

EXT. CAIRN - CITY STREET - DAY

The Tykerian sedan makes its move!

It pulls up and CLIPS the sedan in the back!

INT. SEDAN - DAY

Dirk and Nadia hang on.

DIRK

Driver! Get us out of here!

ROBOT DRIVER

Thank you for your interest in our service. We are happy to serve you. If you have any questions, please contact--

(CONTINUED)

CONTINUED:

NADIA
Forget the robot, Dirk! We've gotta
do this ourselves!

Nadia moves into position, lowers the window. Aims...
FIRES!

EXT. CAIRN - CITY STREET - DAY

The Tykerian Sedan backs off, takes the fire.

INT. TYKERIAN SEDAN - DAY

KOR TINAKO

Smash them! I want Dirk Dangerous alive!

EXT. CAIRN - CITY STREET - DAY

The Tykerian is up on the sidewalk, smashing along! Then,
it's back on the street, half a length ahead of our heroes.

INT. SEDAN - DAY

Nadia opens up with her pistol, emptying it into the
Tykerian sedan...

EXT. CAIRN - CITY STREET - DAY

... to no avail. It damages the Tykerian sedan, but it
doesn't deter the bad guys from their goal.

They SMASH into the Sedan!

INT. SEDAN - DAY

Nadia falls across Dirk's lap! The robot driver goes
haywire! Sparks fly!

EXT. CAIRN - CITY STREET - DAY

The sedan drifts out of the main throughway, shoving other
vehicles aside, causing small fender-benders along the way,
until it finally runs off the street and

SMASHES into a storefront!

(CONTINUED)

CONTINUED:

The Tykerians pull up behind them.

INT. SEDAN - DAY

Nadia's out, blood trickle from her temple. She's not dead.

Dirk is up and at 'em! He grabs her by the collar, pulls his pistol, and kicks open the sedan door, revealing...

EXT. CAIRN - STORE FRONT - DAY

The Tykerian agent - the driver - pistol drawn.

Dirk fires! The Tykerian agent goes down!

The High Ranking Tykerian Agent pulls his submachine energy weapon, sets it to STUN, and takes Dirk down!

KOR TINAKO
Take him. Leave the woman.

The High Ranking Tykerian Agent slings his gun, grabs Dirk and drags him along to their sedan. Kor Tinako stands on the sidewalk.

A CROWD forms. No one comes close.

Kor Tinako pulls out a PISTOL and nonchalantly SHOOTS Nadia! Her body jerks with each shot.

The crowd freaks out and runs off in all directions.

From the driver's seat:

HIGH RANKING TYKERIAN AGENT
Was that necessary?

Kor Tinako considers Nadia's body.

KOR TINAKO
It most certainly was.

Kor Tinako turns on his heel and goes to the sedan.

INT. ROOM - DAY

It's dark. So dark we can't see a thing.

But then...

(CONTINUED)

CONTINUED:

Some light.

DIRK'S POV

His eyes flutter open.

Over him, we can see shapes and outlines of some WICKED MACHINE. Something out of a nightmare.

The LIGHTS COME ON!

END DIRK'S POV

Dirk is strapped to a table, a huge MACHINE hangs over him, bristling with hypodermic needles, blades, electric nodes, and so on. This is a machine for pain.

The room itself is bright white, light coming from embedded fixtures. It seems clean, but there's dirt and grit and blood in the nooks and crannies.

The ceiling is very high up, with tall windows running along the eaves, letting in more light.

Dirk looks around the best he can - his head is strapped down as well. He can see TYKERIAN AGENTS, including Kor Tinako, who seems to be the leader here.

KOR TINAKO

Welcome, Mr. Dangerous. It's good of you to awaken.

DIRK

That makes one of us.

MOLLOCH (O.S.)

That makes two of us, Mr. Dangerous!

Molloch comes into frame, looms over Dirk.

DIRK

I thought I smelled you, Molloch.

MOLLOCH

Let's make this easy, Dirk. Tell us where to find the ring.

DIRK

And give up such a big score to my competition? Not on your life.

Molloch steps back, motions to one of the agents, who takes out a REMOTE CONTROL DEVICE, hits a few buttons.

(CONTINUED)

CONTINUED:

The bed RISES and TILTS FORWARD, bringing Dirk's face close to the needles and blades and nodes. Dirk girds himself.

An arm with a needle on the end extends to his neck. Plunges in. A HISS as it injects him.

Dirk CRIES OUT in pain!

MOLLOCH

Such a performance! Mr. Dangerous,
it's only a truth serum.

The needle is withdrawn and the arm retracts. Dirk sputters and shakes his head.

DIRK

(through the fog of
drugs)

I hate needles.

KOR TINAKO

The serum appears to be working
already!

The other agents laugh because Kor is their boss.

Molloch reaches up to the machine and pulls down an electric prod. He tests it.

MOLLOCH

Tell us what we want, Mr. Dangerous,
and this will go easily.

DIRK

You used a truth serum on me,
Molloch. Ask away.

MOLLOCH

Where is the ring?

DIRK

You don't screw around, do you.

Molloch zaps Dirk with the electrodes! Dirk screams in pain!

MOLLOCH

I'll ask again.

DIRK

It's on Heserat!

Molloch zaps him again! Dirk screams out in pain again!

(CONTINUED)

CONTINUED:

DIRK (cont'd)
What was that for!?

MOLLOCH
We already know the name of the planet, Mr. Dangerous. Where on Heserat is the ring?

Dirk fights the serum, but he can't do it.

DIRK
It's in a temple.

Molloch zaps Dirk again. Dirk cries out, but he's tired.

DIRK (cont'd)
What was that for!?

MOLLOCH
Which one, Mr. Dangerous?

DIRK
I dunno. I swear to you.

Molloch goes to zap Dirk again, decides against it. Instead, uses his giant robot hand and SMACKS Dirk!

MOLLOCH
Wake up, Mr. Dangerous!

Dirk shakes his head.

DIRK
That's all I know! It's in a temple!
I don't know which one! I swear to you, Molloch. I swear to you.
Please.

BOOOM!!!

From the ceiling, an explosion! The agents scatter, pull their weapons.

Molloch looks up.

A RED LASER BEAM shoots through, drawing a BLACK LINE on the floor as it burns through everything it crosses. Tykerian agents pull their weapons and fire back!

MOLLOCH
Let's go! We have what we need!

(CONTINUED)

CONTINUED:

KOR TINAKO

But he didn't tell us where to look!

MOLLOCH

Because he doesn't know.

And with that, Molloch leaves. Kor Tinako and the other agents follow, the laser beam chasing them out.

A moment.

From the ceiling, a GRAPPLING HOOK shoots out, trailing a line, attaches to a light fixture.

NADIA JUMPS from the hole the explosion made, lowers herself to the floor.

DIRK

What the hell did I hire you for!??!

Dirk sees armor through the holes in Nadia's blouse from where she was shot before. She has a laser rifle slung over her shoulder. She approaches him.

One of the agents she hit SPRINGS UP, RAISES HIS PISTOL AND NADIA SHOOTS HIM! The agents falls.

NADIA

That's why you hired me.

She frees him, helps him down.

NADIA (cont'd)

What did you tell them?

Dirk shakes his head in shame.

DIRK

I gave up all I knew, which wasn't a lot, but still.

NADIA

So they know where the ring is.

DIRK

Not specifically, but I did tell them to look in a temple.

A moment. Then Nadia laughs out loud.

(CONTINUED)

CONTINUED:

DIRK (cont'd)
What?

NADIA
Did you even pay attention to what
the shaman said?

She heads to the door. Dirk follows.

EXT. SPACE

The Spartan Alpha moves outside of the orbit of the Trusk.

INT. SPARTAN ALPHA - COCKPIT

Dirk at the yoke, Nadia in the co-pilot's seat, Turac
behind them, looking over their shoulders.

Dirk flips some switches, pulls a lever, grabs the yoke.

EXT. SPACE

A VORTEX opens in front of the Spartan Alpha.

As it rushes into the vortex, a SMALL SATELLITE moves by.
The vortex GRABS IT and SMASHES it to pieces! Some of the
pieces of the satellite gets sucked in before the vortex
snaps shut!

EXT. SPACE

A VORTEX opens, and out comes the Spartan Alpha!

INT. SPARTAN ALPHA - COCKPIT

Heserat looms over then, filling their view. It's a blue
and green planet, much like Earth.

TURAC
Welcome to the Dead Planets,
everyone.

EXT. SPACE

The Dead Planets - a series of Mercury sized planets that
are in a synchronous orbit around a large star.

(CONTINUED)

CONTINUED:

They are like beads on a bracelet. They all look pretty much the same.

INT. SPARTAN ALPHA - COCKPIT

Turac points to their planet.

TURAC

That one's ours. We can land outside the capital city.

DIRK

How do you know what's down there?

TURAC

We scavenge from the Dead Planets all the time. But no one spends a lot of time down there.

NADIA

Why not?

Turac looks at her, a little surprised.

TURAC

You don't know?

NADIA

I didn't grow up out here like you did, Turac.

TURAC

The Dead Planets are cursed!

DIRK

You think the curse is true?

EXT. SPACE

TURAC (O.S.)

We're about to find out!

The Spartan Alpha goes into the atmosphere.

EXT. HESERAT - FIELD - DAY

The Spartan Alpha lands in a field of what looks like tall wheat grass, turning golden. The back cargo door opens as the engines whine down.

INT. SPARTAN ALPHA - CARGO BAY - DAY

Three HOVER BIKES in the back, along with loads of EQUIPMENT.

Dirk gets a BACKPACK and starts to gather things. Nadia does the same. Turac watches, bemused.

TURAC

You should live like me! Ready for anything!

DIRK

I don't want to carry this much stuff around all the time.

He takes a large PLASTIC CASE and puts it in the backpack.

TURAC

And what do you have in there, Mr. Dangerous?

DIRK

An equalizer.

EXT. HESERAT - FIELD - DAY

The field is the ruins of an old landing pad. You can see where there was a hangar, and equipment built into the landing pad itself. But it's all gone now.

The hover bikes are out, and the trio mount up...

DIRK

Load up the coordinates.

Dirk shares the information from his bike's terminal with the others.

DIRK (cont'd)

Turac?

TURAC

Yeah?

DIRK

You know this place. Take us there!

TURAC

Your wish is my command!

They kick the bikes on and into gear, and then...

(CONTINUED)

CONTINUED:

THEY'RE OFF!

EXT. HESERAT - PLAINS - DAY

FROM ABOVE:

We see a line of ants - or something like them - making their way across a field. One after the other, as ants do.

Off to their side, three tiny specks, racing ahead of the line of ants, leaving tiny trails of dust in their wake.

We go to ground level and see that those specks are our heroes rocketing along on their hover bikes.

The ants are the size of horses.

TURAC

Centuries ago, Heserat and the other Dead Planets were an empire, like no one had ever seen.

DIRK

We've been hearing that a lot lately.

TURAC

It's true! But something happened. They were at war with someone.

NADIA

Who?

TURAC

Who knows? Whoever they were, they're long gone now. The Dead Planets, though, they won that war.

They zoom by some dilapidated structures, most likely old houses and dwellings.

DIRK

I hesitate to ask how.

TURAC

Simple. Bio-weapons. It mutated the local fauna.

DIRK

How.

(CONTINUED)

CONTINUED:

TURAC
(points up)
Look!

Dirk looks into the sky.

INSECTS - HUGE INSECTS fly in a stream across the sky.

They zoom by a wicked millipede as tall a horse, as wide as a VW Beetle, and as long as a few tractor trailers.

EXT. TEMPLE - DAY

Think Angkor Wat. But in a climate like the midwest.

It's surrounded by Tykerian vehicles and men, all working to tear down the temple, piece by piece.

The base is semi permanent. Tents with modular buildings. It looks like the beginning of something more permanent.

Molloch stands on a HOVER TRUCK, overseeing. Kor Tinako opens the passenger door and stands, looking over the work.

KOR TINAKO
Headquarters wants a status report.
They're anxious to begin the conquest.

MOLLOCH
Tell them they'll have their galaxy when I'm ready.

KOR TINAKO
Your words are... unwise.

EXT. HESERAT - PLAINS - DAY

Our heroes are stopped and laying on a hill, overlooking the "dig" site of the Tykerians, watching through binoculars.

DIRK
They're persistent.

NADIA
You can say that again.

She frowns.

(CONTINUED)

CONTINUED:

DIRK

What?

NADIA

That's some serious equipment out there.

DIRK

So?

NADIA

So, it looks like they want to stay.

DIRK

Why?

She stands, stays crouched.

NADIA

I don't know. We need to get out of here. Time's wasting.

Dirk and Turac stand, staying crouched. They move to their hover bikes.

EXT. KRALICA - OUTSKIRTS - DAY

Our heros zip along.

A few small buildings, with empty lots between them.

Turac motions for them to stop. They pull up next to what looks to have been a FUEL STATION.

DIRK

Is everything okay?

TURAC

Just making sure we're on the right track is all.

Turac takes a look around them, down, around, and up.

He stops, points into the sky.

TURAC (cont'd)

You see that?

Dirk and Nadia look.

NADIA

It's one of those insects.

(CONTINUED)

CONTINUED:

TURAC
Are you sure? It looks like a bird
to me.

NADIA
You lizards have terrible eyesight!

Turac scowls and she laughs.

DIRK
Are we on the right track?

Turac checks the navigation screen.

TURAC
It looks like it. Let's go.

They speed off.

EXT. HESERAT - SKY - DAY

It's a DRONE. Looks like a falcon. It has Tykerian markings.

Our heroes have been spotted.

EXT. KRALICA - OUTSKIRTS - DAY

We see the map on Dirk's control panel. It shows them entering the capital city of Kralica.

As they speed along, we can see the low ruins of buildings. Just the shapes, and then the foundations. Some stand taller than others, but nothing truly stands anymore.

Kralica is hilly.

EXT. KRALICA - CITY CENTER - DAY

We can see some structures here and there that still basically stand. Large WORKER INSECTS meticulously take apart a metal-facade.

Dirk and companions come to a...

EXT. KRALICA - CENTRAL SQUARE - DAY

... and they come to a stop before the foundation of what must have been a huge building.

(CONTINUED)

CONTINUED:

NADIA
Is this it?

DIRK
(nods)
This is it. The capitol.

TURAC
So now what?

Dirk gets off his bike, grabs a military style FOLDING SHOVEL, snaps it open. Walks toward the capitol foundation.

DIRK
We dig.

EXT. KRALICA - CENTRAL SQUARE - DAY

The trio dig. The sun sets. It's tiring work.

EXT. KRALICA - CITY CENTER - EVENING

The sun is low on the horizon. In the distance, Dirk wipes his brow, looks around.

In the FOREGROUND: We see the "bird" from before, a drone, relaying information back to the Tykerians.

EXT. KRALICA - CITY CENTER - NIGHT

The heroes have set up two small lights by which to work.

Dirk digs away in the hole. Turac and Nadia clear dirt away from the edge.

Then: THUMP!

Dirk stops. Tosses the shovel aside, down on his hands and knees, clearing away dirt until he finds an ornate, ancient METAL DOOR, with a high tech LOCK.

Dirk stands over it.

DIRK
Damn!

Turac and Nadia crouch on the edge of the pit they've dug.

(CONTINUED)

CONTINUED:

TURAC

I'd say there's at least a kilo of
explosives attached to that lock.

(stands)

I'm gonna be over here.

He wanders off.

Dirk looks to Nadia.

DIRK

You have anything for this?

NADIA

Maybe.

She hops down into the pit. Dirk only flinches a little.

She crouches over the lock, reaches into her belt, pulls out a rectangle shaped SCANNER.

NADIA (cont'd)

Well, the bomb is old, but it's still active. That said, this should be easy to crack.

She pockets the scanner, pulls a MULTI-TOOK, gets to work.

It's nerve wracking, but...

... the lock pops open!

NADIA (cont'd)

We're in.

She puts away her multi-tool, and Dirk grabs the handle.

INT. CAPITOL BUILDING - CATAcomb - NIGHT

Darkness.

Then... a strip of light, and the groan of old hinges.

Then, a blast of light from the outside work lamps!

Dirk stands in the doorway, silhouetted by the work lamps.

We can see rough stone STAIRS coming down from the door.

Dirk pulls a FLASHLIGHT from his pack. Shines it down below. Dirk descends. Nadia and Turac follow.

EXT. HESERAT - TYKERIAN CAMP - NIGHT

Tykerians go about their business.

Our eyes go to a MOBILE COMMAND CENTER - an armored RV.

INT. MOBILE COMMAND CENTER - NIGHT

Computing equipment everywhere! Kor Tinako sits at the fore of the center, Molloch in the aft. Between them, three Tykerian ANALYSTS, who are attached physically to the control via cables in the base of their skulls! They have visors BOLTED over their eyes.

TYKERIAN ANALYST 1

According to the drone data, they're in the center of the capital city.

TYKERIAN ANALYST 2

They've gone underground. There are catacombs.

TYKERIAN ANALYST 3

We've been looking in the wrong place.

MOLLOCH

That much is obvious.

(to Kor)

Get your men.

INT. CAPITOL BUILDING - CATAcomb - NIGHT

Roughly hewn stone walls, reeking of foul odors and crawling with slinky insects.

Dirk leads the way down the passage. His holo disc in one hand, flashlight held up in the other.

TURAC

Are we going in the right direction?

DIRK

We have to be. There's only one way to go.

TURAC

I don't want to get lost down here.

NADIA

Hang on.

(CONTINUED)

CONTINUED:

Into her pack, and she pulls out a PLASTIC BOX, like a tool case. She opens it. Inside: THREE INSECT DRONES. She turns them on, and they hover over the box. She stows the box, pulls her holo disc.

The drones fly ahead of them into the dark! Their progress is marked in a readout from Nadia's holo disc.

NADIA (cont'd)

They'll lead us where we need to go.
Is that good enough?

DIRK

I know I feel better.

They follow the drones.

EXT. KRALICA - CITY CENTER - NIGHT

Several Tykerian TROOP TRANSPORTS arrive at the entrance to the catacombs. Molloch is the first one out. Kor Tinako follows. Troops follow, weapons ready.

KOR TINAKO

Are we going to follow them?

MOLLOCH

No. We'll send some drones down and
we'll meet them when they emerge.

A Tykerian TROOPER comes up with his own PLASTIC BOX, which he opens and reveals three HUMMINGBIRD DRONES.

He activates them, and they fly down into the catacombs!

INT. CAPITOL BUILDING - CATAcomb - NIGHT

The catacombs widen. High ceilings and wide passages.

But there's also more activity. This is a HIVE. Insects crawl all over the walls, some as small as a Doberman. Others, the size of a car.

An Insect Drone zips past all this, shooting out a LASER to map the catacombs.

Moments later, Dirk and company follow.

INT. CAPITAL BUILDING - CATAcomb - BLAST DOOR - NIGHT

They come to a blast door. The lock is still active.

But that's not the interesting part.

Around the door are corpses. Union corpses. From a while ago. Some have been torn to pieces, and others have been dragged from the blast door.

Most are in a tight circle, weapons aimed out. Carbon scoring can be seen in places.

DIRK
Union.

They look over the bodies. Some squirm with insect larvae!

Nadia reaches down and takes one of the corpses by the arm, looks at the battle flag and badge.

NADIA
Malchor Brigade. 5th battalion.

TURAC
These are your people?

NADIA
(nods)
I was on assignment in...

DIRK
You don't have to explain.

Nadia grabs one of the bodies, and drags it toward the main group of corpses.

DIRK (cont'd)
What are you doing!?

NADIA
They are Malchor Brigade. They don't deserve this.

The insects on the walls start to get restless. Some of the fliers zip closer and closer to them.

TURAC
We don't have time.

Dirk stops her as she grabs the next body.

CONTINUED:

DIRK

You have to open the door. We can come back.

She knows he's right. She sets down the body and heads to the door, and gets to work. Her visage is grim.

A LARGE WINGED INSECT - about the size of a medium dog - swoops toward them!

TURAC

Watch it!

Dirk SHOOTS! Direct hit! The bug goes down.

The insects get more restless.

TURAC (cont'd)

Nice shot.

DIRK

Thanks.

(to Nadia)

I'm assuming they were here for the same reason we are.

Nadia pulls a SMALL LASER DRILL and gets to work with it.

NADIA

(grim)

Looks like it.

She's done with the drill, puts it away. Starts to work the lock over with a screwdriver.

An INSECT SWOOPS AT THEM!

Turac shoots! The insect goes down!

DIRK

Nice shot.

TURAC

Thanks.

The lock is done!

Nadia pulls the tumbler out and opens the door. The door YAWNS open, revealing another passageway.

They can see the drone zipping along before them, before it swoops down and DISAPPEARS!

(CONTINUED)

CONTINUED:

They look the way they came. The place is floor to ceiling FULL OF INSECTS.

DIRK

Let's go.

Dirk and company go through and push the door shut!

INT. CAPITOL BUILDING - PASSAGEWAY - NIGHT

They run down the passageway. Behind them, the insects PUSH through the door!

TURAC

Here they come!

They head down the passageway. They come to a LEDGE overlooking a chasm below.

NADIA

Now what?

DIRK

Turac, your grenades!

TURAC

I use these and we're all dead!

DIRK

(to Nadia)

You still have your grappling gun?

Nadia pulls it.

DIRK (cont'd)

When we get to the edge, throw your grenades back there.

NADIA

And I'll make sure we make it to the floor alive.

DIRK

Here's hoping!

Turac stops, pulls the grenades.

Dirk and Nadia run...

JUMP!

(CONTINUED)

CONTINUED:

Nadia shoots the grappling hook at the ceiling. They start to fall.

Turac comes running.

The grappling hook CATCHES!

The grenades EXPLODE! Insects splatter!

Dirk grabs Nadia!

Turac LEAPS! Catches Dirk by the legs!

DIRK (cont'd)
Jeez! You weigh a ton!

TURAC
Cry me a river, mammal.

INT. CAPITOL BUILDING - CHASM - NIGHT

First, an ILLUMINATION SPHERE is dropped.

It's bright. We can see a metal floor. We see SILHOUETTES. Hundreds, if not thousands of them.

Then, we hear a ZIP LINE as our heroes descend.

Turac is first, and he leaps off, readies his weapon.

Then Dirk, who does the same. Then Nadia, who gathers up her grappling pistol.

Dirk pulls a FLASHLIGHT. We see ARMORED SOLDIERS, all standing at attention. They are insectoid in appearance, black and shiny.

And asleep.

Dirk shines the light around. This place is HUGE. Bigger than the Oracle's chamber. Their footsteps echo.

DIRK
This is the army.

TURAC
There have got to be thousands of them in here.

NADIA
That explains why the Tykerians want the ring so badly.

(CONTINUED)

CONTINUED:

DIRK

And why the Union wants to keep it
out of their hands. There have to be
other sites like this on the other
planets.

Nadia comes forward, puts a hand on his arm, lowers the
flash light so the beam is on the ground.

NADIA

Stop moving.

DIRK

What?

NADIA

Stop moving!

DIRK

Why?

NADIA

Just do it!

Dirk and Turac stop. Now they hear it. At first, it seems
almost like static.

Then Dirk pulls shines his flashlight on the walls.

INSECTS.

Everywhere. The walls are like a wave of chitinous life.

Insects. Crawling, hissing, biting, eating.

Turac aims his long rifle.

DIRK

Okay. Don't touch the walls.

Some insects drop from the ceiling, as if they lost their
footing. None are near our heroes, but still.

And in the center of the chasm, a VAULT.

It reaches nearly to the ceiling. It bristles with pipes
and tubes and wires. Steam rises from it, like it's been in
a deep freeze for generations and now it's just touching
temperate air.

It too is crawling with insects.

And in the base, facing our heroes, a HATCH.

(CONTINUED)

CONTINUED:

Dirk approaches. Turac and Nadia follow. At the hatch, we see it has a LOCK, nothing fancy, but tough to crack.

TURAC
I gather the ring's in there.

DIRK
(to Nadia)
You have this?

She slings her rifle and pulls her tools and gets to work.

INT. VAULT - MAIN CHAMBER - NIGHT

Darkness. We see gleaming surfaces. This is an ancient CLEAN ROOM. Stations with tools and equipment run up and down the room.

We face the VAULT DOOR.

A HISS of air. Dust billows from around the door. A GROAN as the door swings open.

Our heroes in silhouette, weapons ready.

DIRK
Let's go.

Dirk leads them inside.

In the center of the room, on a PEDESTAL, a BOX.

There's nowhere else the ring could be. Our heroes approach and stand around it.

DIRK (cont'd)
There's no power in here.

NADIA
I doubt there's been power here for centuries.

DIRK
So there's only one way to get to the ring.

None of them are sure what to do. Dirk tries to grab it, then thinks about punching it.

Nadia considers her rifle and pistol.

(CONTINUED)

CONTINUED:

Turac draws his SWORD. Lines up the stroke. Raises the sword. Swings!

CLANG!

The sword bounces off.

DIRK (cont'd)
Well, no one said it was going to be easy.

He considers the box again.

He runs his hand along the top and the sides. Then grips it in one hand, and OPENS THE TOP with the other.

NADIA
It was always open.

DIRK
I guess so.

He reaches in, pulls out

THE RING.

It's plain silver.

TURAC
My sword loosened the latch on the top of that box.

Dirk and Nadia both look at Turac.

INT. CAPITOL BUILDING - CHASM

Our heroes exit the vault.

INSECTS swarm from the ledge and walls!

DIRK
Nadia. The drones.

She checks their progress on the readout of her holo disc.

NADIA
Let's go!

Our heroes run for it! The INSECTS SWARM!

INT. CAPITOL BUILDING - CATACOMB - NIGHT

The drones ZIP BY. A moment later, our heroes follow,
Nadia, Dirk, Turac!

Then, the INSECTS.

Dirk looks over his shoulder to Turac.

DIRK

Do you have anymore grenades!?

TURAC

A few!

DIRK

Use one!

Turac pulls a grenade, arms it, tosses it.

INT. CAPITAL BUILDING - CATACOMBS - FORK - DAWN

Our heroes run to a fork in the tunnel, and take the right.

The INSECTS swarm.

BOOM!

The grenade brings down the tunnel on the insects.

We hear the insects work at the rubble on the other side.

EXT. HESERAT - VALLEY - DAWN

A low slope, grassy, rocky valley. At the bottom of the slope, there's something like a CAVE ENTRANCE, old and falling in.

But the DRONES streak out of it, one, two, three.

Our heroes appear a moment later.

Surrounding them, MOLLOCK and the TYKERIANS, weapons drawn on our heroes.

KOR TINAKO

Drop your weapons!

DIRK

Damn it.

CONTINUED:

They do as they're told.

Tykerian soldiers come up and get their weapons. Molloch approaches.

MOLLOCH

Give me the ring, Dirk. I know you have it.

DIRK

I don't know what you're talking about.

Molloch motions to the soldiers.

MOLLOCH

Search them.

The soldiers do their due diligence.

TYKERIAN SOLDIER 1

There's nothing here, sir.

MOLLOCH

Where's the ring, Mr. Dangerous?

DIRK

I'm not gonna tell you.

MOLLOCH

You give me the ring, I'll give you a fighting chance.

DIRK

A fighting chance?

MOLLOCH

With the insects of course.

DIRK

Go to hell!

Tykerian Soldier 1 smashes Dirk in the face with his rifle butt.

MOLLOCH

Check his hands.

The soldiers take Dirk and pry his hands open. There, on his RIGHT MIDDLE FINGER, the RING.

Molloch approaches and takes it off Dirk's finger.

(CONTINUED)

CONTINUED:

MOLLOCH (cont'd)
Once again, Mr. Dangerous, what was
yours is now mine.

DIRK
You don't know what you're doing,
Molloch.

MOLLOCH
Seal them inside. A little hope
never killed anyone.

The Tykerians herd our heroes into the tunnel.

INT. CAPITOL BUILDING - CATAcomb - DAY

Our heroes head deeper inside.

Outside, there's the THUMP of an explosion and the mouth of
the tunnel caves in.

Our heroes go back to the mouth of the cave, now collapsed.
They try to move the rock but no luck.

TURAC
Now what, mammal?

NADIA
Dirk?

DIRK
You have any weapons?

Nadia roots around under her tunic in the small of her
back. She pulls out a VERY SMALL PISTOL.

NADIA
It's down to half a charge.

DIRK
That's a start.

NADIA
Now what?

DIRK
There was a fork. Let's go the other
way.

TURAC
What about the insects?

(CONTINUED)

CONTINUED:

Dirk nods to Nadia.

DIRK

Nadia's a great shot. A little hope never killed anyone.

And they're off!

Dirk leads the way this time, with Nadia and Turac close behind him.

They come to the fork.

INT. CAPITOL BUILDING - CATAcomb - FORK - DAY

They pause. They can hear the INSECTS coming through.

DIRK

Let's go!

And they're off down the other fork! They run like hell!

The INSECTS BREAK THROUGH!

They SWARM after our heroes!

INT. CAPITOL BUILDING - CATAcomb - OTHER FORK

This passage is much more rough. The tunnel narrows the further along they get.

NADIA

Dirk!

DIRK

I know!

They keep going.

The INSECTS GAIN GROUND. Nadia lets Turac go by and aims at the lead insect and zaps it!

One insect down, a million to go!

She runs.

Narrower, and narrower, and narrower.

Every now and then Nadia shoots and another insect dies.

(CONTINUED)

CONTINUED:

NADIA
I'm running out of power back here!

DIRK
We're almost there!

TURAC
We better be!

The insects swarm. Nadia shouts a battle cry. Turac draws his sword. They run, but ready themselves for death.

EXT. HESERAT - HILLSIDE - DAY

A grassy hill. It's nice. Pleasant. You could have a picnic there.

A LASER BEAM burst through the hillside.

Then a hand.

Then NADIA pulls herself out of the ground. Followed by Dirk and Turac.

Nadia pulls them out.

NADIA
Get under cover.

DIRK
What cover?

NADIA
Move!

She fiddles around with her pistol. The power gauge goes nuts. She tosses the pistol into the hole they just came out of, and then she ducks.

Turac and Dirk follow suit.

BOOM!

The hillside caves in a little bit.

DIRK
What the... you coulda killed us!

NADIA
You're welcome, Dirk.

They start to move down the hill.

(CONTINUED)

CONTINUED:

DIRK

I've got to get that ring back.

(stops, turns to
mates)

Nadia, you and Turac get the Spartan
Alpha. Home in on my signal.

He pulls out a high tech KEY and tosses it to her. She catches it.

NADIA

You're going after Molloch alone
aren't you.

DIRK

There's no point endangering all of
us. Besides...

(pats his pack)

... I've got a plan.

She tosses the key to Turac, who catches it.

NADIA

Dirk, you're an idiot. You go alone,
and you're going to be a smear on
the ground before we even get to the
Spartan Alpha.

He goes to say something, but she's right.

TURAC

I'll take good care of her.

They all head out.

EXT. HESERAT - TYKERIAN CAMP - DAY

TWO MILITARY STYLE TRUCKS are being loaded. A SEDAN is being prepped. HOVER BIKES are being worked on.

Molloch and Kor Tinako watch over all this. With them is a TYKERIAN CAPTAIN.

MOLLOCH

Captain, are we ready to move out?

TYKERIAN CAPTAIN

As soon as you wish, sir.

Molloch and Kor Tinako head to the sedan. A TYKERIAN DRIVER is already at the wheel.

(CONTINUED)

CONTINUED:

They pass the trucks, and we see them loaded with TYKERIAN SOLDIERS, armored and armed.

In the middle truck - between the sedan and the other truck - we see a LARGE BOX in the back.

In the background, we see a HILL. And on the top of that hill, we see...

EXT. HESERAT - HILL - DAY

... Dirk and Nadia sneaking up.

Nadia pulls a pair of BINOCULARS from her pack. Dirk pulls a SPY GLASS from his. They spy on the camp.

POV DIRK'S SPYGLASS

The width and breadth of the camp. He watches the CONVOY start to move out.

END POV

DIRK

They're on the move.

NADIA

We can't wait for Turac.

NADIA'S BINOCULAR'S POV

Nadia sweeps the camp, rests on the COVERED MOTOR POOL. There are a few BIKES under the cover.

END POV

NADIA (cont'd)

I think I've found our solution.

EXT. HESERAT - TYKERIAN CAMP - DAY

Two TYKERIAN SOLDIERS work on a hover bike out in front of the motor pool.

From the motor pool...

DIRK AND NADIA BLAST OUT on a pair of HOVER BIKES! The Tykerian Soldiers start to run after them.

Dirk's bike has a HOLSTER with a LASER PISTOL.

(CONTINUED)

CONTINUED:

Nadia's bike has a long HOLSTER for a RIFLE. There's a LONG PUMP ACTION RIFLE in the holster. It has a GRENADE LAUNCHER slung under the main barrel.

On their bandoleers, a few GRENADES. They look like kids who just ransacked a candy store that was full of weapons.

NADIA
Gimme a second!

She stops, turns her bike, and pulls the rifle.

Dirk stops a little further along.

She aims...

POV NADIA'S SCOPE.

The Tykerian Soldiers are scrambling for their equipment. The first one gets out his COM.

She shoots!

He's hit!

The second soldier ducks and runs.

She shoots again!

He's down!

END POV

DIRK
You done?

Nadia looks on her work with satisfaction.

NADIA
Let's go.

They head out.

EXT. HESERAT - VALLEY - DAY

This is scrub land.

The valley has steep walls, and the convoy moves along through the bottom of it.

Molloch - seated in the back of the sedan - looks pleased with how things are going. Kor Tinako, not so much.

(CONTINUED)

CONTINUED:

MOLLOCH

Kor, brighten up. In a solar week,
you'll be running one of the central
system planets.

KOR TINAKO

I will feel much better when the
ring is in the hands of high
command.

EXT. HESERAT - VALLEY RIDGE - DAY

Dirk and Nadia pull up on the bikes, watch the convoy.

Dirk pulls his pack and takes out a small EXO-SKELETON.
It's very minimal. He starts to put it on.

NADIA

What are you doing?

DIRK

I'm going down there.

NADIA

That's a power enhancer. You're
going to fight Molloch, aren't you?

DIRK

I owe him. And I'm going to get the
ring back. Cover me?

She pulls out the long rifle.

NADIA

You're an idiot, Dirk.

DIRK

Thanks.

He powers up the bike, and heads down the hill!

Nadia looks at her bike's DISPLAY, turns on the AUTOPILOT,
charts a course on the touch screen.

The bike starts up, and she sits on the head of the seat
back as the bike zips along.

EXT. HESERAT - SLOPE - DAY

Dirk careens down the slope. On his way down, he tucks the
pistol in his belt, like a pirate.

EXT. HESERAT - VALLEY FLOOR - DAY

Dirk hits the road on the valley floor running. The convoy is ahead of him, and he guns the bike.

He shoots ahead, and as he moves along, he grabs one of the grenades, and arms it, hand tight on the safety. He gets closer and closer to the TRUCK in the rear, and the closer he gets...

... the more the Tykerian soldiers catch on to the fact that he may not be friendly. So the soldiers in the back start to get up and unsling their laser rifles.

And Dirk's on top of them, and just as he cuts to the left, he...

... tosses the GRENADE into the back of the truck.

BOOM!

A flash of flame and smoke and suddenly Tykerian soldiers are blasted and falling out the back of the truck.

INT. SIGMA TRUCK - DAY

The TYKERIAN DRIVER takes evasive action!

EXT. HESERAT - VALLEY FLOOR - DAY

Dirk pulls back in behind the truck, draws his pistol.

A BURNING TYKERIAN comes to the back, obviously in despair and pain, and Dirk dispatches him with a single shot.

Dirk pulls in close to the truck, which moves from side to side along the road. He gets as close as he can, gets up on the seat of the bike in a crouch, and LEAPS!!!

He's hanging on the back left corner!

INT. SIGMA TRUCK - DAY

The driver looks out to the side-view mirror. Sees Dirk hanging off the back of the truck. Takes evasive maneuvers.

EXT. HESERAT - VALLEY RIDGE - DAY

Dirk hangs on for dear life. Climbs on board.

INT. TYKERIAN TROOP TRUCK - TRUCK BED - DAY

Dirk surveys the damage he's done.

But one soldier has armor and a helmet that are in pristine shape. Dirk smiles.

INT. TYKERIAN SEDAN - DAY

The passengers are confused as to what's going on back there.

TYKERIAN CAPTAIN
(into the radio)
What's going on back there!?

INT. SIGMA TRUCK - DAY

The passenger is on the radio.

TYKERIAN PASSENGER
(into the radio)
Someone's attacking Sigma Truck! We just lost the soldiers in the back!

INT. TYKERIAN SEDAN - DAY

Molloch knows.

MOLLOCH
Dirk!

He flexes his body, which grows. He starts to get up. Kor Tinako stops him.

KOR TINAKO
Not yet. Let the soldiers handle him. We are very close to the ship.

EXT. HESERAT - VALLEY RIDGE - DAY

Nadia rides along, watching the scene unfold through the scope on the rifle.

SCOPE POV

The CROSSHAIRS settle on the sedan driver.

CALCULATIONS run down the right side of the POV.

(CONTINUED)

CONTINUED:

She shoots!

We watch the energy bolt cut though the air.

END POV

Nadia smiles.

INT. TYKERIAN SEDAN - DAY

POW! The driver gets shot! He's dead!

EXT. HESERAT - VALLEY FLOOR - DAY

The sedan swerves all over the road! Everyone hangs on for dear life!

INT. TYKERIAN SEDAN - DAY

The Captain takes over the wheel while Molloch tosses the body of the dead driver to the side of the road!

Molloch turns to the three TYKERIAN HOVER BIKE RIDERS.

MOLLOCH

(points)

That came from the ridge! Don't come back until you have that sniper's head!

And they're off!

INT. SIGMA TRUCK - DAY

The driver keeps his eyes on the road, continues to evade... something. The passenger pulls his pistol. Ready for anything!

BOOM!

From behind them, a DENT bulges out of the cabin wall!

TYKERIAN PASSENGER

Get ready!

He shoots through the cabin wall!

SIGMA TRUCK DRIVER

Watch it!

INT. SIGMA TRUCK - TRUCK BED - DAY

Dirk stands, having ducked.

He's in the Tykerian armor, and wearing the helmet.

He clenches his fists. On his KNUCKLES are what can be described as HIGH TECH BRASS KNUCKLES. They glow blue.

And when he tightens his fist, they CRACKLE WITH ENERGY.

On his back, in the center where the arms of the exo-skeleton meet, is a small ENERGY PACK. The meter shoots up when he tightens his fist.

He pulls back his arm, ready for a punch.

He throws the punch!

It burst through the wall! He grabs a handful of metal and peels back the wall, revealing the Tykerian Passenger, who is freaking out!

The Tykerian Passenger takes a few wild shots!

Dirk reaches through...

INT. SIGMA TRUCK - DAY

... and grabs the Passenger, and pulls him through!

SIGMA TRUCK DRIVER

Hey! What!?!?

The driver pulls his pistol.

INT. SIGMA TRUCK - TRUCK BED - DAY

Dirk casually tosses the man out the back of the truck. He watches the man bounce along the road.

Then, he peels the metal back more, and crawls through...

INT. SIGMA TRUCK - DAY

... and wrestles with the driver for control of the gun!

EXT. HESERAT - VALLEY RIDGE - DAY

Nadia zips along, looking for a shot to take.

A LASER BOLT hits the rear of her bike! She turns, rifle at the ready!

The TYKERIAN HOVER BIKES are behind her!

NADIA

Damn it!

INT. TYKERIAN SEDAN - DAY

Molloch grabs the radio.

MOLLOCH

(into radio)

Bravo 1, what do you see in Sigma truck?

BRAVO 1

(from radio)

We can't get a bead on what's happening back there, sir...

MOLLOCH

Take care of the problem, soldier. You're a Tykerian. Act like it.

INT. SIGMA TRUCK - DAY

Dirk and the driver are no closer to a resolution over the gun. But they do notice something.

The back of Bravo Truck is opening up, and the solider there have their rifles at the ready.

They open fire! Laser bolts hit Dirk's truck!

Dirk and the driver aim the pistol together and shoot back!

EXT. HESERAT - VALLEY RIDGE - DAY

Nadia is now down in the seat of her bike, waiting.

The Tykerians try to goad her into making a mistake, take potshots, but clearly aren't going for the kill just yet.

Nadia pumps the rifle, aims, fires.

(CONTINUED)

CONTINUED:

One biker down.

INT. SIGMA TRUCK - DAY

The shooting from Bravo Truck continues.

Dirk turns his attention to the Driver, wrests the pistol from the Driver's hand, and shoots the Driver in the chest.

Dirk shoves the Driver out the door.

EXT. HESERAT - VALLEY FLOOR - DAY

The Driver falls from the truck! The truck swerves!

INT. SIGMA TRUCK - DAY

Dirk takes over the truck! He kicks the truck into high gear!

EXT. HESERAT - VALLEY FLOOR - DAY

He brings the truck along the left side of the Bravo truck. The soldiers keep shooting.

INT. BRAVO TRUCK - DAY

The BRAVO TRUCK DRIVER spies Dirk's maneuver out of his side mirror, takes action!

EXT. HESERAT - VALLEY FLOOR - DAY

Bravo truck swerves into Dirk's truck! Dirk swerves back!

INT. SIGMA TRUCK - DAY

Dirk sets the autopilot on the TOUCH SCREEN!

He crawls over to the passenger side, kicks open the door, and...

EXT. HESERAT - VALLEY FLOOR - DAY

... climbs out the side, crouches, and LEAPS! He slams into the side of Bravo truck, hangs on for dear life!

(CONTINUED)

CONTINUED:

His truck starts to list back! It runs off the road and hits a BOULDER!

BOOOM!

It goes up in a ball of fire!

Dirk climbs up to the top of...

EXT. BRAVO TRUCK - DAY

He stands and sees Molloch and company in front of him.

Then, ZAP! Through the roof! Between his legs! A laser beam!

ZAP ZAP ZAP! They're shooting through the roof!

EXT. HESERAT - VALLEY RIDGE - DAY

Nadia spies Dirk in trouble.

She takes aim at one of the bikers, pumps, SHOOTS!

BOOM! Direct hit!

The bike goes up in flames! The rider flies through the air!

She turns her attention to Dirk's predicament.

PUMPS THE GRENADE LAUNCHER...

FIREs.

EXT. HESERAT - VALLEY FLOOR - DAY

BOOM! She hit the roof of Bravo truck! A huge hole!

INT. BRAVO TRUCK - TRUCK BED - DAY

Soldiers in disarray!

EXT. BRAVO TRUCK - DAY

Dirk is knocked to the side and nearly slides off, but he hangs on, gets back up! Throws Nadia a thumbs up as he pulls a grenade and tosses it in the hole and ducks!

(CONTINUED)

CONTINUED:

BOOM!

More fire. More dead soldiers!

He hops down into the hole.

INT. BRAVO TRUCK - TRUCK BED - DAY

He goes to the BOX, which is damaged.

He pops it open, and finds...

NOTHING.

DIRK

Empty?

BOOM!

The truck shakes, and Dirk does his best to keep his balance.

A LARGE CYBORG HAND reaches in, grabs Dirk by the ARM. Pulls him out of the truck!

EXT. BRAVO TRUCK - DAY

Molloch holds Dirk by the arm like he's caught a prize fish.

MOLLOCK

Mr. Dangerous! We meet again!

EXT. HESERAT - VALLEY RIDGE - DAY

Nadia pops another shot! The last biker down!

She looks down through her scope.

SCOPE POV

Molloch holding Dirk.

END POV

NADIA

Damn it!

She raises the rifle and rains fire down on Molloch!

(CONTINUED)

CONTINUED:

SCOPE POV

We see the laser bolt cut through the air.

She keeps shooting!

END POV

EXT. BRAVO TRUCK - DAY

Molloch is hit! He's off balance! They push him around like he's being shoved!

He drops Dirk!

Dirk hits the roof, collects himself. He stands, gets into a defensive stance, hands up, fists clenched, knuckles crackling with energy.

Molloch starts to gather himself.

Dirk PUMMELS Molloch!

The fight is on!

It's a brawl! Dirk gives as good as he gets!

A break in the fight. They size each other up from opposite ends of the truck.

DIRK

Where's the ring, Molloch?

Molloch beats his chest over his heart.

MOLLOCH

You'll never get it out of me, Mr.
Dangerous. Even with that low-rent
exo-skeleton.

DIRK

This thing cost a fortune!

And they're at it again! This time, though, Molloch picks Dirk up, and

THROWS HIM

over the front of the truck.

EXT. BRAVO TRUCK - DAY

Dirk hits the HOOD of Bravo truck and slides off the front end, where he manages to stop his slide by the grace of some god or another.

He looks up, sees the DRIVER and PASSENGER. Even higher, Molloch peering down at him.

Dirk pulls his pistol.

INT. SEDAN - DAY

Kor Tinako turns in his seat, sees Dirk drawing his weapon, pulls his pistol, and fires.

EXT. BRAVO TRUCK - DAY

Shots ping all around Dirk! Then, he's hit in the right thigh!

DIRK

Damn it!

Dirk twists around and fires back!

Kor Tinako ducks.

Dirk twists back around and faces the driver, fires!

The driver swerves, even through the shots don't make it through the windshield.

Dirk hangs on.

EXT. SEDAN - DAY

Kor Tinako gets his courage back and rises up, aims, and...

EXT. HESERAT - VALLEY FLOOR - DAY

BOOM!

The front left end of the sedan explodes!

Nadia swoops in, rifle at the ready.

The sedan swerves and is off the road!

(CONTINUED)

CONTINUED:

Kor Tinako shakes his fist at her!

She drops back until she's in line with Bravo Truck, raises her rifle, pumps the grenade launcher and fires!

EXT. BRAVO TRUCK - DAY

BOOM!

The driver side windshield and part of the roof are gone!

Molloch loses his balance, falls back.

The driver is worse for the wear, and Dirk finishes him off!

Dirk climbs up as the passenger tries to get control of the truck. Dirk shoots him through the windshield frame! He climbs into the cab...

INT. BRAVO TRUCK - DAY

... and takes over the driving duties.

EXT. HESERAT - VALLEY FLOOR - DAY

Nadia falls back some more and fires on Molloch with everything she's got!

She knocks Molloch off balance.

INT. BRAVO TRUCK - DAY

Dirk HITS THE BRAKES hard.

EXT. BRAVO TRUCK - DAY

Molloch loses his balance again, flies forward over the cab and SMASHES into the hood.

INT. BRAVO TRUCK - DAY

Dirk hits the gas, watches Molloch dig his hands into the metal of the hood to keep from falling.

Dirk pulls his pistol, fires on Molloch.

(CONTINUED)

CONTINUED:

DIRK
How do you like it now, Molloch!?

Molloch does not like it. At all.

EXT. HESERAT - VALLEY FLOOR - DAY

Dirk rumbles along, Molloch maintaining his grip.

UP AHEAD: A large BOULDER.

INT. BRAVO TRUCK - DAY

Dirk sees the boulder, has an idea, smiles, keeps shooting at Molloch, and really hits the gas.

EXT. HESERAT - VALLEY FLOOR - DAY

Nadia realizes what Dirk's going to do. She pulls away.

Dirk guns the engine, and heads right for the boulder.

Molloch has no idea anything's happening until he sees...

INT. BRAVO TRUCK - DAY

... Dirk brace for impact.

EXT. HESERAT - VALLEY FLOOR - DAY

BOOM!

Bravo Truck SMASHES into the boulder!

A moment.

Nadia pulls up, stops. Dismounts, weapon at the ready. She approaches the truck, weapon on where she thinks Molloch would be. She opens the door. Dirk is fine.

NADIA
You're an idiot, Dirk.

DIRK
It worked, didn't it?

(CONTINUED)

CONTINUED:

NADIA

So do artillery bombardments. This was about as subtle.

Dirk hops down, pistol at the ready.

The go to the front of the truck. Dirk hops up, kicks aside some loose debris, and sees...

MOLLOCH...

... smashed, and who knows if he's alive or dead.

Dirk reaches down, grabs the chest plate over Molloc's heart, and tears it open.

There, nestled in the mechanical recesses of Molloc's chest, is the RING.

Dirk takes it, slips it on his finger.

NADIA (cont'd)

Dirk, we've got company.

Dirk turns.

Nadia has her gun trained on the approaching SEDAN. How it survived, we'll never know, but it's coming.

DIRK

We can take them.

NADIA

With what? I'm out of grenades, and I've got about three shots left.

DIRK

It's two against two. What's the worst that could happen?

There is a series of FLASHES from the sedan.

Laser bolts hit Bravo Truck around Dirk and Nadia!

The Tykerian Captain is in the back with a large laser rifle. Kor Tinako is driving.

Nadia fires back once, twice, three times! Four! Then, click, click, click.

NADIA

I was off by one.

(CONTINUED)

CONTINUED:

DIRK

Great!

They take cover as Dirk fires back with his pistol.

DIRK (cont'd)

Now what?

From above:

The whine of the Spartan Alpha's thrusters!

Turac brings the Spartan Alpha down between our heroes and our villains, blocking the laser rifle shots.

The ramp opens, Dirk and Nadia take their cue, and board.

The Spartan Alpha rises up into the air as the sedan comes to a halt by Bravo Truck.

Kor Tinako gets out of the sedan and looks up as the Spartan Alpha flies off. Kor Tinako walks over to Molloch's body. Kicks Molloch's foot.

TYKERIAN CAPTAIN

Is he dead?

A CREAK. Then the groan of metal as Molloch pushes Bravo Truck off of him.

MOLLOCH

He has the ring!

EXT. SPACE

The Spartan Alpha shoots into space.

Coming from nearby, the TYKERIAN BATTLE CRUISER! It looks like a whale shark.

Several CRAB SHIPS spill out of the battle cruiser and streak toward the Spartan Alpha!

INT. SPARTAN ALPHA - COCKPIT

Turac is still piloting. Dirk and Nadia enter.

DIRK

Open a vortex!

(CONTINUED)

CONTINUED:

TURAC
Way ahead of you!

Turac flips a switch, pulls a lever, grabs the yoke.

EXT. SPACE

A VORTEX opens in ahead of the Spartan Alpha.

The crab ships close in!

The Spartan Alpha leaps into the vortex!

The Vortex collapses just as one of the crab ships passes through it, SMASHING it to pieces, and sucking in some of the debris of the crab ship!

The closing of the vortex leaves ripples in space.

EXT. SPACE - DISPUTED TERRITORIES

A Union CARGO SHIP moves along.

A VORTEX opens, and out comes the Spartan Alpha!

INT. UNION CARGO SHIP - CARGO BAY

The Spartan Alpha sits with other ships and cargo.

Dirk, Turac and Nadia step off the Spartan Alpha.

DIRK
I've talked to T'Call, and he's
going to get you home.

TURAC
I appreciate that, Dirk. And of
course...

DIRK
The money's in your account.

TURAC
Poetry to my ears, Mr. Dangerous.
Ah, before I go...

He takes Dirk aside.

(CONTINUED)

CONTINUED:

TURAC (cont'd)
The Shaman gave me something before
we left him.

DIRK
Yeah?

Turac takes off his charm, and hands it to Dirk.

DIRK (cont'd)
Your charm.

TURAC
It's a data stick. Everything you
wanted to know about that ring of
yours.

Dirk closes it in his fist.

DIRK
You're a man among men, Turac.

T'Call, and several UNION SOLDIERS approach.

DIRK (cont'd)
T'Call!

T'CALL
Mr. Dangerous. I presume you have
the ring?

DIRK
Have I ever let you down? Don't
answer that.

Dirk approaches T'Call, takes the ring off his finger,
hands it over to T'Call, who takes it carefully from him.

T'CALL
Mr. Dangerous, you may have just
saved the Union.

INT. UNION CARGO SHIP - CORRIDOR

Dirk and Nadia make their way down the corridor. It's like
walking down a slightly roomier submarine. Union Soldiers
and CREW do their jobs.

Our heroes come to a door and stop.

DIRK
Well, this is me.

(CONTINUED)

CONTINUED:

NADIA
No, it's my room.

DIRK
What are you talking about, I'm in
4C.

NADIA
Damn it.

DIRK
We're sharing, aren't we?

INT. UNION CARGO SHIP - ROOM 4C

It's small, two cots, a wash station, a place for clothes, a tiny desk and stool. Enough room for one person to move around while the other sits on their cot.

Dirk sits on the desk over his Holo Disc. He inserts the dagta stick, and a menu pops up. He reads through it.

He selects something, and an IMAGE OF a KIOSK comes up. It's got four panels, and is open in the back. An image of a human figure next to it for scale.

Nadia looks over.

NADIA
What's that?

DIRK
It's the info stick Turac gave me.
He got it from the Shaman.

NADIA
It's the information from the orb.

DIRK
Yeah. Instructions on the ring.
Everything from where it was kept to
using it.

NADIA
And that thing?

DIRK
From what I can tell, instructions
on how to build the thing that
controls the army.

(CONTINUED)

CONTINUED:

NADIA

That's it?

Dirk shrugs and turns off the Holo Disc, reaches into his bag, takes out a small BOTTLE of ALCOHOL, which he opens.

He offers a drink to Nadia.

DIRK

You thirsty?

She turns, dries her face. Takes the bottle and drinks. Looks at the label.

NADIA

I remember this.

DIRK

We shared a full bottle of the stuff, back in the day.

NADIA

Yeah.

She takes another pull, hands the bottle back.

ANNOUNCER

All hands, we are entering opening the vortex. Prepare for vortex passage. I repeat, prepare for vortex passage. All hands get secure. It's gonna be a bumpy ride!

Nadia sits on the cot, settles in with Dirk.

The engines whine as they power up. The ship SHAKES hard, like it's going to fall apart. And just as it seems like it's going to go on too long...

... it stops.

ANNOUNCER (cont'd)

Thank you for riding Union Spaceways. We appreciate your business. We are now approaching Space Station Seguro. We're gonna refuel, restock, and get the hell out of here.

DIRK

You ever been here before?

(CONTINUED)

CONTINUED:

NADIA

It's neutral, if that's what you're asking. I imagine there are Tykerian informants all over the place. Like the man said, we're gonna get what we need and then get the hell out of here.

Nadia gets up and starts to take off the armored parts of her outfit, and puts them aside.

DIRK

Those bodies we found in the passageway?

NADIA

Yeah.

DIRK

You knew some of them.

Nadia doesn't say anything, but yes, she did.

DIRK (cont'd)

Why weren't you down there?

NADIA

There were a lot of us who weren't down there.

She sits on the cot next to him, goes through her bag.

DIRK

You weren't even in the system.

Dirk gets up from the cot and starts to loosen his clothes.

NADIA

Dirk, most of us didn't even know about the mission. I wasn't privy to everything our brigade was up to.

He starts to clean up.

NADIA (cont'd)

We had no idea that team was out here, but we certainly dealt with the fallout.

Nadia sets her bag on the floor.

DIRK

The regiment still exists, though.

(CONTINUED)

CONTINUED:

Nadia lays down on her cot, pulls a blanket over her.

NADIA

They're pariahs. And the Union
sacrificed their reputation to save
face. I wasn't going to stand for
that. The Union may be a better
alternative than the Tykerians,
but...

They are silent for a moment.

Dirk settles onto his cot. They might as well be in a bed
together, they're so close.

Nadia rolls onto her side. Dirk does the same so they're
facing the same way. You'd think they were spooning.

NADIA (cont'd)

I can feel you breathing on me.

DIRK

I can't help it.

She turns to face him.

NADIA

Try.

DIRK

This brings back memories.

NADIA

For you.

DIRK

You, too.

NADIA

(smiles her
concession)

Perhaps.

She shifts some more to face him.

NADIA (cont'd)

Was I really that important to you?

DIRK

I don't think there's been anymore
more important.

She considers him. He's serious.

(CONTINUED)

CONTINUED:

They move closer.

UNION CARGO SHIP CAPTAIN
This is the captain! All hands on
deck! All hands on deck!

Dirk and Nadia part, sit up.

Dirk gets up and goes to the door.

INT. UNION CARGO SHIP - CORRIDOR

Dirk stops a Union Soldier.

DIRK
What's going on?

UNION SOLDIER
There's a Tykerian battle cruiser
coming fast.

The soldier keeps going.

INT. UNION CARGO SHIP - ROOM 4C

Dirk comes back in.

DIRK
We gotta go.

EXT. SPACE

Space Station Seguro in the background.

The Tykerian battle cruiser and attendant attack ships
close in and FIRE on the cargo ship.

The cargo ship fires back, but there's little it can do.

Random missed shots from the Tykerians hit the space
station, shattering it! Fiery debris floats through space.

The Tykerian battle cruiser easily overtakes the smaller
vessel. It simply moves over the cargo ship.

INT. UNION CARGO SHIP - CORRIDOR

Dirk and Nadia, completely dressed now, run down the
corridor. Nadia has her Tykerian pump rifle in hand.

(CONTINUED)

CONTINUED:

Union personnel rush around them.

DIRK

If we can get to the Spartan Alpha,
we have a chance.

Dirk turns left down another corridor. Nadia stops in her tracks.

NADIA

Where do you think you're going!?!
The Spartan Alpha is the other way!

DIRK

If we don't get T'Call and the ring,
then this was all for nothing!

He moves on. Nadia throws up her arms...

NADIA

You're an idiot, Dirk.

... and follows.

EXT. SPACE

The bottom of the battle cruiser opens up, and TENTACLE ARMS squirm down and grab the cargo ship.

INT. UNION CARGO SHIP - CORRIDOR

The cargo ship shakes as the tentacles grab it.

More Union soldiers run down the corridor the opposite direction of our heroes.

DIRK

Where are they going?

NADIA

To die.

They keep going.

INT. UNION CARGO SHIP - ANOTHER CORRIDOR

The Union soldiers take up positions around a buckled portion of the hull. A FLASH OF SPARKS form a circle as a laser cuts through the ship's hull.

(CONTINUED)

CONTINUED:

The Union soldiers brace themselves.

The circle of hull falls forward, and TYKERIAN SOLDIERS pour through, weapons blazing!

The Union soldiers fire back!

INT. UNION CARGO SHIP - CORRIDOR

Dirk and Nadia make their way down the corridor. They hear the footsteps of many Tykerian soldiers.

Dirk and Nadia duck into a SIDE CORRIDOR.

The Tykerian soldiers march by.

They have T'CALL. He's WEARING THE RING. One of the Tykerian soldiers holds T'Call by the wrist, keeping the ringed hand in the air.

DIRK

We need to get that ring.

NADIA

Dirk, let it go. We're outnumbered here.

DIRK

But if we don't get it, the Tykerians are gonna control that army we saw.

NADIA

Bide your time, Dirk. Let's get out of here first.

Dirk sighs. Looks around the corner, sees that it's safe.

DIRK

Let's go!

INT. UNION CARGO SHIP - CARGO BAY

They make their way to the Spartan Alpha, cutting between Union personnel who are tending to the wounded or prepping ships to escape.

They board the Spartan Alpha...

INT. SPARTAN ALPHA - COCKPIT

... and enter the cockpit.

Dirk gets to the controls, powers up. Nadia sits next to him.

EXT. UNION CARGO SHIP - CARGO BAY

The Spartan Alpha powers up, takes off, and flies out of the cargo bay.

EXT. SPACE

The Spartan Alpha shoots out of the cargo bay and into space. Behind them, the Union cargo ship is shackled to the Tykerian battle cruiser.

Crab ships strafe the cargo ship. A moment later, some of the crab ships take notice of the Spartan Alpha making a break for it, and peel off in pursuit.

INT. SPARTAN ALPHA - COCKPIT

Dirk jukes and dodges.

DIRK

Damn it!

NADIA

You sure there aren't any weapons on this tub?

Dirk pushes the throttle.

EXT. SPACE

The Spartan Alpha bursts forth with extra energy!

The crabs have no problem keeping up. They shoot at the Spartan Alpha, score a few hits.

INT. SPARTAN ALPHA - COCKPIT

The Spartan Alpha shakes! Sparks fly! Alarms sound! Warning lights flash!

EXT. SPACE

A moment later, a LOBSTER-STYLE SHIP joins the crabs. This one lumbers more than the crabs, but it's just as fast.

INT. SPARTAN ALPHA - COCKPIT

Another direct hit from the crabs!

NADIA
Try dodging, Dirk!

DIRK
This isn't an attack ship!

Nadia watches the radar.

NADIA
There's an extractor following us!

DIRK
What!?

NADIA
They want this ship, Dirk. They're going to knock out the engines, grab the Spartan Alpha, and take us back to the battle cruiser.

EXT. SPACE

The Spartan Alpha swoops along, followed by the crabs and lobster. The crabs keep scoring hits!

In the BACKGROUND: The battle cruiser disengages from the cargo ship, lays down more intense fire, and...

... DESTROYS THE CARGO SHIP!

The cargo ship goes up in a blaze!

INT. SPARTAN ALPHA - COCKPIT

Dirk and Nadia are stunned!

NADIA
Get us out of here, Dirk.

DIRK
My pleasure.

(CONTINUED)

CONTINUED:

He pulls a lever, pushes some buttons, grabs the yoke.

And nothing happens.

NADIA

I said, get us out of here!

DIRK

The vortex drive is offline!

NADIA

Then what do we do now?

DIRK

We fight them at the air-lock?

NADIA

They'll kill us in no time.

DIRK

I thought you said they wanted to take us back. That's why they have the extractor!

Nadia watches the radar.

DIRK (cont'd)

I have a vacuum suit.

NADIA

A vacuum suit? As in, one?

DIRK

I usually work alone. Take it. Get out of here.

NADIA

And go where, exactly?

Dirk thinks on this. Then...

DIRK

I have an idea.

EXT. SPACE

The Spartan Alpha swoops around, doing a U-turn.

The crabs and lobster follow.

The Spartan Alpha heads BACK TO THE BATTLE CRUISER!

(CONTINUED)

CONTINUED:

Then, it enters the debris field of the destroyed station and cargo ship, the crabs and lobster in hot pursuit!

A moment later, the Spartan Alpha slows, and the crabs and lobster are on it. The lobster hovers over, extends its legs and grabs the Spartan Alpha.

INT. TYKERIAN BATTLE CRUISER - HANGAR

It's huge. All slick and glossy surfaces. Black and white and gray. Crab fighters line the walls, hang from the ceiling.

Tykerian soldiers rush toward the ship, followed by Molloch, Kor Tinako, and TYKERIAN OFFICERS.

The soldiers go to the back of the Spartan Alpha. One approaches with some DIGITAL EQUIPMENT, hooks it up to the lock, and opens the back hatch.

Soldiers board.

INT. SPARTAN ALPHA - CARGO BAY

They rush through the cargo bay, guns at the ready.

INT. SPARTAN ALPHA - COCKPIT

They burst in and grab Nadia, who sits patiently waiting for them. She is weaponless.

INT. TYKERIAN BATTLE CRUISER - HANGAR

They drag her out and shove her down in front of Molloch, Kor Tinako, and the officers.

MOLLOCH

Report!

TYKERIAN SOLDIER 2

We did a search of the ship, and she was the only one aboard, sir!

Molloch approaches Nadia.

MOLLOCH

What happened to Mr. Dangerous?

(CONTINUED)

CONTINUED:

NADIA

You killed him when you blew up that cargo ship.

Molloch smacks her, sends her flying!

KOR TINAKO

There's no need for that, now, Molloch. We have the ring. Your personal vendetta against this... courier will have to wait. Besides, if what she said was true, then it looks like the Tykerian Empire did you a favor.

MOLLOCH

(eyes on Nadia)

I hope you're right, Tinako.

EXT. SPACE

Debris floats around the Tykerian battle cruiser.

We get closer, and we see a HUMAN FORM in a SPACE SUIT. It's a light suit, for easy maneuvering.

It's DIRK!

He's got the Tykerian pump rifle slung. He's got the pistol in his belt. And in his hand, NADIA'S GRAPPLING GUN!

He gets closer to the battle cruiser. He raises the grappling gun, aims, shoots the battle cruiser. It hits the cruiser's hull, digs in deep, and secures itself!

Dirk wheels himself in until he's on the cruiser's hull.

EXT. TYKERIAN BATTLE CRUISER - HULL

Dirk unhooks the grapple, and looks around.

ABOVE HIM: A HATCH.

He bounces up toward it. It's got a handle and some writing above it.

DIRK

Garbage, huh? Here goes nothing.

He turns the handle the hatch opens. Some debris and garbage floats out. Dirk floats in.

INT. TYKERIAN BATTLE CRUISER - BRIG

Black metal all around. It's a high-tech prison. There's a MAIN TERMINAL, an island with TWO TYKERIAN GUARDS.

A THIRD TYKERIAN GUARD comes back from rounds.

Enter NADIA and two Tykerian soldiers.

TYKERIAN SOLDIER 3
We've got another one.

TYKERIAN GUARD 1 rises and comes around the terminal, checks Nadia's space-cuffs. There's a READOUT of information.

TYKERIAN GUARD 1
Former Union, huh? You're going to have a great time in here.

Nadia sneers at him.

TYKERIAN GUARD 1 (cont'd)
We'll take it from here.

He motions to the guard back from rounds. The soldiers exit.

TYKERIAN GUARD 1 (cont'd)
Take her back.

TYKERIAN GUARD 2
Yes, sir!

Nadia is led back through the...

INT. TYKERIAN BATTLE CRUISER - CELL BLOCK

Black bars, black decor, you get the idea.

Inside the cells, drunk and disorderly types.

And then, T'CALL, beaten, bruised, but alive.

Nadia is locked in her cell. She leans forward, arms and face through the bars.

NADIA
T'Call?

T'Call comes up, arms and face through the bars.

(CONTINUED)

CONTINUED:

T'CALL
You're Nadia, correct?

NADIA
Yeah.

T'CALL
Former Union, if I'm not mistaken.

NADIA
Malchor Brigade. 5th battalion.

T'CALL
Ah. General Dangerous was your commander. What brings you to this opulent palace of delights?

NADIA
The Tyekrians knocked out the vortex drive on the Spartan Alpha.

T'CALL
That doesn't bode well, does it.

NADIA
(shrugs)
It's an easy enough fix.

T'CALL
Really?

NADIA
There are workarounds. So long as the drive core is intact, you can reroute power and output. Simple.

T'CALL
You don't say.

NADIA
Are there any other Union soldiers in here?

T'CALL
No.

NADIA
So we're outnumbered.

T'CALL
10,000 to 1.

She looks around, makes a plan.

INT. TYKERIAN BATTLE CRUISER - GARBAGE PIT

It's a big, dark, dirty room, with piles of trash everywhere, and in the center, an COMPACTOR. In the back of the room, the HATCH for dumping the compacted trash.

The compactor is compacting trash into cubes.

A TYKERIAN SANITATION ENGINEER pushes a CART along with cleaning supplies and a TRASH CAN in it.

He dumps the trash onto the belt leading into the compactor. Then, he grabs a shovel and heads to a pile of trash, and starts shoveling it into a space-wheelbarrow.

BOOM BOOM BOOM!

He looks up. That came from the hatch!

He goes over.

TYKERIAN SANITATION ENGINEER

Hello?

BOOM BOOM BOOM!

He goes to the KEYPAD on the side of the hatch. Punches in some numbers.

A HISS, and on the keypad a RED LIGHT TURNS GREEN. He reaches for the handle, turns it, lets the door swing open as he backs up, shovel at the ready!

Out comes Dirk, RIFLE RAISED.

DIRK

On the ground, now!

The Tykerian Sanitation Engineer does as ordered.

DIRK (cont'd)

Take off your uniform!

TYKERIAN SANITATION ENGINEER

But I have to get up --

DIRK

Do it on the ground!

The Tykerian Sanitation Engineer thinks about arguing, sighs, and does his best.

INT. TYKERIAN BATTLE CRUISER - PASSAGEWAY

Dirk, now attired as a Tykerian sanitation engineer and pushing the cart, makes his way down the passageway, surrounded by Tykerians of all kinds.

He stops at a doorway, opens the lid of the container in the cart, checks the rifle and pistol power gauges.

The rifle: EMPTY.

The pistol: LOW POWER.

He surreptitiously pulls the pistol out, tucks it inside the uniform in the belt. Zips up, heads out.

INT. TYKERIAN BATTLE CRUISER - BRIDGE

It reminds one of a submarine bridge. There's a large screen on one end, and a captain's chair in the center.

Molloch, Kor Tinako, and the TYKERIAN BATTLE CRUISER CAPTAIN stand around what amounts to a large LIGHT TABLE. It projects a MAP of the GALAXY. The red flashing light is the YOU ARE HERE symbol.

TYKERIAN BATTLE CRUISER CAPTAIN
They will be finished assembling the
machine within the hour.

KOR TINAKO
Open a vortex to the dead planets.

TYKERIAN BATTLE CRUISER CAPTAIN
Right away, sir.

The captain goes to his men.

KOR TINAKO
You know how this machine works?

MOLLOCH
(taps his temple)
Of course. It's all up here.

KOR TINAKO
You're very lucky. It's not everyone
who has a hard-drive wired to his
brain stem.

TYKERIAN BATTLE CRUISER CAPTAIN
Opening vortex!

INT. TYKERIAN BATTLE CRUISER - PASSAGEWAY

Alarms sound, Tykerians clear out. Dirk hustles, but doesn't know where to go. No big deal. It's just a jump through a vortex. It's just some shaking.

And it SHAKES. Dirk keeps his feet under him, but it's tough.

INT. TYKERIAN BATTLE CRUISER - CELL BLOCK

Nadia and T'Call hang onto the bars of their cells.

INT. TYKERIAN BATTLE CRUISER - BRIDGE

The bridge shakes. Kor Tinako holds on to a rail. The captain sits in his seat. Molloch stands firm.

Then, the shaking stops.

TYKERIAN DECK OFFICER
We are through the vortex. Entering
orbit around Heserat.

The MAIN VIEW SCREEN comes to life, showing the planet below.

Molloch's eyes gleam.

INT. TYKERIAN BATTLE CRUISER - CONCOURSE

Tykerian soldiers and officers congregate to kick back, have something to eat and drink, and to blow off steam. Think a food court, but with alcohol.

The effects of the vortex wear off, and the Tykerians go about taking it easy.

Dirk keeps low. Just pushin' his cart, no big deal. He passes a table full of drunk Tykerian soldiers.

TYKERIAN SOLDIER 4
You there! Garbage man!

It takes a second, but Dirk stops.

DIRK
Me?

(CONTINUED)

CONTINUED:

TYKERIAN SOLDIER 4
(motions to the
stuff on the table)

Take this away!

Dirk hesitates, but does as he's told.

TYKERIAN SOLDIER 4 (cont'd)
Why were you in such a hurry,
garbage man?

DIRK
I'm heading to the brig.

TYKERIAN SOLDIER 4
That's all the way down on level 2.
What in the hell are you doing up
here?

DIRK
Right now? Cleaning up after you.

The soldiers laugh, and Dirk dumps the trash in the canister on top of the pump rifle. No one notices it.

He heads out.

INT. TYKERIAN BATTLE CRUISER - HANGAR

It's busy in there. Shuttles are coming in. Soldiers are unloading massive CRATES. When opened, out come the INSECT SOLDIERS, inert, hibernating.

The Spartan Alpha is off to the side, out of the way.

INT. TYKERIAN BATTLE CRUISER - BRIDGE

Molloch and Kor Tinako watch the unloading in the hangar on the main screen.

KOR TINAKO
It's beautiful, is it not?

MOLLOCH
It's the most beautiful thing I've ever seen.

There's a gleam in his eye.

INT. TYKERIAN BATTLE CRUISER - BRIG

The two guards at the central island terminal, the third heading off on his rounds.

The elevator door slides open, revealing Dirk and his container with the rifle.

One of the guards at the terminal looks up.

TYKERIAN GUARD 1
We didn't call for sanitation.

The third guard approaches, ready to deal with Dirk.

Dirk fires!

SKA-CHOW!

The third guard takes it in the gut! Falls forward!

Another shot to Tykerian Guard 3's gut! He falls into Dirk!

Dirk pulls the trigger! Empty!

The two guards at the terminal rise, draw their weapons!

Dirk struggles with the corpse of the third guard, reaches for the guard's pistol!

The two guards raise their pistols and fire and riddle their late comrade with laser shots!

Dirk drags the body back and finally frees the pistol!
Using the body as a shield, he opens fire!

Everyone fires! Laser bolts fly! Smoke fills the room! No one can see a thing!

Then, the firing stops!

The smoke clears. Dirk stands. Everyone else? They're dead.

He scrambles up, gets the rifle from the container, and starts to loot the bodies for weapons and ammo.

Then, he gets the KEY, and heads into the

INT. TYKERIAN BATTLE CRUISER - CELL BLOCK

He moves down the hallway.

(CONTINUED)

CONTINUED:

DIRK
Nadia! T'Call!

NADIA (O.C.)
Dirk! Here!

He goes to their cells, opens the doors.

T'CALL
You made it!

DIRK
It wasn't easy. They're unloading
the soldiers right now.

Dirk starts handing out weapons.

T'CALL
We don't have much time then.

DIRK
We can't give up. We have to get the
ring.

Nadia loads grenades into the pump rifle.

NADIA
How do you plan on doing that?

DIRK
Easy. We just rush in, shoot up the
place, grab the ring, and then fly
out of here.

NADIA
Dirk, you're an idiot.

INT. TYKERIAN BATTLE CRUISER - HANGAR

Tykerian soldiers set up the insect soldiers in formation.

Toward the back and center of the hangar, TYKERIAN TECHS
set up a TERMINAL STATION, the central point clearly for
where the ring will go.

Molloch stands close and watches. His arms are crossed
behind him. Between his forefinger and thumb, the ring.

INT. TYKERIAN BATTLE CRUISER - PASSAGEWAY

Dirk, Nadia and T'Call make their way down the passage.
It's surprisingly empty.

Nadia doesn't like it. Dirk doesn't notice.

DIRK

We could storm the bridge and set
off the self destruct.

NADIA

Or we could just get out of here and
alert the Union.

DIRK

We could take over the engine room
and overload the vortex engine.

NADIA

Or we could just get out of here and
alert the Union.

T'CALL

I think Ms. Parees has the best idea
here, Mr. Dangerous.

DIRK

Show what you know, T'Call.

TYKERIAN SOLDIER 5 (O.C.)

Halt!

Our heroes stop. Turn.

Behind them: Tykerian soldiers coming out of hiding,
weapons pointed at our heroes, who are outnumbered and
outgunned.

They stop, raise their hands in surrender.

NADIA

Dirk?

DIRK

I'm an idiot?

NADIA

Yup.

INT. TYKERIAN BATTLE CRUISER - BRIDGE

Kor Tinako watches the screen, which shows the activity in the hangar.

In the lower right hand of the screen, a WINDOW opens, showing Tykerian Soldier 5.

TYKERIAN SOLDIER 5

(on monitor)

Sir, we have captured the escaped prisoners. And one other.

KOR TINAKO

One other?

TYKERIAN SOLDIER 5

(on monitor)

Dirk Dangerous, sir.

KOR TINAKO

(smiles)

Take them to the hangar and give them to Molloch. Tell him it's a gift for a job well done.

INT. TYKERIAN BATTLE CRUISER - HANGAR

Dirk, Nadia and T'Call are cuffed and on their knees before Molloch. Tykerian soldiers stand nearby.

MOLLOCH

Your presence makes no difference to this, Mr. Dangerous. Nevertheless, it pleases me to see you here.

DIRK

Go to hell, Molloch!

Molloch laughs, turns his attention to the insect soldiers before him.

They are a vast army. They fill the hangar, outnumbering everyone there by a large amount. They are packed in, armed and armored. Imposing.

TYKERIAN TECH 1

Molloch, sir, the terminal is ready.

Molloch approaches the terminal. It's open in the back, with panels on four sides, with controls and holograms.

(CONTINUED)

CONTINUED:

Molloch takes the ring, goes to the central panel. A small door opens and he puts it inside, nestling it in place.

It hums to life. The panels light up! The door closes and the ring descends into the terminal.

Across the hangar, the eyes of the insect soldiers light up! Their posture straightens! They stand at rigid attention!

NADIA
This is bad, Dirk.

Dirk watches this all, teeth clenched.

Molloch plays the holograms on the terminal like a concert pianist. He moves his hand, the soldiers stomp a foot. He moves another hand, they SHOUT A CHANT!

It's deafening.

It scares Dirk.

DIRK
They're going to be unstoppable!

T'CALL
It's too late, Dirk.

Dirk leaps up at Tykerian Soldier 5, whose back is turned. He reaches around and grabs the soldier's pistol! FIRES!

Tykerian Soldier 5 goes down!

Nadia dives forward and grabs Tykerian Soldier 5's rifle!

Our heroes rush for cover in the back of the hangar!

MOLLOCH
Kill them!

Nadia has to drag the soldier's body as his rifle is still attached to him.

Dirk fires at the soldiers who turn and raise their weapons.

NADIA
Dirk! You're an idiot!

They hide behind some CRATES.

CONTINUED:

Dirk shoots off Nadia's cuffs. She takes up the rifle and starts laying down cover fire as the Tykerians fire back. She hits the soldier carrying her pump rifle.

NADIA (cont'd)
Hurry it up!

Dirk shoots off T'Call's cuffs, passes the gun, and T'Call shoots off his cuffs.

Dirk takes the pistol back and joins Nadia.

DIRK
Start throwing grenades!

Molloch starts moving his hands like crazy, trying to get the insect soldiers to do something other than chant and stomp.

Dirk points to Molloch and the terminal.

DIRK (cont'd)
There!

Dirk and Nadia concentrate their fire on the terminal. It comes apart like cheap cardboard. Molloch abandons it.

Now, Dirk and Nadia make their way toward the destroyed terminal, shooting as they move along. Driving back the remaining few Tykerian soldiers. T'Call follows.

As they move along, Dirk and T'Call pick up weapons, including Nadia's pump rifle.

The insect soldiers stop stomping and chanting.

They stand still.

Molloch turns his eyes to them.

The insect soldiers go INSANE, tearing up the hangar, tearing into each other. Destroying everything they can.

MOLLOCH
No!

He rushes in and tries to stop them. Tykerian soldiers join him in the attempt!

Dirk and Nadia exchange rifles. T'Call tosses grenades and shoots. Dirk digs through the terminal's remains.

Molloch turns and sees them, rushes at them!

(CONTINUED)

CONTINUED:

DIRK
Take care of Molloch, will ya?

Nadia aims the pump rifle, loads a grenade, shoots!

BOOM! Direct hit! Molloch flies back!

Dirk reaches into the mess of the terminal, digs around.

A-HA! Pulls the ring out!

DIRK (cont'd)
Got it!

He slips it on his finger.

DIRK (cont'd)
Let's get out of here.

They run like hell for the Spartan Alpha!

Molloch shakes off the shock of the grenade, gets up, sees our heroes, and he's off like a shot after them!

Dirk trails behind, shooting over his shoulder.

DIRK (cont'd)
T'Call! Get on the bird and start
her up!

He reaches into his pocket and pulls out the Spartan Alpha's key, tosses it to T'Call! T'Call gets to the hatch, opens it. The hatch lowers.

Dirk and Nadia shoot at Molloch and the insect soldiers.

The hatch is down, and T'Call rushes aboard.

Dirk and Nadia stand their ground as Molloch barrels at them.

DIRK (cont'd)
Gimme your rifle!

NADIA
What!?

DIRK
I'm gonna shoot that bastard!

Nadia hands the rifle over and boards.

Dirk pumps a grenade into the breach, aims, fires.

(CONTINUED)

CONTINUED:

BOOM! Direct hit! Molloch flies back.

The engines of the Spartan Alpha roar to life.

Pump, shoot. BOOM! Direct hit! Molloch slides across the hangar floor.

Pump, shoot. BOOM! Molloch's armor cracks. And he's out like a light.

DIRK (cont'd)

I told you, Molloch. I never leave a job unfinished.

He steps on board the Spartan Alpha. The hatch closes. The ship lifts off.

The insect soldiers take notice, rush the Spartan Alpha!

INT. SPARTAN ALPHA - COCKPIT

Dirk comes in, takes over from T'Call.

NADIA

How are you gonna get us out of here, Dirk? The hangar's closed.

DIRK

You're gonna fix the vortex engine, and then we're gonna open a vortex.

NADIA

You're an idiot, Dirk.

DIRK

You got a better idea?

She grumbles and heads out of the cockpit.

INT. TYKERIAN BATTLE CRUISER - HANGAR

The insect soldiers are in a mad rush at the Spartan Alpha, clawing at each other as they try to jump up and reach the ship. But then, something changes.

They start to form a tower of bodies, wide at the bottom, narrowing at the top.

INT. SPARTAN ALPHA - COCKPIT

Dirk holds the Spartan Alpha steady.

T'CALL looks out the windscreen, sees the soldiers' tower forming below.

T'CALL
Dirk, I think we have a problem.

Dirk looks. Sees the tower.

DIRK
Hang on.

He pulls the yoke.

INT. TYKERIAN BATTLE CRUISER - HANGAR

The tower of soldiers grows until finally, one lone INSECT SOLDIER jumps and grabs the Spartan Alpha with CLAWED HANDS.

Another soldier jumps up and grabs the first soldier's feet. Then another, and another, until a chain is formed.

Molloch looks on.

MOLLOCH
Yes!

INT. SPARTAN ALPHA - COCKPIT

Dirk increases the throttle.

DIRK
Damn it! Hurry up back there!

INT. SPARTAN ALPHA - ENGINE

It's a mass and maze of pipes, tubes, rotating bits, and lots of heat. And snaked into this mess of machine is Nadia, her multi-tool out, grabbing at some scorched wiring.

She reaches out for a THICK BLUE CABLE.

NADIA
I'm on it!

INT. TYKERIAN BATTLE CRUISER - HANGAR

More and more insect soldiers swarm up onto the Spartan Alpha. It's starting to weigh down. The engines struggle.

INT. SPARTAN ALPHA - COCKPIT

Dirk struggles with the yoke.

DIRK

Nadia!

INT. SPARTAN ALPHA - ENGINE

Multi-tool in her mouth, Nadia grabs another BLUE CABLE. It CRACKLES with energy.

She struggles to bring them together.

INT. TYKERIAN BATTLE CRUISER - HANGAR

Molloch stands back and laughs at what's happening to the Spartan Alpha. More insect soldiers rush to join the tower.

INT. SPARTAN ALPHA - COCKPIT

Dirk ups the throttle. Insect soldiers start to cover the canopy.

DIRK

Nadia!!!

INT. SPARTAN ALPHA - ENGINE

With her left hand, Nadia holds both cables together. It burns through her glove.

With her right, she takes her multi-tool, and JOINS THEM TOGETHER!

She let's go, the cable dangles, and she slithers out of the engine and into the...

INT. SPARTAN ALPHA - CARGO BAY

She stands up.

(CONTINUED)

CONTINUED:

NADIA
(top of her lungs)
Hit it!

INT. SPARTAN ALPHA - COCKPIT

Dirk flips some switches, pulls a lever, and grabs the yoke.

DIRK
Here we go!

INT. TYKERIAN BATTLE CRUISER - HANGAR

Molloch watches the insect soldier covered Spartan Alpha dip closer to the floor of the hangar. The engines whine.

Then, off to the side, a ripple.

A VORTEX opens.

MOLLOCH
Damn you, Dirk Dangerous.

The vortex spins and we can see space through the hole.

Insect soldiers start getting sucked through. The walls of the hangar start to buckle in places.

It opens wide enough for the Spartan Alpha.

INT. SPARTAN ALPHA - COCKPIT

Nadia is there now.

Dirk hits the throttle and...

INT. TYKERIAN BATTLE CRUISER - HANGAR

... flies through!

The vortex stays open, sucking in everything in the place.

Molloch tries to run, but he's being pulled by the vortex.

INT. TYKERIAN SEDAN - BRIDGE

Alarms sound. Lights flicker off.

(CONTINUED)

CONTINUED:

Kor Tinako gets on a comm.

KOR TINAKO
Molloch! What's going on down
there!?!?

There's an explosion.

EXT. SPACE

We see the battle cruiser start to crack and buckle.

INT. TYKERIAN BATTLE CRUISER - HANGAR

Molloch loses his fight against the vortex and he's sucked through! Screaming all the way.

EXT. SPACE

The battle cruiser starts to blow up, flames engulf the ship.

INT. TYKERIAN BATTLE CRUISER - BRIDGE

Kor Tinako and the other Tykerians scream as the ship explodes and they're thrown into space!

EXT. SPACE

The battle cruiser finishes blowing up.

EXT. SPACE

A vortex opens, and out comes the Spartan Alpha! And a trail of debris and bodies. But the Spartan Alpha made it!

INT. SPARTAN ALPHA - COCKPIT

Everyone breathes a sigh of relief.

NADIA
Did you know that would happen?

DIRK
Nope.

(CONTINUED)

CONTINUED:

NADIA

Dirk --

DIRK

I'm an idiot.

NADIA

-- that was brilliant.

EXT. CARDAN 4

The planet spins peacefully. Ships zoom by. All is right in the galaxy.

INT. UNION HQ - SMALL MEETING ROOM - DAY

This is a shitty conference room you meet in at work. Table. Chairs. Screen on one wall.

Dirk and Nadia sit at one end of the table.

T'Call and General K'Das sit at the other end.

T'CALL

-- and the Union is eternally grateful for everything you have done in service against the threat of the Tykerian Empire.

K'DAS

And I'm sure we paid you enough.

DIRK

You did.

Dirk hands over the ring to General K'Das, who takes it, puts it in a BLACK BOX, gets up, and exits. No goodbye.

Dirk, Nadia and T'Call stand.

DIRK (cont'd)

Where's he off to?

T'CALL

It's going to be a long war, Dirk. We don't want the Tykerians getting their hands on that ring.

DIRK

So he's going to destroy it?

(CONTINUED)

CONTINUED:

T'CALL
It will be put to... good use.

T'Call stands, gathers his things.

DIRK
He's going to the Dead Planets,
isn't he?

T'CALL
Dirk, it's being put to good use.

T'Call heads out.

EXT. UNION HQ - DAY

Nadia and Dirk stand on the steps of the HQ. Union types move around them. Dirk is dejected.

NADIA
There's nothing you can do, Dirk.
Besides, what did you think they were going to do with it?

DIRK
I don't know.

NADIA
They aren't as bad as the Tykerians, but...
(she shrugs)
Hey, you got a big pay out. Drinks are on you!

Dirk half smiles and they head out.

EXT. SPACE

The bodies of Tykerian soldiers float through debris. There's Kor Tinako, his face frozen in death.

We see Molloch from the back. We go over to him, go to the front of his body.

Molloch OPENS HIS EYES.

FADE OUT.