

Equinox

By

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FADE IN:

EXT. GARDEN - DAY

Two sisters play in the large green garden at the back of their home. CLEO, blond haired, aged 6 and FHEY, brunette, aged 5. They chase each other around the trees at the edge of the forest in the fading sun.

DAD (O.S)
Cleo! Fhey! C'mon, come inside,
dinner is ready.

Cleo and Fhey stop on the sound of their father's voice and start running back to their house.

The house is small and modest, made of wood and stone with a bellowing chimney.

INT. HOME - DAY

Cleo and Fhey both climb up onto the seats at the dinner table.

DAD brings bowls of stew over to them and they finally calm down to eat. He is 31, short brown hair with a bit of stubble.

DAD
So are you both looking forward to
the first day of school tomorrow?

Cleo and Fhey both give Dad nervous glances.

DAD (CONT'D)
You'll be okay, Cleo, you'll look
after your little sister won't you?

Cleo looks up at her Dad through her blond hair that has fell in front of her face.

CLEO
Yeah!

Cleo reaches out and holds Fhey's hand.

CLEO (CONT'D)
I'll look after you.

Fhey looks at Cleo with her still nervous eyes.

FHEY

Thanks.

DAD

Good, you still have a while before bed so finish up your stew and we can do something fun.

10 YEARS LATER...

INT. HOME - DAY

Cleo and Fhey enter the house, Dad gets out of his armchair. Fhey heads straight for the stairs.

DAD

Fhey! Get down here young lady!

Fhey comes back down the stairs and joins Cleo sitting on the sofa. Dad stands over them.

DAD (CONT'D)

What exactly happened today? They have suspended you both for two weeks.

CLEO

It's all my fault, the girl--

FHEY

--She said something about mom and I hit her.

DAD

What have I told you both about fighting?

FHEY

I couldn't let her say that about her.

DAD

That girl is in the hospital tonight with a fractured cheekbone.

CLEO

Lucky that's all she got.

DAD

Don't think I forgot about you Cleo.

A soft silence fills the room.

DAD (CONT'D)

I mean, what do you both want to do when you leave school? Have you given it much thought?

CLEO

Yeah we have.

Cleo looks to Fhey and their eyes meet.

CLEO (CONT'D)

We want to go to the capital and join the new Purgery unit that Denestra are setting up.

DAD

What!?

CLEO

It's a new military unit that is being set up to hunt down leaders of the resistance and--

DAD

--I know what it is! Why on earth do you want to do that? Why couldn't you want to be nurses or lawyers or something like that?

FHEY

We've talked it through Dad, we really, really want to do it. We will end the rebellion.

DAD

I forbid it.

FHEY

What!?

CLEO

Dad!?

DAD

No daughters of mine are going to be caught up in Denestra's politics.

FHEY

But Dad--

DAD

--You will both finish school and get careers in something normal. Now, you both have a lot of time off so you can help with chores around the house.

FHEY

Dad?

DAD

What is it!?

FHEY

Was it really my fault mom died?

A short silence follows Fhey's question. Dad sighs.

DAD

There was a problem with your birth, it wasn't your fault honey, these things happen.

FHEY

So I really killed her?

DAD

I didn't say that. Mom, she...her time was just up.

Fhey gets up and runs for the stairs.

DAD (CONT'D)

Fhey! Fhey!

Fhey disappears upstairs.

INT. FHEY'S ROOM - NIGHT

Fhey is hugging her pillow tight, eyes wide, still alert, still awake.

Fhey's door creaks open, she doesn't even flinch. A hand starts rocking her shoulder.

CLEO

Fhey...Fhey...

Fhey rolls on to her back to look at her sister.

CLEO (CONT'D)
C'mon, get dressed.

FHEY
What? Where are we going?

CLEO
We're leaving, we're going to
Divenire and we're gonna join the
Purgery like we always talked
about.

FHEY
What about Dad?

CLEO
He'll never let us go, it's now or
never. We'll send him letters to
let him know we are okay but we
can't tell him where we are or he
will take us back.

FHEY
I don't know.

CLEO
Fhey, we don't have long, we need
to go now. What do you say?

FHEY
Okay.

Fhey gets out of bed and Cleo helps her pack as quietly as
they can in the dark.

EXT. HOUSE - NIGHT

Cleo and Fhey exit the house with their bags of possessions
and close the door carefully behind them. They disappear
into the night.

THE NEXT DAY...

EXT. OUTSKIRTS - DAY

Cleo and Fhey sit on the train as it pulls out of the
narrow canyons and approaches Divenire, a vast metropolis
sparkling in the sunshine.

EXT. DIVENIRE - DAY

As the train snakes through the city, Cleo and Fhey take in the sights. Large projected monitors, the complicated architecture, a mixture of ancient stonework and new age metallic surfaces.

INT. PURGERY HQ - DAY

Cleo and Fhey walk up the large hall of the Purgery building, a floor of marble, a high ceiling and modest decor. They approach the front desk and Cleo asks about joining. The SECRETARY simply points to a large open book on the desk in front of Cleo and Fhey, they both sign it.

MONTAGE - VARIOUS

A) EXT. FIRING RANGE - DAY - Cleo and Fhey learn to assemble their weapons and then rush to their positions to fire at targets down the range.

B) INT. LECTURE HALL - DAY - A LECTURER is speaking to the recruits.

LECTURER (CONT'D)

This is an elite unit and as such,
the standard for passing is very
high, I don't expect many of you to
reach it...

Cleo opens her paper and begins to write as do the other recruits.

C) INT. OBSTACLE COURSE - DAY - Cleo runs it alone, climbing, jumping and crawling. She takes out holograms of enemy soldiers with her harmless laser pistol before completing the course.

D) INT. CLEO AND FHEY'S DORM - NIGHT - Cleo is sat at the table writing a letter. Fhey rolls over in the top bunk of their beds.

FHEY

What are you doing?

CLEO

Writing to Dad again.

FHEY

How many letters is that now?

CLEO

Three, it's only been a month. Maybe he didn't get the others or he's just busy.

FHEY

Or he doesn't care.

Fhey climbs out of bed, still dressed in her uniform.

CLEO

Do you want to do a piece?

Fhey looks disappointingly at Cleo.

FHEY

Is there much point?

Fhey leaves as Cleo digests Fhey's words.

E) INT. GREAT HALL - DAY - Everyone is stood in the great hall as an OLD MILITARY OFFICER speaks.

OLD MILITARY OFFICER

The time has come to promote one of you to the rank of commander. The soldier who has excelled and we feel to be the best leader and talisman of this division is...Cleo Dester.

Cleo moves through the crowd and gets to the stage to shake hands with Old military officer.

A sea of hands clap but Fhey's hands remain firmly by her side, a face of disgust. She turns and leaves through the crowd.

END OF MONTAGE

INT. ABANDONED WAREHOUSE - DAY

Cleo and her team (including Fhey) form at the door of the warehouse. They shoot the lock and enter.

OLD MILITARY OFFICER (V.O)

Commander Cleo. I'm sending you the co-ordinates of where we believe the rebel leaders are hiding. Take your team and eliminate the threat.

Cleo and her unit storm the warehouse, shooting down enemy resistance as they move deeper. Fhey takes half the unit as they split up.

As Cleo moves deeper, she loses the rest of her unit. She walks quietly down a corridor before focusing in on a door she can hear voices from, she readies at the door, shoots it open and enters.

She takes aim at the REBEL LEADERS inside before freezing. The third man stood there, now with a thick, scruffy beard is Dad.

CLEO

Dad?

DAD

Cleo?

Dad's expression turns from that of shock to sadness.

DAD (CONT'D)

Why? Why couldn't you and Fhey have stayed?

CLEO

You're resistance!?

DAD

Listen to me, Denestra has warped your vision. The people are suffering. You're not the guardian angel you've been lead to believe.

CLEO

What? What are you talking about?

Cleo's unit finds the room, lead by Fhey. Gunshots are fired and the TWO REBEL LEADERS stood by Dad are gunned down. Cleo rushes to act as a human shield in front Dad.

CLEO (CONT'D)

Wait! Wait! Hold your fire!

FHEY

Cleo, stand aside.

DAD

Fhey?

Fhey's focus is not flinched by her father's voice.

FHEY
 You are shielding an enemy of
 Denestra and of Cerin.

CLEO
 Fhey, don't do this. It's Dad!

FHEY
 (To soldiers)
 Arrest her.

The soldiers move to grab Cleo. Cleo aims her gun at them.

FHEY (CONT'D)
 Cleo Dester, your actions here will
 be held as treason.

CLEO
 You're not taking him.

DAD
 (Whispers in Cleo's ear)
 Forgive me.

Dad shoves Cleo to the ground. Cleo looks up to see her
 unit shoot and kill Dad.

Cleo starts to wail and scream as she is placed under arrest
 and lead away.

INT. COURTROOM - DAY

Cleo is sat in cuffs and overalls, awaiting to hear her
 punishment. She stares at Fhey who is stood against the far
 wall, overseeing the proceedings.

JUDGE (O.S)
 Cleo Dester, you have been found
 guilty of treason. You will be
 striped of your rank and position
 within the Purgery Division of the
 Denestra empire. You are also
 striped of citizenship and you are
 sentenced to death by firing
 squad. You will board Purge train
 9 to the execution center at 11:00
 tomorrow morning. Court is
 adjourned.

At the sound of the hammer Fhey moves from the wall and
 leaves without looking back at Cleo.

INT. PURGE TRAIN 9 - DAY

Cleo is sat alone in a carriage of Purge train 9. Her hands are cuffed and a chain runs from the cuffs to a protruding bar on the floor. The PRISONER GUARD who stands watch over Cleo at the end of the carriage is called on his radio and he leaves the carriage.

Cleo spits out a small pin of metal. She picks the lock on the cuffs and frees herself. She runs to the side door of the carriage and swings it open.

She pokes her head out at as the train thunders through the outskirts. She takes three deep breaths and jumps. The fall throws her body around violently, smashing into rocks and shrubs before she comes to a stop as the dust settles around her motionless body.

SUPER: "2 YEARS LATER"

EXT. DIVENIRE - SLUMS - DAY

The poor slums of DIVENIRE. Soldiers from the Purgery unit start to flood into a block of flats in the heart of the slums. The flats are very run down. The metal railings have rusted, litter lays all around and the people are dressed in very old and worn clothing.

The Purgery SOLDIERS form at the door of one of the flats.

PURGERY SOLDIER #1
Purgery unit 1. In position.

PURGERY SOLDIER #2 (O.S)
Proceed.

They shoot the door open and enter.

INT. FLAT - DAY

The Purgery soldiers sweep the flat with caution and their weapons aimed.

They restrain an OLD MAN who is in the living room. The interior is very modest and minimal in possessions. The arresting soldier explains the situation to the old man.

ARRESTING SOLIDER
Under Purgery act 4, section
2. You are under arrest for
conducting a religious activity and
aiding the resistance.

The arresting soldier gives the Old man over to his colleges who take him away.

ARRESTING SOLDIER (CONT'D)

(To soldiers)

Search the flat, do not leave this place until every stone has been turned.

The Purgery soldiers start to hurry around the flat like insects.

The soldiers enter a study and start to violently rip down religious statues and scriptures from the walls.

ARRESTING SOLDIER (V.O) (CONT'D)

Take all contraband away for further examination and destruction.

EXT. DIVENIRE - SLUMS - DAY

The soldiers escort the old man outside towards one of their many parked vehicles.

The old man looks around from the grasp of his captors. The entire slum is being ran down by the military.

One of the soldiers throw a prisoner's robe over the old man's head before throwing him into the back of their vehicle. The doors shut and the vehicle leaves the chaotic slums.

EXT. DIVENIRE - DAY

Sweep over the technologically advanced city as it shimmers in the sunlight. A mixture of beautifully crafted stonework, integrated with smooth metallic structures. Airships scatter across the skyline against the rising sun.

SUPER: "DIVENIRE, 2247 A.D"

A group of handcuffed PRISONERS are escorted through the rich district streets of Divenire by soldiers. They all dawn white detention robes issued by DENESTRA, all hooded and bearing Denestra's insignia.

PRISONER #1 looks around the street. She sees an orderly metropolis full of people.

An ORPHAN CHILD in a doorway, eating fruit stolen from a nearby stand.

They pass a shop with a television on. Overhearing the broadcast.

TELEVISION REPORTER (V.O)
 Marking his third term in office,
 high chancellor Lord Larus will
 make a speech later today at the
 Divenire Palace. Regarding--

The prisoners are moved on down another large street.

EXT. TRAIN PLATFORM - DAY

The platform is crowded with prisoners. Cries and scattered whispers are heard all around. Armed soldiers oversee the operation. Focused on in Cleo and SEF. Their identity hidden by their prisoner robes.

SEF
 (Whispered as they board the
 train)
 You sure about this?

CLEO
 (Whispered)
 Shut up.

They board the Purge train in amongst the other prisoners.

INT. PURGE TRAIN - PRISONER CARRIAGE - DAY

The interior seating lines both sides of the train, leaving a clear walkway down the middle.

Everyone takes their seats as the train begins to depart. Cleo examines her handcuffs and begins to twist her wrists to test them.

EXT. DIVENIRE - DAY

The train snakes at blinding speeds through the high-tech city. The sun bounces off the cityscape as if it were a city of glass.

INT. PURGE TRAIN - PRISONER CARRIAGE- DAY

Cleo scans the carriage. She examines GUARD #1 at the top of the carriage. Guard #1's armored suit is made of a strong alloy, as is his helmet from which the green light of their HUD system emanates.

Sef leans over.

SEF
(Whispered)
What d'you think?

Cleo looks up again in thought at Guard #1. GUARD #2 joins him from the other carriage.

TANNOY ANNOUNCEMENT (V.O)
Please present your I.D chips for
verification.

The prisoners hold out their arms. Both Guards start to scan the prisoner's wrists on each side of the carriage.

Guard #2 scans a prisoner with a hand held device. A hologram of information comes up for that person. Guard #2 uses the hologram as a touchscreen, sliding through windows of information. The hologram shuts down and he moves to the next prisoner.

Guard #1 approaches Cleo.

GUARD #1
I.D chip.

Cleo produces her wrist. Guard #1 slowly pulls back her sleeve to reveal an incision in her wrist where an I.D chip had been removed.

GUARD #1
Rebels!

Guard #1 raises his weapon to Cleo.

Cleo launches to her feet and disarms Guard #1, spinning him as a shield to protect her from the Guard #2's gunfire. She returns fire and takes out guard #2 as Guard #1 falls lifeless to the ground.

She takes the handcuff keys from Guard #1 and frees herself before throwing them to Sef.

Cleo takes off her prisoner robe. She is 22, with short bright blond hair, dressed in an elite combat uniform. Her exterior is strong like her gaze and her will, unbreakable.

Sef gets to his feet as his handcuffs fall to the ground and he takes off the prisoner robe. Sef is 25, clean cut, with short and slick hair. He comes across as arrogant, yet charming.

Sef picks up one of the enemies rifles.

SEF

Ive got them covered.

CLEO

Okay, earpieces in.

They both take out small earpiece radios from their pockets and put them in. An alarm sounds.

COMPUTER VOICE (V.O)

(Over tannoy)

Warning, code red, weapons
discharge in prisoner carriage.

Cleo and Sef nod to each other in mutual understanding. She goes towards the next carriage. The door is locked. She looks up to the ceiling and finds a hatch.

EXT. PURGE TRAIN - ROOF - DAY

Cleo climbs up through the hatch onto the roof of the train as it propels through the city. Cleo's clothing and hair ripple violently as she squints to see against the fierce wind.

Keeping low, she moves up the train.

INT. PURGE TRAIN - DAY

Soldiers moving through one of the carriages notice footsteps on the roof. They stop to listen. The red alarm flashes in the carriage, igniting the skeptic faces of the soldiers. The footsteps get so loud, it's unmistakable that they are right above. They begin to open fire.

EXT. PURGE TRAIN - ROOF - DAY

Cleo quickens her pace as bullets pierce up through the roof and whistle past her. Cleo's feet almost seem to dance around the wounds that open on the roof from the gunfire.

EXT. NEARBY ROOFTOP - DAY

A small flying combat DRONE is sat idle on a nearby rooftop. Down below, the train hurtles past at a blinding speed.

Multiple lights spark to life on the drone. It slowly rises off the roof and flies after the train. It is followed quickly by two other drones.

EXT. PURGE TRAIN - ROOF - DAY

The three drones catch up on the train. Cleo is still running up the train as the three drones are right over her shoulder. The drones begin to fire on Cleo. She narrowly dodges incoming fire by taking evasive actions. She can see the control ahead but the intense fire from the drones is getting too much.

She shoots open a skylight and jumps down into the train. Seconds after dropping, the drones pass over the skylight.

EXT. PURGE TRAIN - DAY

The drones keep up with the constant speed of the train.

INT. PURGE TRAIN - CONTROL CAR - DAY

Cleo kicks open the door of the control car and shoots the crew before they can react.

Cleo's earpiece buzzes into life. She answers.

SEF (V.O)
(Over radio, filtered)
Cleo, we are running out of time.

CLEO
(Into radio)
I've got it.

Cleo pulls the dead crew from their seats to get at the controls.

INT. CRIME CONTROL ROOM - DAY

A vast control room with hologram projections of information and video relays. The room is darkened. The blue holograms and the light from the video monitors do their best to illuminate the room but only reveal the people sat operating them.

An OPERATOR receives the train's distress call. Dressed in some work issued shirt, the female operator speaks calmly and clearly.

OPERATOR

(Into radio)

This is operator 79478 of city control. We have a distress call from purge train 4 on route to execution center G. Any available agents respond.

KEENS (V.O)

(Over radio, filtered)

This is KEENS of Alpha team 2, we will check it out.

FHEY (V.O)

(Over radio, filtered)

Negative Alpha team 2, this is Commander Fhey Dester of Purgery unit 1. We will take the call.

INT. PURGERY HQ - OFFICE - DAY

Fhey disconnects the call from her computer. She is 20, with long brown hair. She gets to her feet in a rush. She steps into the open space of the office and issues commands to her squad scattered around the room.

FHEY

That sounds like her, everyone get ready to move out!

The men and women of Fhey's unit start to leave their small cubicles of computers and make their exit.

INT. CONTROL ROOM - DAY

A SUPERVISOR stands over the operator accessing the live footage of the pursuit through one of the drones. The supervisor is a senior man. Wearing a shirt and tie with dark trousers.

SUPERVISOR
Activate gate shield 12 on exit
route 5.

The operator frantically starts to key information into the system.

INT. PURGE TRAIN - CONTROL CAR - DAY

Cleo is startled by a screaming ALARM coming from the control board.

She sees on a nearby monitor that a gate shield has been activated on their track.

CLEO
(Into radio)
Sef, you might want to hold onto something.

INT. PURGE TRAIN - PRISONER CARRIAGE - DAY

Sef looks around at the confused prisoners and runs back to his seat.

SEF
Strap in ladies and gents!

Sef pulls down a strong metal guard that locks, holding him in place. The prisoners do the same one by one.

EXT. PURGE TRAIN - DAY

Fhey's airship joins the pursuit alongside the drones. It opens fire upon the train.

INT. PURGE TRAIN - PRISONER CARRIAGE - DAY

The shots rip holes in the roof above Sef and the sunlight infiltrates the carriage.

The airship moves it's way up the train.

CONTROL CAR

Cleo sees the gate shield ahead. It is a wall of energy often used as a destructive force against outside threats.

Cleo pushes the throttle to full capacity and the train picks up speed.

EXT. PURGE TRAIN - DAY

The train powers down the line, forcing Fhey's pursuing airship and the drones to lose ground.

The train pierces the gate shield. The shield rips the train's body extensively but it continues in its path. The train enters the outskirts, a canyon range outside the city.

The rocky landscape is warm in color, helped somewhat by the tone of the sunlight. Spots of green vegetation help to even out the harshness of the outskirts.

FHEY (V.O)
(Over radio, filtered)
We have a city breach.

INT. PURGE TRAIN - PRISONER CAR - DAY

The prisoners thrash around in their seats in a panic to get out. They push and pull on the safety bars holding them in their seats.

CONTROL CAR

Cleo pulls herself up off the floor using one of the seats and looks out.

The windscreen has been completely smashed. Only remnants of it rest in the edges.

CLEO
(Into radio)
Change of plans Sef.

SEF (V.O)
(Over radio, filtered)
What's wrong?

CLEO
 (Into radio)
 You carry on as planned, I'll meet
 you at the rendezvous.

SEF (V.O)
 (Over radio, filtered)
 Cleo--

Cleo takes out her earpiece and discards it out of the open
 windscreen.

EXT. PURGE TRAIN - DAY

FHEY (V.O)
 (Over radio, filtered)
 Formation at the head at the train,
 concentrate all fire on the driver.

Fhey's airship and the drones move into position, hovering
 in front of the control car. The chase moves into the
 shadows of the canyon, hiding from the sun.

INT. PURGE TRAIN - CONTROL CAR - DAY

The lights of the airship and the drones pierce the room,
 making a silhouette out of Cleo who is stood looking out.

INT. FHEY'S AIRSHIP - DAY

Fhey commands her crew.

FHEY
 Fire!

INT. PURGE TRAIN - CONTROL CAR - DAY

Cleo quickly retreats to cover. Anticipating the inbound
 assault. She hides behind the control seats, holding onto
 their foundations.

EXT. PURGE TRAIN - DAY

The joint forces of the combat drones and Fhey's airship
 unleash a relentless assault of gunfire upon the control
 car.

INT. PURGE TRAIN - CONTROL CAR - DAY

Cleo is flat on the floor, covering up as debris falls all around her. The sound is deafening.

The guns fall SILENT.

She slowly edges back to the front window of the control car and peeks out ahead. There is a fork in the tracks.

Cleo grabs hold of a lever on the control board and braces for the junction.

It comes and she pulls the lever.

INT. PURGE TRAIN - PRISONER CARRIAGE - DAY

The carriage is rocked from a sudden shake.

EXT. PURGE TRAIN - DAY

The prisoner carriage disconnects from the main train and starts to fall behind as they almost reach the fork in the tracks.

INT. PURGE TRAIN - PRISONER CARRIAGE - DAY

Sef breaks free from his seat and retrieves an electronic gadget from his pocket. He races to operate it.

EXT. PURGE TRAIN - DAY

The train passes the forks just as the tracks change and the prisoner carriage glides around a bend in the other direction.

FHEY (V.O)
(Over radio, filtered)
Stay on the primary target.

Forces chase on after the purge train as the prisoner carriage escapes along another track.

EXT. PRISONER CARRIAGE - DAY

Ahead of Sef there is another control car waiting. Almost coming to a halt, the carriage collides with the new control car, connecting to it.

INT. NEW TRAIN - DAY

Sef runs through the door at the top of the carriage into the new control room and sits down to assume control. He starts up the new train by pressing numerous buttons.

EXT. PURGE TRAIN - DAY

The train starts to ascend and comes out at the end of the canyon pass. The high walls of rock start to fall in size and the train seems to be on a solid ground level.

INT. FHEY'S AIRSHIP - COCKPIT - DAY

Fhey looks on from the command room of her airship.

FHEY

(To crew)

Time to end this, fire the EMP
cannon.

CREW MEMBER (O.S)

Charging EMP.

The crew ready the electromagnetic pulse canon.

Fhey looks on.

INT. PURGE TRAIN - CONTROL CAR - DAY

Gunfire continues to burst in at random. Cleo spots an override control. She creeps along the floor, reaches up and presses it.

A strong shutter comes down where once was the windscreen, shutting the control car tight.

INT. FHEY'S AIRSHIP - COCKPIT - DAY

The crew finish frantically operating multiple control boards.

CREW MEMBER (O.S)
Emp charged.

FHEY
Fire!

EXT. FHEY'S AIRSHIP - DAY

An electrical charge starts to build at the end of one of the airship's cannons.

It blasts off hitting the train, webbing it in electrical currents.

INT. PURGE TRAIN - CONTROL CAR - DAY

Cleo raises her arm to protect her from the control panel. It starts to give off erratic electrical discharge, triggering many warning lights and alarms.

EXT. PURGE TRAIN - DAY

The train starts to slow down.

INT. PURGE TRAIN - CONTROL CAR - DAY

All of the lights go out and Cleo is left in darkness.

She readies her weapon.

INT. FHEY'S AIRSHIP - DAY

Fhey watches the train lose power.

FHEY
Send in the assault team.

CREW MEMBER (O.S)
Yes ma'am.

EXT. PURGE TRAIN - DAY

The train comes to a halt in the sandy outskirts.

Fhey's airship and the three supporting drones land immediately. An assault team run in formation from Fhey's airship, they prepare to breach the train.

They enter the train with their weapons drawn.

Fhey watches on.

From the train GUNFIRE and LOUD bangs echo.

FHEY

Team 2!

A second assault team enter the train as the sounds continue to ring out.

Then there is SILENCE.

Fhey looks on with skepticism.

Moments later, the assault team bring out a battle worn Cleo, barely conscious. They stop just in front of Fhey.

FHEY

It's been a long time Cleo.

Cleo looks up, recognizing Fhey. Her head falls back down from exhaustion. The assault team continue to walk Cleo to the airship.

INT. PURGERY HQ - INTERROGATION ROOM - DAY

Cleo is chained to a seat in the middle of a dark room.

Suddenly a blinding light ignites the room, sparking life into her. The light dims to show a large two way mirror stretching across the wall. The room is completely empty aside from a table and another chair in front of Cleo.

The door unlocks and a SMART MAN walks in. He is in his 50's, with his hair starting to whiten. He takes a seat at the table.

Taking out his glasses he begins to read through a file in his possession.

SMART MAN
Cleo, Elisha, Dester?

Cleo ignores him.

SMART MAN
(Reading from file)
Female, twenty two years of
age. Former Captain of Purgery
Squad, Position one. Architect
Elite. Discharged. Suspected in
numerous rebellion operations. To
be apprehended on site...Now....

The smart man takes off his glasses to look into Cleo's eyes.

SMART MAN
Where do we go from here?

Cleo ignores him.

SMART MAN (CONT'D)
Well what I am prepared to do. Is
to offer you a sentence other than
the firing squad, which is what you
are facing at the moment.

He pauses.

SMART MAN (CONT'D)
But you have to be willing to
co-operate with my generous offer
hmm?

Cleo fights to keep herself conscious.

SMART MAN (CONT'D)
All I need from you is the location
of the rebel strongholds.

Cleo finds the energy to bring her head up and glare aggressively into the Smart man's eyes. It is followed by a moment of silence, marking her refusal.

Smart man turns around to the two way mirror and then back to Cleo.

SMART MAN (CONT'D)
Very well.

He gets up and leaves the room.

RECORDING ROOM

They watches Cleo from behind the two way mirror.

She is accompanied by two LIEUTENANTS.

LIEUTENANT #1
I'll prepare the ship for
transport.

The two lieutenants leave the room. Fhey continues to watch Cleo for a further moment before also leaving.

EXT. DIVENIRE - CITY STREET - DAY

A large street full of people going about their daily business. A large shadow passes over the street followed by a strong gust.

EXT. DIVENIRE - SKYLINE - DAY

A small tactical airship glides over the city. Heading directly for the Purgery HQ, which is a large skyscraper in the heart of the city with the Denestra symbol brandished on each side.

INT. PURGERY HQ - INTERROGATION ROOM - DAY

Cleo dazes on the chair with a ringing in her ears.

A close explosion brings Cleo's attention back to reality, gunfire starts to occupy the building.

The door swings opens with light bursting into the room.

TWO REBEL SOLDIERS rush in.

Their armor seems miss-matched and thrown together. They unchain Cleo and carry her out of the room.

She is carried away on the shoulders of REBEL SOLDIER #1.

HALLS

They pass through nearby gunfights and explosions before coming out onto a landing pad on the side of the building.

EXT. PURGERY HQ - DAY

Cleo is loaded onto a small airship.

REBEL SOLDIER #1 lays her down on one of the airship's dock seats.

He looks into Cleo's eyes.

REBEL SOLDIER #1
Hey! Are you okay? Your safe now!

Cleo's eyes start to shut as she slumps onto her side.

REBEL SOLDIER #1 (CONT'D)
Hey! Paramedic! We need a paramedic
in here!

LATER...

INT. REBEL BASE - BEDROOM - NIGHT

Cleo wakes up to find herself in a ran-down building. The wallpaper is starting to peel off the walls from the damp.

She climbs out of bed and feels an intense pain in her side, dressed in casual clothing, although a size too big for her.

She lifts up her top to find a bandage wrapped around her lower torso. The fragile door opens and ZACH walks in. Zach is 23, he is of a strong, yet, agile build with short dark hair.

ZACH
Oh you're awake. How do you feel?

CLEO
Who are you? Where am I?

ZACH
My name's Zach. You're at one of
our strongholds within the city.

CLEO
Resistance? I need to find Sef.

She tries to stand up but collapses back onto the bed holding her ribs in pain.

ZACH
Relax, your partner is here. He's
the one that led us to you.

CLEO
 Why take the risk for me? I don't
 even know you.

ZACH
 Have you ever heard of a man known
 as The father?

CLEO
 Yeah, Father of the resistance. He
 was killed four years ago.

ZACH
 I think you know as well as I do,
 the official reports aren't always
 reliable. Father was the one who
 ordered the rescue. He wants to
 meet with you.

CLEO
 Why me?

ZACH
 I don't really know. I'm just the
 errand boy on this one.

Zach starts to leave the room.

ZACH
 There are clothes in the wardrobe
 for you, hopefully they're your
 size. When you are ready, come to
 the conference room on the fourth
 floor.

Zach leaves.

INT. DIVENIRE PALACE - THRONE ROOM - DAY

Fhey walks the great length of the high chancellor's
 quarters which was once used as a throne room. She kneels
 before him.

FHEY
 Lord Larus.

LARUS sits at his glamorous table at the end of the room
 beside a large panoramic window overlooking Divenire. His
 ADVISER sat beside of him. He is 31, long brown hair and
 dark green eyes. A sophisticated charm clutches to his
 presence.

LARUS

What is your official report
Commander Fhey?

FHEY

We have two captains injured, forty
four squad soldiers killed and one
prisoner has escaped sir.

LARUS

I see, and who was this prisoner?

FHEY

Cleo Dester.

LARUS

Ah...

Larus gets up and starts to pace up and down.

LARUS (CONT'D)

You are aware of her significance
aren't you?

FHEY

Sorry sir?

LARUS

Her personal revolution against the
Purgery has started to gather
attention. Her name echos within
the ranks of the resistance. They
see her as an inspiring figure of
freedom and you have let this icon
slip from your grasp. The great
Purgery was overwhelmed by a snatch
and grab group of rebels...What
reports do you have on the tracking
of the rebel ships?

FHEY

They did not breach the city
perimeter. We currently have
drones scanning the slums of sector
7 where we believe they may have
settled.

LARUS

See that this matter is dealt with
quickly. Do not let them escape
Divenire.

FHEY

Yes sir.

LARUS

I am personally putting you and your team on this. I want you to track her down, you know her methods better than most.

FHEY

It will be done my Lord.

Fhey gets up and starts to leave the hall.

INT. REBEL BASE - CONFERENCE ROOM

Cleo enters. It is a large room and placed at the end of it is a grand table with THREE ELDER MEMBERS sat at it, talking amongst themselves.

She stops before them in the wide space in the middle of the room.

The room falls silent as they turn to Cleo.

ELDER #1

We have heard many stories about you. You are a heroine to the people of Cerin. Am I correct in saying you are thee Cleo Dester?

CLEO

Why am I here?

ELDER #2

Through your experience and skill set in battle, we wish you to lead one of our teams.

ELDER #3

We know that you used to lead Denestra's Purgery Division. Now your sister has taken up your mantle.

CLEO

That was a long time ago, thank you for the offer but I work alone.

ELDER #1

We fight for the same cause. We are stronger together.

CLEO

We all have our own battles. I am
not here to fight yours.

ELDER #3

Please, let me --

Elder #3 gets out of his seat.

Cleo turns, unimpressed and starts to walk out of the room.

ELDER #2

(To Elder #3)

Please father.

Cleo turns around, shocked to realize that Elder #3 is
FATHER.

ELDER #3/FATHER walks out onto the floor. He is an old man,
whose body has started to fail him. He has a short white
beard with short and scruffy hair where it covers his head.

Cleo begins to walk back toward him.

FATHER

For years we have fought from the
shadows, we recruit young men,
women, old men, old women.

Father walks slowly towards Cleo. His approach, fragile and
careful.

FATHER (CONT'D)

Anyone who wants to fight for their
freedom we give them a means to do
so.

Father and Cleo both stop face to face in the middle of the
floor.

FATHER (CONT'D)

We do everything in our power,
sometimes events are out of
everyone's hands.

Father starts to slowly pace around, glaring into space.

FATHER (CONT'D)

The architects continue themselves,
in fighting from shadows. Ever
since they colonized the globe all
those years ago, resulting in the
formation of the Denestra

(MORE)

FATHER (CONT'D) (cont'd)
Empire. The new high chancellor
Larus is also making us more wary
these days.

Father pauses for a brief moment before continuing.

FATHER (CONT'D)
Have you ever heard of the Sphinx?

CLEO
It's a myth, a story you tell you
children to give them hope. That's
all it is.

FATHER
Yes...and no...You are right, it is
hope but certainly not a myth.

The Elders join the conversation.

ELDER #1
Towards the end of the great war
and Denestra's colonization, the
Plartonics of the western province
of Plartonia built a new
technology. A technology that
frightened the architects.

With Cleo's attention grasped, she and Father start to walk
back to the grand table.

ELDER #2
The power to control any electrical
device. Anything from a sentry
drone to entire fleets. So
accordingly, Denestra set out to
destroy any such threat by leveling
the city where it was being stored.

Father makes his way back to his seat.

FATHER
It was too dangerous to attempt to
steal it, the entire fleet could be
stolen along with Denestra's
secrets. They did well to bury the
whole event in mystery and myth.
That was until 3 months ago.

Father carefully lowers himself back into his seat.

ELDER #1

A lone ranger from the north spoke of such a device.

FATHER

Strangely enough, this ranger then produced a map. He said that this map would lead us to the Sphinx. Then...he was gone.

ELDER #2

A couple of weeks later we learned of his capture by the Purgery forces. He was publicly executed on charges of treason.

FATHER

He was the son of Randir. The last king of Plartonia.

CLEO

Why would the Prince want to help us?

FATHER

The enemy of his enemy. I guess...the boy wanted revenge for his homeland. Perhaps he saw this as his only possible avenue.

CLEO

Our movements would not go unknown to Denestra, they will destroy us.

FATHER

I assure you, that my soldiers are masterfully skilled in the art of combat.

CLEO

(Unconvinced)

Where would I lead this team?

FATHER

To Junes. The map indicates that the Sphinx is housed inside the Tomb of Respin, great grandfather of Randir.

CLEO

Then what use is the map now?

FATHER

It acts as a key to Respin's tomb, you will need it to gain access. We need to keep it safe. I would appreciate it if you would take some time to consider our proposal.

CLEO

Is that an order or a request?

Cleo becomes defensive.

FATHER

Please dear, I do not threaten you. We want what you want. Freedom. Denestra have imprisoned the people for so long. They have stripped us of our human rights and treat us like cattle for their own gains. We no longer have the right to pray, to think or feel. We are just cogs in this enormous industrial power.

Cleo becomes more open.

FATHER (CONT'D)

Please, I beg of you once again, you are our greatest hope.

Cleo stands uncomfortably in thought.

LONG CORRIDOR

Cleo walks down a long corridor accompanied by Zach.

Sef is play fighting in the corridor with ASH.

Ash is a young female rebel, nineteen years old. She has dark brown hair tightened back into a ponytail. A cute and innocent girl with the ability to handle a battle.

Cleo and Zach get to them.

SEF

Ah Cleo. How's it --

Ash punches Sef in the stomach.

SEF (CONT'D)

Hey!

CLEO

(To Ash and Zach)

Excuse us.

Cleo takes Sef away into a nearby room.

NEARBY ROOM

Cleo slams the door shut behind them.

CLEO

What the hell is this?

SEF

What do you mean?

CLEO

The resistance saved me just to send me on a suicide mission. And who is she?

SEF

Ash? She's the sister of an old friend. And c'mon, once they picked me up I told them about you and they went after you without a moment's thought.

CLEO

Well thank you very much Sef. Is that what you want to hear?

SEF

Well, definitely a start I suppose.

CLEO

This isn't the time.

SEF

Okay look...This is what we have been looking for all this time isn't it? A means to defeat Denestra? Well now we have it. I thought you'd be a little bit more happy about that.

CLEO

Do you buy this story about the Sphinx?

SEF

It makes me a little curious, yes.

CLEO

Do you think we are ready for something like this?

SEF

This could be the turning point in the war. I think we would be fools not to try.

INT. PURGERY HQ - NIGHT

They sat at her desk in her office.

She answers a call on her headset.

FHEY

(Into headset)

Yes?

CALLER (V.O)

(Over headset, filtered)

Drones have detected four possible locations for your rebel airships following their I.D coding.

FHEY

(Into headset)

How long to pinpoint the exact location?

CALLER (V.O)

(Over headset, filtered)

Within the hour Ma'am.

FHEY

(Into headset)

Keep me informed and prepare my ship.

CALLER (V.O)

(Over headset, filtered)

Yes Ma'am.

The call ends.

INT. REBEL BASE - CAFETERIA - NIGHT

Everyone is sat down enjoying the end of their meals.

The enormous table accommodates a lot of the building's inhabitants with the others either sat beside the windows or retreated to their rooms.

Father catches Cleo's eyes and gestures her away from the table.

They exit the cafeteria.

CORRIDORS

Cleo and father stroll along the vast corridors of the building. Apart from the company of the impacting rain upon the tall windows of the corridors, all is silent and vacant.

FATHER

I can still remember these corridors when they were in use. I was a young politician, with a promising career I was told.

Cleo examines children's artwork drawn upon the walls. This place has become a home to the people inside.

FATHER (CONT'D)

Then from politics to revolution. I can honestly say I did not see that coming. I try to keep my people safe but it is difficult to shield them from war.

Father stops for a moment to emphasize his point.

FATHER (CONT'D)

This could be the turning point we need in this war. For years we have yearned for any chance, any opportunity to take the fight to Denestra and the Architects.

They both resume walking.

FATHER (CONT'D)

I have ordered the team to assemble in the morning to depart with you. Don't worry there will be time for introductions before you set off. You will also...need this.

Father retrieves an electronic device from his inside pocket.

He activates it.

The screen starts up and then opens up a MAP. The display is all of a different language, only the graphics help triangulate the location.

Father hands it to Cleo.

FATHER
Keep it safe.

Cleo nods.

FATHER
I think we'd best get back to the congregation don't you?

They both turn and start to walk back to the dining room.

The large windows are suddenly pierced by blinding lights. Father and Cleo duck down out of their gaze.

SPEAKERPHONE (O.S)
We have the building surrounded.
Give up your arms and surrender immediately. This is by order of the Purgery.

DINING ROOM

Sef and Ash hide under the table, the rebel soldiers in the room ready their weapons.

CORRIDOR

Cleo escorts Father down the corridor to the nearest room.

They both get inside just as the Purgery begin opening fire on the base.

DINING ROOM

The rebel soldiers SMASH open the windows and start firing on the enemy.

Sef grabs Ash's wrist and guides her out of the dining room and down a staircase.

HALLWAY

They come to the bottom of the staircase and Sef sees Purgery soldiers making their way up the hall in front.

They both seek shelter in a blind spot along the wall.

STOREROOM

Cleo locks the door.

FATHER

Your equipment is in the armory.

CLEO

Where is it?

FATHER

Third floor, on the north end.

Cleo puts her ear against the door to listen for movement.

FATHER (CONT'D)

We can reach it if we take the stairs at the end of that corridor.

HALLWAY

Sef and Ash are braced against the wall as the enemy soldiers get closer.

Sef launches himself at the three soldiers, throwing fast and brutal strikes. His style is less eloquent than Cleo's but just as effective.

One of the soldiers he knocks down, finds their weapon on the ground and takes aim whilst Sef fights off the other two.

Ash delivers a sweeping kick to the soldiers head, knocking him out. Sef looks around at what just happened after he finishes off the other soldiers.

Ash leads him further down the corridor.

CORRIDOR

Cleo looks out of the room into the corridor.

It is clear, with the roar of the airships outside echoing throughout the building.

She ushers Father to follow.

They make their way down the corridor and ascend the stairs to the 3rd floor. Father takes the lead and they enter the armory which is a small room in the middle of the 3rd floor.

ARMORY

Cleo starts to loot the many lockers and boxes for her uniform and equipment.

She finds her stuff in a locker and packs her uniform and accessories into a backpack, keeping only one of her pistols in her hands.

FATHER

We should go to the conference room. There is a hidden passage under the grand table we can use to escape. It leads to our hanger. We can take my ship.

Armed and with the backpack wrapped tight around her, they make their exit.

A vibration starts to tickle Cleo's back.

Opening the backpack she picks out an earpiece radio.

SEF (V.O)

(Over radio, filtered)

Cleo!

CLEO

(Into radio)

Sef, where are you?

SEF'S ROOM

Sef and Ash are both in the room being used by Sef.

SEF

(Into radio)

My room. I'm with Ash.

CLEO (V.O)
(Over radio, filtered)
Are you armed?

SEF
(Into radio)
Please Cleo, you know I sleep with
a gun under my pillow.

Sef turns to look at the open wardrobe that is full of
weaponry.

SEF (CONT'D)
(Into radio)
Though I did borrow some things
from the armory.

CLEO (V.O)
(Over radio, filtered)
Carry what you can and meet us in
the conference room.

SEF
(Into radio)
Roger that.

Sef taps the earpiece ending the call.

3RD FLOOR CORRIDOR

Cleo moves quickly down the corridor with her gun raised.
Father follows closely behind.

CONFERENCE ROOM

Sef and Ash, heavily stocked and armed, climb the stairs up
to the conference room with their weapons raised.

The room seems empty, it is very dark with only the large
glass ceiling letting in the moonlight. They both get to
the center of the floor when they hear a voice shout.

REBEL COMMANDER
Hold your fire!

Rebel soldiers emerge from the darkness.

The REBEL COMMANDER who shouted waves Sef and Ash forward to
cover.

Sef and Ash kneel down behind the grand table alongside
rebel commander and his men.

REBEL COMMANDER
Check your weapons and get ready.

The lights of Purgery soldiers start to appear through the darkness at the staircase.

INT. REBEL BASE - NIGHT

Cleo and Father move swiftly and silently through the building. They get to the stairs of the conference room.

Gunfire erupts up ahead.

CLEO
Stay behind me.

Cleo runs up the stairs into battle.

CONFERENCE ROOM

Sef and Ash are exchanging fire with the enemy from behind the grand table.

Cleo, with Father behind her, starts to move around the outside of the room firing on the enemy soldiers. Cleo and Father get pinned down behind one of the large pillars before they can reach Sef and Ash.

Cleo and Father grab the opportunity and make a run over to Sef and Ash.

Father gets hit with numerous shots to the back.

Enemy reinforcements arrive and start to overwhelm the rebel forces as the crossfire becomes more intense. Cleo hides against a nearby pillar, keeping her eyes fixed on Father.

FATHER
Go! You have to go!

Cleo hesitates.

FATHER (CONT'D)
Here!

Father throws a key-card at Cleo's feet.

FATHER (CONT'D)
Go!

Cleo looks up and notices they walking calmly and coldly in between her soldiers.

Cleo picks up the key-card and flees to the cover of the grand table where Sef and Ash are.

SEF

What now?

Cleo starts examining the table for any switch or lever.

ASH

What are you doing?

ZACH (O.S)

Hey!

The group look around to see Zach. He pushes a panel at the back of one of the Elder's chairs. A trap door slides open revealing a stone staircase.

ZACH

This way, C'mon!

He beckons everyone to follow him.

HIDDEN PASSAGE - HANGER

The passage leads them all to a small underground hanger where many small airships are docked. Sef, Zach, Cleo and Ash all get into Father's airship after Cleo opens it with the key-card. The remaining rebels board the few others rested in the hanger.

They all blast out of the hanger up through a runway tunnel.

They scatter into the night's sky through the fireworks of the new year celebrations. Two enemy airships give chase after Father's airship.

INT. FATHER'S SHIP - COCKPIT - NIGHT

Everyone is in the cockpit stood around Sef and Zach who are piloting the airship.

ZACH

Two Blasters on our six.

SEF

(To himself)

Oh, you wanna play huh?

EXT. DIVENIRE - SKYLINE - NIGHT

Sef starts performing maneuvers to evade the pursuing airships as they open fire.

One of the blasters gets hit with a large firework and explodes. The remaining blaster keeps up with Sef.

Sef takes the ship low down to the river that cuts through the capital. He glides the ship meters above the water and under the many extravagant bridges.

INT. FATHER'S SHIP - COCKPIT - NIGHT

SEF

Hold on...

Sef pulls on a red handle above his seat.

EXT. DIVENIRE - RIVER - NIGHT

Sef brakes sharply and tilts the ship, directing the thrusters down towards the water which kicks it up. The blaster airship gets caught in this large spray and starts to spin out of control. The blaster crashes into the river in front of Father's airship.

Father's airship starts to level out again and sets off out of the city.

INT. REBEL BASE - CONFERENCE ROOM - NIGHT

Father lays in a weak state on the floor covered in his own blood.

Fhey and TWO SUPPORTING SOLDIERS advance on him.

SUPPORTING SOLDIER #1

We have secured the area, we have captured the remaining rebels.

SUPPORTING SOLDIER #2

Our teams have gathered a substantial amount of Intel. There is also information on nearby strongholds.

FHEY

Prepare to return to base. Begin the interrogations immediately.

SUPPORTING SOLDIER #1

Yes ma'am

SUPPORTING SOLDIER#2

Yes ma'am

The supporting soldiers leave to perform their duties.

They walks up to Father and stands over him.

FHEY

Your resistance will crumble Elder.
The skies will rain fire upon you
and when the dust settles, none of
your brothers or sisters will be
left.

FATHER

I would advise you to treasure your
power, while you still retain it.

They draws her weapon and shoots Father. The gunshot echoes
throughout the hall.

INT. FATHER'S SHIP - COCKPIT - NIGHT

The group are crowded in the cockpit.

ASH

Where are we going?

ZACH

We can retreat to base 7. If we
plot a course now we can be there
before daylight.

CLEO (O.S)

No.

Everyone's attention turns to Cleo

CLEO (CONT'D)

We make our way to Junes.

ZACH

Junes? We cant, we need more
support.

CLEO

We do it, or else we keep hiding
and wait for the Purgery to find us
again. And Father would've died
for nothing.

ZACH

You're crazy, this airship wont
make it too far and what of
Father's map?

CLEO

I have the map and we set down and
find another airship.

ASH

(To Zach)

She's right Zach, we have to do
this.

Zach sits down. After a thought, he speaks.

ZACH

We need to keep our heads
down. The Purgery will have eyes
looking for us.

SEF

(Whilst flying ship)

Martyrdom, well I suppose you might
as well die for something.

EXT. OUTSKIRTS - NIGHT

Father's airship sails over the outskirts.

INT. DIVENIRE PALACE - THRONE ROOM - DAY

Larus stands gazing out the enormous panoramic window behind
his desk.

He turns around as Fhey enters with a CAPTURED REBEL from
the base. She pushes him down to his knees holding the back
of his neck with one hand.

FHEY

Tell him what you told me.

He stays silent until Fhey slaps him violently to the back
of the head.

CAPTURED REBEL

A map was given to Father showing
the location of the Sphinx.

LARUS
The Sphinx?

Larus looks to Fhey, seeming slightly alarmed. He refocuses on the captured rebel.

LARUS (CONT'D)
Where is it being hidden?

CAPTURED REBEL
Only the Elders knew, they were the only ones to access the map.

LARUS
What of Father? He's been dead for years.

The captured rebel falls silent, ignoring Larus. Fhey strikes him again and he continues.

CAPTURED REBEL
He gave the map to the woman called Cleo. He wanted her to lead a team to find it and use it to launch an attack for the resistance.

LARUS
Where is the Father now?

CAPTURED REBEL
He was at the base when you attacked, as well as two Elders.

LARUS
But our reports show three Elder casualties.

The captured rebel bows his head in sadness as Larus and Fhey realize they have killed Father.

Fhey breaks the captured rebel's neck.

LARUS (CONT'D)
Find her and bring me that map.

FHEY
Yes sir.

Fhey turns to leave the room.

LARUS
Oh and Fhey...

Fhey stops.

LARUS

We cant afford any more mistakes.
Deploy The Squalls.

FHEY

Sir.

Fhey leaves.

INT. MILITARY BASE - HANGER - DAY

Footsteps echo throughout the hanger amidst the many vehicles and airships. Glimpses of SQUALL #1 as it passes the vehicles. A body of advanced and intimidating armor. It is the shape of a human yet standing taller at seven foot. A machine meant for heavy duty combat.

INTERCOM (V.O)

Deployment imminent, all Squall units report to posts.

CORRIDOR

SQUALL #2 makes it's way along a long corridor lined by armed soldiers. The sound of the intense mass of the shifting armor makes each soldier blink as SQUALL #2 passes. The large figure dwarfing it's human counterparts.

HANGER

SQUALL #3's helmet glimmers in the dying sun. It makes it's way over to it's airship and climbs in.

Across the hanger SQUALL #1 and SQUALL #2 both enter their airships.

EXT. MILITARY BASE - DAY

All three Squalls shoot out of the hanger and spread off in different directions in the sky.

INT. DIVENIRE PALACE - THRONE ROOM - CONTINUOUS

Larus watches the Squalls from the large window as they cross the skyline as small dots.

ADVISER grasps Larus' attention.

ADVISER

Sir, we have a problem in the market district. A crowd of a thousand are protesting over food restricts.

Larus walks down from the large window and past Adviser.

LARUS

Deploy a squadron. If they do not disperse, order them to open fire on the crowd.

EXT. MARKET DISTRICT - DAY

The heart of the market district is a large open plaza with an enormous fountain in the middle of it.

A large protest over food shortages is in effect with over a thousand civilians crowding the district.

Military vehicles skid to a halt in front of the large crowd. Some of the chants fade out from fear as others grow more aggressive.

Soldiers eject from the vehicles and form a line the length of the district with their weapons drawn.

A loud speaker rings out from one of the military vehicles.

LOUDSPEAKER

Please disperse now. By order of Denestra.

The crowd grow more restless, bottles and other missiles start being hurtled towards the soldiers.

LOUDSPEAKER

This is your final warning. Return to your homes or we will use lethal force.

The crowd is only angered more by this warning and become more violent.

LOUDSPEAKER

Fire!

The line of soldiers start to fire upon the unarmed civilians. Within seconds, around thirty civilians lay dead on the cobble stones of the district.

The crowd retreat, pushing and shoving each other to escape.

The remaining protesters escape into the side streets of the district out of sight.

The district is left empty with the exception of the military and the blood soaked victims of the ordeal.

EXT. GLOSSIF FOREST - DAY

The group start to venture away from Father's exhausted airship which lays smoking in an open space between the tree line.

They make their way through the rest of the forest. Zach and Cleo walk ahead with Sef and Ash bringing up the rear.

ASH

I've never been outside the city before, it's beautiful here.

SEF

Just stay close, can't have you getting lost out here.

ASH

How did you both meet? You and Cleo?

SEF

Well she ah. She saved me from a firing squad.

ASH

Did you do something wrong?

SEF

I was a weapons smuggler for the resistance. I would bring shipments in for the soldiers and they would pay me.

ASH

Did you fight?

SEF

For the resistance? No.

ASH

Oh.

SEF

Eventually Denestra found me and sentenced me to death. Anyway, Cleo

(MORE)

SEF (cont'd)
showed up, saved me and a few
others. I've stuck around ever
since.

Zach and Cleo are walking up ahead.

ZACH
I've got three thousand credits for
a new ship. We might be able to
get something small for that.

CLEO
We need something fast with good
shields. An infiltration airship
maybe.

The conversation falls dead for a while.

ZACH
So, what made you rise against
Denestra?

Cleo ignores Zach's question.

ZACH
You're not a big talker are ya?

CLEO
Not really.

They both push pass overgrown shrubbery.

ZACH
So you really were Purgery?

CLEO
Yeah. But I'm trying to forget my
past, it's not somewhere I want to
return to. I'm a different person
now.

ZACH
You should never forget your
past. Good or bad, it's what makes
you, it has shaped you into who you
are now. People always tend to
recall the negative from their
past.

CLEO
Maybe so.

ZACH
It's true, well, that's what I
believe, we are all prisoners to
fate.

Cleo stops as does Zach.

CLEO
I think we are close.

Cleo starts to walk again.

ZACH
Close to what?

INT. DIVENIRE - PALACE - ARCHITECT CHAMBER - DAY

The chamber of the ARCHITECTS. It is dark and silent. Four
old men with whitened hair sit their council table. Larus
stands before them.

ARCHITECT #4
Can you give us an update on the
invasion of Frete?

LARUS
It was a success. It shall prove
to be an excellent addition to the
Empire.

ARCHITECT #1
Tell us about this woman,
Cleo. Why is she such a threat?

LARUS
She used to be commander of the
Purgery. I consider that to be of
concern as she knows our methods
and tactics.

ARCHITECT #2
Is the situation under control?

LARUS
Yes. I have deployed my best teams
along with the Squall units.

ARCHITECT #3
Recent politics and domestic
issues, such as the rebel threat,
have sparked a cause for concern in
their handling.

Larus clenches his fist behind his back with no emotion striking his face.

ARCHITECT #3 (CONT'D)

Sources that have reached us,
explaining that you are a rouge. A
rouge whose lust for power and
glory blinds him from his proper
duties of conduct.

LARUS

I assure you, that I am devoted to
Denestra. I have had the longest
reign of any of my predecessors
because of my tactics at addressing
the pressing issues.

ARCHITECT #4

Lord Larus, your record is
impressive but the decision has
been made.

Larus' patience hangs on the edge of a knife.

ARCHITECT #4 (CONT'D)

The process for electing a new high
chancellor will commence in ten
days. You will not be eligible to
re-apply for the position.

Larus leaves furiously.

EXT. PHUROX - DAY

The group come to a halt at the edge of Glossif forest where
the town begins.

The town of Phurox looks old and weathered down. Battle
scars are visible on the town landscape from skirmishes
years before.

SEF

Where are we?

CLEO

Phurox.

SEF

Are you okay?

CLEO
I never thought I'd come back here.

Cleo walks into the town, then followed by the others.

As they walk up the one main street, the town's inhabitants gaze at them.

CLEO
I think we should get a room. We
can rest and plan from there.

INT. PHUROX INN - NIGHT

The inn is very old fashioned and dusty. It is very small but with a very homely feel to it. They approach the front desk.

An OLD INN KEEPER sits watching them enter.

CLEO
Two rooms please.

The old inn keeper takes a good look at the group and then retrieves two keys from the hangers behind him.

OLD INN KEEPER
That's 100 credits.

Zach pays and they all go upstairs to their rooms.

They reach their rooms which are beside each other.

ZACH
I'll take this room with Ash if you
guys wanna share the other?

CLEO
Sure.

Zach enters the room with Ash as Sef and Cleo take the next one.

LATER...

INT. PHUROX INN - BAR - NIGHT

Sef is sat alone drinking whiskey watching news reports of the Purgery finding and destroying two more rebel bases.

INT. PHUROX INN - ASH'S ROOM - NIGHT

Ash turns the shower on. No water comes out.

ASH
The shower isn't working!

ZACH (O.S)
Ask Sef or Cleo if you can use
theirs.

INT. PHUROX INN - CLEO'S ROOM - NIGHT

Ash enters Cleo's room.

ASH
Sef? Cleo?

She moves deeper into the room. Cleo's torso bandage from the rebel base lies unwrapped on the bed.

There is a sound of rushing water. Ash follows it to a door that is ajar.

She peers in and sees Cleo in the shower. She sees horrific scars on Cleo's body. Down her back are what look to have been large cuts and gashes.

Cleo turns around and spots Ash. She picks up a nearby towel that is hanging.

CLEO
Hey! Get out!

Ash rushes out of the room and hides in the hallway behind a maid's trolley.

Cleo gets out off the shower and gets dressed.

Sitting on the bed for a moment she pauses. She then dons a raincoat that she finds in the closet.

INT. PHUROX INN - HALLWAY - NIGHT

Ash watches Cleo as she passes down the stairs and out of the Inn.

EXT. PHUROX - NIGHT

Cleo pulls up her hood against the rain and sets off down the road.

INT. PHUROX INN - BAR - NIGHT

Ash joins Sef in the bar.

Sef looks at her puzzled. The WAITRESS asks Ash if she wants anything and she orders a double whiskey.

SEF
(Jokingly)
I like your style.

Ash forces a smile.

SEF (CONT'D)
What brings you down here?

ASH
Huh?

SEF
It's past midnight and you don't
come across as an alcoholic...your
not are you?

ASH
It's just...Cleo.

SEF
Cleo? What about Cleo?

ASH
I went into the room to shower,
because ours is broken and...

Sef edges closer to listen.

ASH (CONT'D)
I saw her. The scars.

Sef lies back in his seat again and takes a drink of his whiskey.

SEF
Oh.

The WAITRESS returns with Ash's whiskey and leaves again. Ash takes a drink.

ASH
What happened to her?

Sef sets his whiskey on the table. Now shifting to a serious tone. He readies his explanation.

SEF
Well, it was a long time ago...

EXT. PHUROX - STREETS - NIGHT

Cleo walks through a deprived area of the city and looks upon the people.

A group of poor children seeking shelter from the rain in a burnt out bus.

She passes an old abandoned house. It is made of stone and wood but there is no chimney anymore, it has crumbled from decay. The garden is overgrown and full of junk. What used to be home is now rotten and left to waste.

Cleo continues walking and takes refuge from the rain in the shelter of an old stadium stand overlooking the decaying playing field. She sits in thought, looking out at the deserted landscape.

EXT. DIVENIRE PALACE - BALCONY - DAY

Larus emerges onto the balcony of the palace to the people of Divenire beneath.

He acknowledges them as their cheers fall silent for his words.

LARUS
Citizens of Divenire. I thank you for your gracious applause and audience on this day. However I wish to speak of a matter on all of our minds. This is a moment of pain and sorrow for our great civilization. There are those who wish to tear order apart and leave us all in darkness. These self proclaimed freedom fighters are trying with their best efforts, to bring Denestra to it's knees. So I ask you, will you seek confidence in these false idols? Or will you show your continued support and

(MORE)

LARUS (cont'd)
 love for order? For peace? For
 prosperity?

The crowd erupt in applause but it is an orchestrated clap and noticeably not sincere.

Larus retreats back inside. The crowd is dispersed by soldiers.

PALACE HALL

Larus walks alone down the great hall. Large windows on the right let in the flare of the sun. Eight enormous pillars line either side, stood at the foot of these great pillars are knights in exquisite armor. Used only in public ceremony and never in battle, more of a decorative symbol.

As Larus passes the last knights, he hears the sound of swords unsheathing.

Larus turns around fully to face them, his fist tightening and his temper raised.

LARUS
 (In uncontrollable anger)
 Have you no honor?!

The four knights slowly surround Larus.

One by one they each make an attack that is either evaded or blocked by Larus' gauntlets. Larus lands punches, knees and elbows once he is able to get close enough to an attacker.

Knight #1 lunges violently at Larus. Larus side-steps and disarms knight #1 of his sword. He throws it away from them, down the hall.

LARUS
 Won't you fight me like men?!

Knight #2 and Knight #3 come at him from behind, Larus moves like lightening to get out of harms way. Knight #4 swings at his head, but not fast enough. Larus hits Knight #4 with a powerful punching combination, sending him to the floor dazed.

Both Knight #2 and Knight #3 advance swinging wildly as Knight #1 reclaims his sword. Swaying side to side, Larus dodges every attack. He then catches Knight #3's sword and in the blink of an eye he has stabbed and killed Knight #3 and has retracted the blade to shield an incoming strike from Knight #2.

The Knights regroup as Larus stands holding the sword one handed, showing his strength in comparison to the Knight's two handed grasp.

Larus' aggression grows in the form of power and speed. Soon he overwhelms all three remaining Knights and cuts them down. He throws the sword at their bodies in disgust and continues down the hall just as guards arrive on the scene.

PALACE GUARDS arrive in the hall just as Larus walks away from the carnage towards them.

PALACE GUARD #1
Sir, are you hurt?

LARUS
Scan the palace for any other rebel assassins. I want this place swept clean.

Larus walks on past the palace guards towards his Adviser who has just stumbled into the hall. He starts to walk alongside Larus.

ADVISER
My lord?

LARUS
The rebels grow more ambitious by the day. I want a heavier military presence on the streets. Also, place the Palace on lock down until further notice. I don't want anymore unwanted visitors.

Adviser stops in his tracks and lets Larus walk on.

ADVISER
Yes my lord.

INT. PHUROX - INN - DAY

Cleo enters Zach and Ash's room and wakes them.

CLEO
Get up, let's go.

Ash and Zach pull themselves out of bed.

Ash and Zach go out the front of the inn where Sef and Cleo are waiting.

STREETS

The group stand outside the Inn, discussing their next move.

SEF

Where will we find a airship in
this place?

CLEO

I know a spot, C'mon.

Cleo hands Zach and Ash each a small electronic device.

CLEO

Put them in your ear. It's an
earpiece radio that is tuned to the
same frequency as mine and
Sef's. This is how we keep in
contact.

Cleo leads them through to the edge of the town to a large
rotten hanger. A few airships are scattered around outside.
They enter the hanger.

INT. HANGER - DAY

The hanger is rusted and ran down. Empty crates lay
scattered around the dim and dusty space.

SEF

Sky pirates...

Cleo walks towards VIRGO who is sat at the table. He is in
a deep sleep under his hat.

She kicks the table, rocking Virgo's seat. He is shook
awake. Virgo is in his mid-30s, with long fair hair, barely
shoulder length. He is drowned in a dark brown duster
jacket with dark jeans and a white shirt underneath. He
straightens up his hat.

VIRGO

Woo ah, bloody he --

CLEO

We need a airship.

VIRGO

Woh woh, you can't just come in her
and demand an airship lady. Did
you see any for sale signs outside?

CLEO
We have 3000 credits.

VIRGO
Ha! Denestra credits won't do you
much good here. What else have you
got?

Cleo takes off her backpack and sets it on the small table.

CLEO
Do you take Denestra weapons?

VIRGO
Well let me see now.

Virgo starts to search through the bag, looking at the
various weapons that are in it.

He lifts out the Sphinx map.

Cleo snatches it out of his hands.

VIRGO
Oh, what's that now?

CLEO
It's not for sale.

VIRGO
Actually, I've seen one of them
before. That's a map ain't it? You
some sort of treasure hunters?

CLEO
Do we have a deal or not?

Virgo looks over the bag once more.

VIRGO
Well, this would cover half the
price for one of my smaller
airships.

CLEO
I'm not interested in a small
airship.

VIRGO
Then I guess you're out of luck
aren't ya?

Cleo takes her backpack and leaves the hanger followed by
the others.

Virgo sits watching them leave.

EXT. HANGER - DAY

The group exit the hanger and start to walk back into town.

ZACH

We could try and get a grubber big enough for all of us?

SEF

No ground vehicle will be able to handle the terrain to Junes.

ASH

We just keep looking. Right Cleo?

CLEO

Yeah.

EXT. HILLTOP OVERLOOKING HANGER - DAY

A YOUNG MAN looks at the group through his binoculars and talks on the radio he has held to his ear.

YOUNG MAN

(Into radio)

Yeah I see them.

VIRGO (V.O)

(Over radio, filtered)

The woman in white has a map I want. The split will be the same as before. Ten percent.

YOUNG MAN

(Into radio)

Got it.

INT. FHEY'S AIRSHIP - DAY

Fhey is stood in the large cockpit command room, gazing out at the sky ahead through the large glass wall.

FIRST MATE

Commander, we have confirmation that the rebel signal went out over the small town of Phurox.

FHEY

Interesting, plot the course.

FIRST MATE

Ma'am, Squall #1 is in closer proximity to Phurox.

FHEY

Forward the co-ordinates to it, have it scout the area but not to engage the enemy until we arrive.

FIRST MATE

Yes Ma'am.

The First mate goes off to issue the command.

FHEY

(To herself)

Home Cleo?

EXT. PHUROX - MARKETPLACE - DAY

The group squeeze their way down the marketplace through the massive crowd. Each side of the small street is stall after stall. Most of them selling fabrics and ceramics.

Young man bumps into Cleo.

CLEO

Hey!

Young man runs off.

Cleo sees a sparkle of sunlight hitting off something in Young man's hand. She checks her pocket for the map but it's gone.

Cleo gives chase.

The rest of the group are oblivious as to what is happening as they see Cleo running away from them into the crowd. They try to follow but get held up by the sea of people.

Cleo chases Young man through backstreets and alleys. Cleo loses ground but manages to track Young man back to the hanger.

INT. PHUROX - HANGER - DAY

She sneaks into the hanger and hides behind some cargo boxes.

The Young man gives the map to Virgo.

VIRGO
Great work as always.

Suddenly a small group of pirates burst into the hanger catching Virgo and Young man off guard. KUNIS walks up to Virgo as his TWO PARTNERS aim their weapons.

Kunis has long scruffy hair and a messy beard. He is older than Virgo and dons a very worn jacket with a scruffy shirt peering out.

KUNIS
Virgo, we haven't received any payments in a while. We just thought we would come down here to collect.

VIRGO
Kunis, I...don't have the money right now but --

KUNIS
Sorry, I didn't catch that. For a second there, I thought you said you don't have any money for us?

VIRGO
Give me a week and I'll pay you double what I owe.

KUNIS
It's not about the amount. It's trust, reliability. We thought you were reliable Virgo.

VIRGO
I just need more time --

Kunis grabs Virgo by the throat.

KUNIS
Time's up, it's time to pay.

Kunis looks over Virgo's shoulder at Young man who is holding the map.

KUNIS
Now, what's that?

Young man hides it around his back. Kunis throws Virgo at PARTNER #1 who holds him.

VIRGO
Leave the kid alone!

KUNIS
Give me that son.

Young man slowly edges away from Kunis.

KUNIS
Give it to me!

Kunis picks Young man up with one arm and takes away the map with the other. He drops Young man.

VIRGO
Run! Get outta here!

Young man runs out of the hanger as Kunis examines the map. He looks to Virgo.

KUNIS
I'll consider this a down payment
but Albus will decide your fate.

Kunis looks to his two partners.

KUNIS
Take him to the ship.

PARTNER #1 grabs Virgo and starts to escort him out to their airship. Kunis grabs PARTNER #2 back.

KUNIS
Torch this place.

They take Virgo away as PARTNER #2 starts to set fire to the hanger. Cleo follows them outside the hanger.

EXT. PHUROX - HANGER - DAY

Cleo watches them board a waiting airship and take off. The hanger bursts into flames as the ship disappears from sight.

EXT. PHUROX - STREETS - DAY

Cleo reunites with the group.

SEF
What happened?

CLEO
The map is gone.

ZACH
Where?

CLEO
Pirates. There is a place in the mountains where the clan of Albus inhabit. The pillager caves.

ASH
We have to get it back.

SEF
Do you know it?

CLEO
Just stories when I was a kid.

Cleo looks around the group who look at her for direction.

CLEO
We make our move...tonight.

EXT. PILLAGER CAVES - NIGHT

The pirate's base is a series of caves in the side of the mountains above Phurox.

The pirates have installed lights, gun turrets and landing pads in the mountains to make it into quite an effective make shift base.

INT. PILLAGER CAVES - MAIN CHAMBER - NIGHT

Virgo is brought into the main chamber before ALBUS who is sat on a stolen throne. He is surrounded by stolen goods and other PIRATES drinking. He's an old, obese man with a shaved head and a large scar on his right cheek. He is dressed in a dusty coat with black trousers and large black boots.

ALBUS

Virgo! It's always good to see an old face.

VIRGO

Albus.

ALBUS

Now my men tell me that you still haven't paid off your significant debt. And it is significant.

VIRGO

Well Albus you're in luck. I was just on my way to get your money before your men grabbed me.

ALBUS

Is that right?

VIRGO

Yeah.

ALBUS

Does this have something to do with this map?

Albus reveals the Sphinx map.

VIRGO

Yeah, that's the one.

ALBUS

Now why don't you just give me this map and from what you say your debt will be paid?

VIRGO

Well I, I thought you would want it delivered.

ALBUS

Yes but, this looks like some serious shit, and knowing the thieving bastard that you are--

Virgo nods his head in agreement.

ALBUS (CONT'D)

--You would probably hold back a great cut of the loot. So --

Albus gets off his throne and steps down to Virgo.

ALBUS (CONT'D)
 --I would like to thank you for
 this.

VIRGO
 So that's it?

ALBUS
 That's it.

VIRGO
 Okay and my debt?

ALBUS
 Settled, done.

VIRGO
 Done?

ALBUS
 Yeah.

Albus slaps Virgo with the back of his hand.

ALBUS (CONT'D)
 To the gallows!

Pirates grab Virgo as he struggles.

VIRGO
 No! Albus! No!

The pirates drag Virgo away.

INT. PILLAGER CAVES - TUNNELS - DAY

Virgo is lead down a series of tunnels by a group of pirates. They reach the end of a tunnel which is a dead end drop out of the mountain. A noose hangs at the entrance. The pirates pull it in and tie it around Virgo's neck.

After a struggle they kick him out of the mountain and he begins to swing and choke.

EXT. PILLAGER CAVES - TUNNELS - DAY

Virgo tries in vain to escape but it's no good. Looking around, the entire side of the mountain has them hanging down over other entrances.

Bullets wisps past and kill the pirates.

From above, abseiling down the other nooses, is the group.

Cleo swings and jumps onto Virgo's rope. She slips down it until she reaches Virgo. She then kicks off the mountain swinging out. On the swing back Cleo cuts the rope and both she and Virgo fall back into the entrance he came from.

INT. PILLAGER CAVES - TUNNELS - DAY

Virgo lies coughing and catching his breath as Cleo pulls him to his feet.

The rest of the group slowly climb into the entrance. Cleo puts her blade back into her boot.

CLEO

Where is the map?

Virgo still coughing and trying to regain his breathe.

VIRGO

Al -- Albus, Albus has got it.

CLEO

Right.

Cleo reloads her weapon. She looks back on the group.

CLEO (CONT'D)

Ready?

She leads the group into the caves. On passing Virgo, Sef gives him a gun.

SEF

Try and keep up my good man.

INT. PILLAGER CAVES - MAIN CHAMBER - NIGHT

The group, with the exception of Virgo, enter the main chamber where Albus is sat. They walk through the crowd of pirates spreading them apart as they pass through. They stop at the feet of Albus and his throne.

ALBUS

To whom do I owe the pleasure?

CLEO

We are here to claim back what is ours.

Albus looks around himself.

ALBUS

And what would that be exactly?

Albus and the surrounding pirates break into a fit of laughter.

CLEO

The map, where is it?

Cleo takes aim at Albus as the pirates all draw their weapons, aiming at the group.

PIRATE #1

That's Cleo Kennedy!

Cleo's attention wavers only for a second. Albus looks at PIRATE #1 and then back to Cleo, making an observation.

Albus begins to walk intimidatingly towards Cleo.

ALBUS

You are, aren't you? Famous freedom fighter eh? That means nothing here. We are not your people, nor are you ours.

Albus stops in his walk right in front of Cleo.

ALBUS (CONT'D)

You are out manned, out gunned. Do you really want to die here?

The group looks around themselves, nervous at the weapons pointed them.

The wired up lights above suddenly go out. Confusion and panic ensue. Cleo grabs Albus as the pirates turn on their gun spotlights to illuminate the situation.

With the combined spotlights, the scene is brought into light which is shaky and limited. The group get behind Cleo as they edge out of the tavern with Cleo holding her gun to Albus' head.

They go down a sloping passage and come out on a large cavern used as a hanger.

INT. PILLAGER CAVES - HANGER - NIGHT

An enormous and brightly lit space. Various airships occupy the space with vast amounts of packages and boxes.

The group make their way across the massive hanger underneath the airships. The pirates follow in their increasing numbers.

The group pass under one of the airships and they hear a voice shout. They look up to the top of the airship as they come from under it.

A torch is lit, illuminating Virgo as he stands on top of the airship, above the open gas tank. As the pirates follow the group under the airship, Virgo drops the torch into the tank and leaps to the wing of another airship.

The airship explodes, killing the pirates beneath it. Virgo runs over the top of airships in the hanger and rests at one ahead of the group.

VIRGO

Here!

Everyone quickens their pace as the pirate reinforcements struggle past the flames of the wreckage.

Virgo opens the ship for the group to board. He then goes to meet Cleo and Albus at the foot of the airship.

CLEO

Hold him.

Virgo holds a struggling Albus as Cleo searches his pockets. She gets the map.

CLEO

Leave him, lets go.

The Equinox's engines fire into life. Cleo turns and starts to walk towards the airship.

VIRGO

I'm taking back the Equinox.

Virgo glares at Albus but then lets go of his hate and follows the others. Albus takes out a gun from the back of his belt.

ALBUS

Bitch!

Virgo spins around a split second before Cleo and shields her from Albus' BULLET, taking it in the shoulder. Virgo draws Sef's pistol from his belt and fires back four quick shots killing Albus.

Cleo helps an injured Virgo on board the Equinox. Sef and Zach are sat in the cockpit seats with Ash on a long seat in the back. Cleo and Virgo join Ash on the long bench. Cleo rips a sleeve off her top and wraps it around Virgo's shoulder to stop the bleeding.

The Equinox comes into full view as it takes off and escapes the caves. It is a medium sized airship, built for combat. It has a sharp and sophisticated shell which is as black as the night's sky.

INT. PHUROX - HANGER - NIGHT

Virgo enters the scorched wreckage which was once his hanger and his home. Everything has been burnt charcoal black. He moves in deeper, taking in every glancing image, followed by Cleo and Ash who give him space.

Virgo starts frantically searching through a filing cabinet in his office.

Cleo stands in the doorway.

CLEO

We've gotta go.

VIRGO

You won't be able to access the Equinox's weapon system without an override disk. Where did I put it?

Ash joins Cleo at the doorway to the office.

ASH

What are we waiting for? Lets go!

VIRGO

Found it!

Virgo puts the disk in an inside pocket of his duster jacket and leaves the office, walking past Cleo and Ash to the exit.

ASH

Where are you going?

Virgo stops in his tracks.

VIRGO
Back to the ship.

CLEO
You're coming with us?

Virgo turns around to face back to Cleo.

VIRGO
I am the only one who can pilot the
Equinox, it has lay in Albus'
hanger ever since he took it from
me.

Virgo walks up to Cleo.

VIRGO (CONT'D)
My name is Desmond Virgo, and I
will guide you into the darkness if
that is your destination. It is
the least I can do.

Virgo picks up a backpack and throws it over his shoulder
and leaves, followed by Cleo and Ash.

INT. EQUINOX - COCKPIT - NIGHT

Virgo and Sef sit in the seats of the cockpit with the
airship starting.

VIRGO
Power 80%, rising.

SEF
Lights and electronics fully
functional. Weapons system
operational.

VIRGO
Power full, directing power to rear
thrusters.

The Equinox starts to fire down the runway outside the
hanger.

EXT. PHUROX - HANGER - NIGHT

The Equinox lifts into the sky and leaves Phurox.

INT. EQUINOX - NIGHT

Zach and Ash sit in the small kitchen of the airship.

Cleo walks past them.

ZACH
Where are you going?

CLEO
To get some sleep, night.

Cleo retires to a bedroom. Zach watches her leave. He then slumps down on the table.

ASH
What's wrong?

ZACH
Nothing, just a bit tired.

ASH
You like her don't you?

ZACH
Huh? What?

ASH
You like Cleo.

Zach stays silent, avoiding making eye contact.

ASH (CONT'D)
Haha, that's so cute.

ZACH
Nah, you've got it wrong.

ASH
(Sarcastically)
Oh, okay then.

ZACH
So, what do you think?

ASH
About what?

ZACH
Do you think we will actually get the sphinx?

ASH
Yeah, I think we will.

ZACH
But, how will we use it? I mean,
it's never been tested.

ASH
Ah, you worry too much. Just have
faith.

ZACH
I'm trying.

INT. EQUINOX - COCKPIT - NIGHT

Virgo and Sef are both seated, flying the airship. Sef attends Virgo's shoulder wound as Virgo controls the ship.

Sef puts a cylinder-like device to the shoulder. Upon activation it injects a healing foam into the wound.

VIRGO
Ahh!

SEF
You're lucky, it went right
through.

Sef takes the device of the shoulder and puts it under his seat.

VIRGO
I don't feel lucky. So where are
you guys from?

SEF
All over.

VIRGO
Is that right? You seem like city
dwellers.

SEF
Thanks...and you?

VIRGO
I belong to nowhere, home is where
I make it. When a place outlives
it's use, I pick up and go.

SEF

Ah, so a city dweller and a tramp
in the same room.

Sef smiles but Virgo takes it to heart.

VIRGO

Well call it what you will but I
consider myself, a free man.

SEF

Well, free man, you may want to
avoid that cliff face.

Virgo sways the ship sharply to avoid a collision. As the
conversation has distracted his attention.

SEF (CONT'D)

Well you seem to be on top of
things so I'll leave it in your
hands.

Sef pats Virgo on the shoulder as he gets up. Virgo winces
as Sef's hand lands intentionally on Virgo's injury.

VIRGO

Where are you going?

SEF

My bed calls to me and you seem
very capable so...goodnight.

VIRGO

Wait --

Sef leaves the cockpit.

EXT. GLOSSIF FOREST - NIGHT

Squall #1 finds the wreckage of the groups old
airship. Hovering above the old airship, it sends a
transmission back to Fhey.

INT. FHEY'S AIRSHIP - NIGHT

Fhey is sat in deep thought before answering a call on her
headset. She answers to hear an electronic voice on the
other end.

SQUALL #1 (V.O)
 (Over radio, filtered)
 This is squall unit 1. Confirmed
 ID on rebel airship.

FHEY
 (Into radio)
 Acknowledged squall unit 1. Have
 you engaged the enemy?

SQUALL #1 (V.O)
 (Over radio, filtered)
 No ma'am. A detailed search of the
 surrounding area found nothing.

FHEY
 Understood. We believe they are
 headed west. You take the white
 sands route. They may take that
 path to avoid detection.

SQUALL #1 (V.O)
 (Over radio, filtered)
 Yes ma'am.

They disconnects the call.

EXT. GLOSSIF FOREST - NIGHT

Squall #1's airship moves away from the wreckage and onward
 to Junes.

EXT. PLAINS - DAY

The Equinox storms through the plains at great speed.

INT. EQUINOX. DAY

Cleo Ash and Zach sit at the table in the small kitchen
 having breakfast.

VIRGO (V.O)
 (Over speakers)
 Guys, you'd best get in here.

INT. EQUINOX - COCKPIT - DAY

They all enter the cockpit to Virgo and Sef at the controls.

SEF
Airship up ahead.

Cleo squeezes between both their seats to look at the airship. It is smooth and sharp, nothing like any other Denestra ship.

ZACH
What is that?

The ship gets closer.

CLEO
It's a Squall unit...pull back!

Virgo in a state of confusion begins to turn the Equinox off course. Squall #1's airship chases after them.

Squall #1 races alongside the Equinox and starts ramming them repeatedly.

VIRGO
We can't outrun him!

Cleo turns and leaves the cockpit.

CLEO
(Upon leaving)
Get us above it!

She takes it upon herself to go to the airlock at the base of the airship. Whilst opening the airlock in the floor of the ship, she notices her backpack of equipment she took from the rebel base. She goes over to it and lifts out an explosive.

EXT. PLAINS - DAY

After a few quick manoeuvres, Virgo manages to get the Equinox above Squall #1's airship. Cleo looks down out of the open airlock at Squall #1's ship and jumps.

She drops against the winds and lands on Squall #1's ship.

Squall #1 tries to shake her off by rocking the airship. Cleo holds on even as the airship turns almost vertical, her face showing the immense strain she is under as she clings on.

The ship levels out again and she runs to the cockpit. She tries to shoot through the glass but it is bullet proof. Squall #1 simply looks at Cleo before slamming the brakes and Cleo falls onto the nose of the ship. She hangs on tight. Immediately, panic sets in.

She looks around for options. She looks at the thrusters at the back of the ship and lets go off the nose.

She is blew down the belly of the ship and grabs hold of an exposed cable on the rudder of the left thruster. She places an explosive on the rudder and grabs hold of the airship with two hands once again.

Virgo positions the Equinox behind Squall #1's airship, just as Cleo lets go. She lands on the glass roof of the cockpit startling everyone.

Attention is then directed back at Squall #1. It rotates in front of them to take aim. Cleo blows the explosive with a remote detonator and Squall #1's airship explodes.

The Equinox flies through the flames of the wreckage and back on course.

Cleo is pulled in the side entrance of the Equinox by Ash and Zach.

CLEO

Take us down! We need to search the wreckage for the flight data.

ZACH

Why? We need to move.

CLEO

We need to know what they know!

ASH

I'll tell Virgo and Sef.

Ash disappears to the cockpit. Zach watches over Cleo as she catches her breath.

INT. DIVENIRE - PALACE - GRAND HALL - DAY

TWO OFFICERS enter the grand hall and come before Larus.

OFFICER #1

My lord, Squall unit one has been destroyed by the rebels.

Larus' attention is grasped.

LARUS

What of Fhey and the other squalls?

OFFICER #2

They are all fully operational my lord, they are trying to track the rebel's movements.

OFFICER #1

Sir, reports also suggest the data from Squall #1's ship has been extracted.

LARUS

Inform Fhey and track it's location.

INT. EQUINOX - NIGHT

Cleo is sat in a small, dark room. The only light coming from a computer monitor. Squall #1's data box is connected by wires to Cleo's computer.

Ash enters.

ASH

Hey.

CLEO

Hey.

ASH

Anything?

Zach and Sef enter.

Cleo stops working and turns in her seat to face everyone.

CLEO

Nothing, the encryption is watertight.

SEF

Looks like speed is the key.

ZACH

I'm going to try and get a few hours sleep while I can.

SEF

Yeah, I'll join you, well, not join you as such. You know what I mean.

ASH

You okay Cleo? You could maybe do with sleeping too. Virgo says he's fine to keep flying if we need some hours sleep.

CLEO

I'm fine, you all go on ahead.

Everyone leaves.

INT. FHEY'S SHIP - NIGHT

Fhey sits over a computer in the cockpit. A few crew members are also still awake to keep the ship running.

FHEY

Get me access to Squall #1's files.

CREW MEMBER #2

Ma'am, someone is trying to access it as we speak.

FHEY

What!? Get me a direct connection.

INT. EQUINOX - NIGHT

Cleo is exhausted, she struggles to keep her eyes open. A flashing light shocks her wide awake. The data box flickers manically.

Cleo searches for it's cause on the computer. The headset beside the computer starts to flicker with light. On the computer it reads that an unknown transmission is coming through. Cleo skeptically puts on the headset and answers the call.

INT. FHEY'S SHIP - NIGHT

Fhey is sat at her computer with a similar headset on. She takes a breath and then speaks.

INT. EQUINOX - NIGHT

FHEY (V.O)

Cleo...

Cleo remains silent, listening.

FHEY (V.O) (CONT'D)
I know you can hear me Cleo.

Cleo looks around, she is alone.

CLEO
What do you want?

INTER CUT between Fhey and Cleo.

FHEY
It's quite simple, I want that map
that you possess. You can stop
this futile crusade now before you
get anyone else hurt.

CLEO
That's not going to happen.

FHEY
Do you really want to go down this
road? We won't have any mercy for
a traitor like you.

CLEO
This is the path I have
chosen. You just follow orders
with no question or thought.

FHEY
You made me this way, just remember
that. You played a pivotal role in
our father's fate just as much as I
did.

CLEO
Don't Fhey, you were and still are,
blinded by Denestra's mind games
and propaganda.

FHEY
You were the one who enrolled us
both! Remember that?

CLEO
I can't change what I've done, if I
could go back, I would've never got
us both into this.

FHEY
Well you did, now the only way to
have complete peace and order is to
rid the world of the Sphinx.

CLEO
Don't do this Fhey.

FHEY
Is that an order or a request? You see? You have no command any more, the tables have turned.

CLEO
Dad wouldn't want this.

FHEY
Hmpft.

Cleo is clearly upset.

CLEO
Okay...there's not much else to discuss then is there?

FHEY
No, there's not.

CLEO
I don't wish to fight you.

FHEY
I'm afraid fate demands it
Cleo. We will cross paths before
this is all over.

Cleo takes off the headset and the transmission ends.

INT. FHEY'S SHIP - NIGHT

Fhey takes off her headset, the rage and the fury carefully settling, Fhey calms down. Her strength is replaced by a vulnerability as her real raw emotions surface for the first time.

INT. EQUINOX - NIGHT

Cleo sits staring at the headset, in a moment of anger she explodes and throws the headset against the wall, smashing it to pieces. She falls back onto her seat holding her head.

EXT. EQUINOX - NIGHT

The Equinox cuts along the sky against the stars.

INT. EQUINOX - DAY

Ash finds Cleo asleep at the computer desk. She goes to her.

ASH

Cleo?

Ash rubs her back and Cleo slowly starts to wake.

ASH

Did you get much sleep? We are over Owar now.

CLEO

Okay I'll be with you in a minute.

ASH

Did you get past the encryption?

CLEO

Huh?

ASH

The data box?

CLEO

No, nothing.

ASH

Okay, everyone's in the cockpit when your ready.

CLEO

Okay.

Ash leaves.

EXT. OASIS OF OWAR - DAY

The Equinox flies over the vast and beautiful oasis of Owar after reaching the edge of the desert.

INT. EQUINOX - DAY

Everyone is in the cockpit, Cleo enters.

CLEO
Virgo how far off are we?

VIRGO
Not far now, we are just coming up
on Horus.

ZACH
Did you find anything?

CLEO
(Annoyed)
No

Ash tries to break the awkward silence after Cleo's blunt tone.

ASH
Did you get any sleep Virgo?

VIRGO
Yeah, I showed Sef the basic
controls and he took over for a
while last night.

SEF
The controls are similar to some
speeders I've flown before, Virgo
just likes to make it sound
complicated.

Cleo picks up the data box and exits the room in a hurry.

VIRGO
Hey! Where are you going?

They all follow Cleo.

Cleo opens an airlock and throws the data box out.

ZACH
What are you doing!

CLEO
They will be tracking it!

Cleo walks past Zach, exchanging an intense, aggressive glare.

EXT. PLAINS - DAY

The Equinox continues to fly over the vast plains. The skyline is completely clear, they are the only ship in the sky.

INT. EQUINOX - DAY

Everyone is sat in silence in the cockpit. Cleo is leaned over on the armrest of her seat, deep in thought.

EXT. OASIS OF OWAR - DAY

Two jets start to pursue the Equinox.

INT. EQUINOX - DAY

The built-in radio crackles into life.

JET PILOT #1 (V.O)
 (Over radio, filtered)
 You are in the restricted airspace
 of Horus. What are your landing
 codes?

VIRGO
 (To group)
 Ah -- what do we --

JET PILOT #1 (V.O)
 (Over radio, filtered)
 If you fail to comply we will
 assume you to be a threat and use
 lethal force.

VIRGO
 (Into radio)
 Roger that, we must have took a
 wrong turn.

SEF
 (To Virgo)
 I thought you knew these skies?

Virgo scorns at Sef.

JET PILOT #1 (V.O)
 (Over radio, filtered)
 Roger, but you have failed to give
 me landing codes therefore we will
 (MORE)

JET PILOT #1 (V.O) (cont'd)
escort you back to Horus for
evaluation.

VIRGO
Ah fuck.

He throws the radio mic at the dashboard.

SEF
And I thought you pirates were born
with silver tongues.

ZACH
Horus is ruled by king Ceon. He
used to be in league with my
father. Whenever we land, let me
handle him.

EXT. HORUS - SKYLINE - DAY

The Equinox is escorted into the great city. It is elegant
and is entwined with trees and nature. A peaceful haven.

The Equinox lands at the great palace of Horus. The group
disembark, VINCENT walks out to meet them. He is a small
and skinny man, dressed in a smart, red and black suit.

VINCENT
Hello, my name is Vincent
Cordue. I am King Ceon's political
adviser, he's expecting you. If
you would like to follow me I will
take you to him.

The group follow Vincent inside the palace.

INT. HORUS - PALACE - DAY

Vincent leads the group through the palace. It is a very
bright white and quite well maintained. Everything about
the interior depicts elegance and order. They come to a set
of double doors. Vincent opens them and they proceed into
the throne room.

THRONE ROOM

The group enter the room and are lead by Vincent to King CEON. He is sat at the throne surrounded by his entourage of military leaders and other advisers.

VINCENT

May I present, King Isak Ceon,
Ruler of Horus.

Ceon ushers his entourage away. He is middle-aged and has a strong build.

CEON

Lady Cleo, many stories of your heroism have reached my halls. Zach Laguna, I heard of your father, I am very sorry for your loss.

ZACH

Thank you my Lord.

CEON

Me and your father fought side by side in the resistance when you were still a boy. I knew him well, you are not the only one affected by this loss.

ZACH

My Lord, we were escorted here by the grace of your patrol fleet. I ask if we are under your laws, arrested?

CEON

No, not at all. You are my guests, you stand here free people.

ZACH

Then with respect my lord, I ask why you have requested an audience with us? I thank you for your condolence but I'm certain that's not the reason we stand before you?

CEON

Just like your father, straight to business. You're right Zach. I have called you all here for another purpose. I have heard these rumors.

ZACH
Rumors sir?

CEON
Rumors of a certain item you
process that may be the key to
crippling Denestra, a map to put it
plainly.

ZACH
That's right --

Cleo grabs Zach's arm but Zach reassuringly lifts her hand
off his arm.

ZACH (CONT'D)
That's right, the map of the
sphinx.

CEON
May I see it?

Zach and Cleo exchange eye contact. Cleo gives the map to
Zach who in hand gives it to Ceon. He examines it.

CEON (CONT'D)
Unbelievable.

Ceon hands the map back to Zach after a close inspection.

CEON
I have a proposition for you. I
would be interested in purchasing
this map from you.

ZACH
I'm sorry Isak I'm not sure about
--

CEON
Please, take some time to make a
decision, sleep on it. I will open
my best quarters to you all.

CLEO
My lord we need to --

ZACH
--Thank you, we will.

CEON
Good, I await your answer.

BEDROOM HALL

Vincent escorts the group out of the throne room and out to their rooms.

CLEO

(Whispering)

What are you doing? We have Squalls right behind us.

ZACH

(Whispering)

Trust me, Ceon wont let go of us that easy. For now, we play it safe.

Vincent leaves them off to their rooms, finishing with Zach and Cleo at the end of the hall.

VINCENT

Here are your rooms. The king is having a grand ball tonight, I'm sure he would love you all to attend. The liberties have been taken to provide you with suitable wardrobe, I hope you can find something you like. Until then I must take my leave. Good evening to you both.

Vincent leaves Cleo and Zach standing outside their rooms.

ZACH

He has a really bad habit of spoiling his guests. So I'll see you tonight?

CLEO

Maybe.

Cleo enters her room leaving Zach in the hall.

Zach enters his room.

LATER...

INT. HORUS - PALACE - GRAND BALLROOM - NIGHT

The party is in full swing with live music and dancing. All of the party goers are elegantly dressed with all manner of face masks on display.

The group (excluding Cleo) are already on the floor dancing. Zach stops and turns to the main staircase that descends into the ballroom.

Cleo gently navigates the steps in a beautiful, light blue and white ballroom dress. She also has a white party mask concealing her eyes. Zach takes her hand as she comes to the last few steps.

ZACH
You look beautiful.

Cleo smiles.

Zach leads her to the middle of the floor as the orchestra start a new song. They start dancing together.

Virgo goes over to the wine table. There are no more drinks left however the bartenders have stacked some wine glasses in a pyramid for display. He looks around to check that no-one is looking and takes a straw from the table. He begins to drink from each glass one by one.

Sef and Ash dance together on the dance floor. A DANCER interrupts and steals Ash for a dance.

Sef disappears into the crowd.

Cleo and Zach continue to dance.

CLEO
I feel stupid.

ZACH
You're doing fine.

CLEO
Where did you learn to dance?

ZACH
I used to compete in the Divenire festival at university.

CLEO
(Smiling)
Liar.

ZACH
(Smiling)
Oh, so you think I'm lying?

They both try not to laugh.

Virgo finishes drinking the top glass of the pyramid through his straw. He staggers back and regains his balance.

An ANNOUNCER takes up a microphone at the stage where the musicians reside.

ANNOUNCER

Ladies and gentlemen may I present
Ludovico De Nal. He is kind enough
to perform one of his pieces with
us here tonight. Ludovico!

The crowd applaud and then fall silent in anticipation of Ludovico's composing.

Ludovico starts to play a slow piano piece, backed up by the orchestra. Cleo and Zach embrace in a slow dance.

EXT. BALLROOM - BALCONY - NIGHT

Sef stands on the balcony off from the ballroom overlooking the great garden with a glass of wine.

INT. BALLROOM - NIGHT

Ash dances with different partners in the crowd.

Virgo sits leaning against a table, struggling to stay conscious.

EXT. BALLROOM - BALCONY - NIGHT

Sef stands playing with the wineglass in his hands as the music ends, followed swiftly by applause.

Cleo joins Sef on the balcony.

CLEO

Sef...

Sef turns his head to see Cleo.

SEF

Hey...

Cleo joins Sef leaning on the balcony wall.

CLEO

Hey, you alright?

SEF

Yeah just, fresh air you know? I've never saw you like this, you look...good.

CLEO

(Embarrassed)

Thanks.

SEF

We've came a long way haven't we? Going to be strange when it finally ends.

CLEO

Well we still have a long way to go.

Cleo smiles, Sef smiles back.

CLEO (CONT'D)

Let's just make sure it ends on our terms.

SEF

I'll drink to that.

Sef raises his glass to Cleo and downs the rest of the wine in the glass. They gaze out into the night in a moment of silence.

SEF

Cleo.

Cleo looks across to Sef as they lean on the balcony wall.

SEF (CONT'D)

He likes you, you know?

Cleo seems paranoid and embarrassed. She breaks eye contact.

SEF (CONT'D)

You can't keep hiding behind the soldier. You know you're more than that. And if you don't...I'm telling you!

CLEO

It's just, everyone I love gets hurt because of me.

SEF

Hey!

Cleo looks to Sef again.

SEF (CONT'D)

That's not true, we are all
responsible for our own choices and
our own actions. My scars are not
your doing.

Cleo breaks a smile.

SEF (CONT'D)

Your father knew that too, he would
be proud you.

Cleo nods in agreement.

CLEO

Thanks.

Sef smiles.

SEF

Tonight, be Cleo, not the
soldier. And don't leave him
standing in there forever.

They both laugh.

SEF (CONT'D)

Let's get back inside.

They both enter the ballroom.

INT. BALLROOM - NIGHT

Virgo falls into Sef as he comes back in.

VIRGO

(Drunk mumbles)

Take me...to my ship...I'll blow
Denestra out of the sky. They
ain't got nothing on me.

SEF

(To Cleo)

I've got this.

Cleo nods and goes off to find Zach.

Sef carries Virgo out of the ballroom.

VIRGO
 (Looking at masked crowd)
 Who are these sorcerers?

SEF
 Charming.

Ash spots Virgo and Sef and runs over to them.

ASH
 Hey, where are you guys going?

SEF
 I'm taking him back to his room.

VIRGO (O.S)
 No, no to the airship commander.

ASH
 Okay, I'm going to stay a little longer.

SEF
 Okay we'll see you in the morning.

ASH
 Okay.

Sef watches Ash disappear into the crowd.

VIRGO (O.S)
 I want my ship, does she have a ship?

SEF
 C'mon you.

Sef takes Virgo up the staircase.

Cleo finds Zach.

He outstretches his hand to her.

He leads them both out into the garden where a small number of the party goers have also ended up.

EXT. HORUS - PALACE GARDENS - NIGHT

The garden is full of exotic flowers and tall bushy trees. The moonlight shines down illuminating the landscape better than the small lanterns scattered around. Cleo and Zach take a seat on a bench overlooking the lower garden.

INT. PALACE - BEDROOM HALL - NIGHT

Sef and Virgo part ways going into their own rooms.

CLEO'S ROOM

Vincent carefully lets himself into Cleo's room and searches around. He uncovers the sphinx map. Vincent activates the map and thoroughly examines it. He gets a phone from his pocket and dials.

VINCENT

(Into phone)

Yes, yes my Lord I have found it.
The artifact is hidden in Junes.
The tomb of Respin. I think this
map acts like a key...Yes sir.

Vincent puts the map carefully back into Cleo's backpack. Laughter of the crowd outside pierces into the room. Vincent goes to the window which overlooks the garden. He sees Zach and Cleo sitting together.

VINCENT

(Into phone)

Are you still there my lord?

EXT. GARDEN - NIGHT

Fireworks start exploding above the palace into a variety of color. Zach and Cleo watch the display in amongst a small crowd.

Cleo and Zach stare passionately into each others eyes as Zach moves in and kisses Cleo.

INT. PALACE - CLEO'S BEDROOM - NIGHT

Vincent makes his way to the door.

Sef steps into the doorway with his party mask up and pointing his gun at Vincent.

SEF

Let me guess, room service?

VINCENT

I was just making sure everything
was in order.

Sef looks at Cleo's wardrobe that has been left ajar.

SEF
Seems that Denestra does have eyes
everywhere.

Vincent rushes to the window and climbs out. Sef follows.
They start to climb up the outside of the building.

EXT. GARDEN - NIGHT

Cleo and Zach are startled by loud gasps from the crowd.

They look up to see Sef in pursuit of Vincent. Cleo takes
off her high heeled shoes and runs inside.

EXT. PALACE - ROOFTOP - NIGHT

Vincent reaches the rooftop. Sef is a few seconds
behind. Upon Sef reaching the roof, Vincent is nowhere to
be seen. Sef carefully moves around looking. He spots
Vincent at the edge of the roof. He takes aim.

VINCENT
There's no escape, they will find
you. We are all at the mercy of
Denestra.

He jumps off the rooftop. Sef looks on in disbelief and
lowers his weapon. Cleo bursts onto the roof from the fire
escape door. Sef and Cleo look at each other in
bewilderment.

INT. DIVENIRE - PALACE - ARCHITECTS CHAMBER - NIGHT

Larus walks into the chamber unannounced. The architects
sit at their great table.

ARCHITECT #1
I'm sorry Lord Larus, we did not
summon you.

Larus approaches and walks along the table.

LARUS
That's okay. I thought I'd come up
anyway.

ARCHITECT #4
If your audience has not been
requested then we must ask you to
leave, or you will be ejected from
the chamber by force.

Architect #4 gives a hand gesture to the TWO CHAMBER GUARDS stood by the entrance of the chamber. They remain still like statues, ignoring the gesture.

Larus walks towards the architect's table.

LARUS

It is exactly like you told me. I agree, we do need to review the leadership in Denestra. We need a change.

Larus sits on the table in front of architect #4.

LARUS

And I feel, you are no longer fit to rule.

The architects get to their feet as Purgery soldiers enter the room and take aim at them.

ARCHITECT #2

Lord Larus, I order you to --

LARUS

(To Purgery soldiers)

Fire.

The Architects are gunned down by the soldiers. Larus watches on. Flashes of gunfire illuminate the room.

INT. HORUS - PALACE - THRONE ROOM - DAY

The group are stood before Ceon.

CEON

I apologize for our breach of security. We ran our own investigation and found further evidence to support the theory that Vincent was in league with Denestra. I also wonder if you have come to a decision regarding my offer.

ZACH

We have, we have decided that we will retain the map and continue our journey.

CEON

With regards to this latest revelation, I strongly advise you to reconsider. The rebel resistance is a formidable force but not an army. You are still greatly out of your depths and if Vincent gave the details of your map to Denestra like you imply. They will most certainly be setting a trap for you at your destination.

ZACH

We accept this, but we have come too far to turn our backs.

CEON

Very well, I will not impede you for departing, your way is clear.

ZACH

Thank you my lord.

The group leave the throne room.

EXT. HORUS - DAY

The Equinox leaves the city.

INT. EQUINOX - DAY

ASH

Do you think Denestra will be waiting for us?

CLEO

I don't know, we just get the sphinx and get out of there.

VIRGO

And if they are, this baby has enough firepower to blast a hole in the moon.

ZACH

We stay the course.

EXT. HORUS. DAY

The Equinox leaves Horus.

EXT. PLARTONIA - JUNES - DAY

They enter province of Plartonia and soon they are over the old city of Junes. They fly over the wreckage of the old city. Only the foundations of buildings are left. Dust and rubble fill the streets.

The map guides them to the tomb.

CLEO
(Pointing)
There!

The Equinox sets down on the edge of the city outside the grand tomb of Respin. The tomb entrance has been damaged by the fallout, with pieces of the brickwork fallen and scattered, though it stands.

They all disembark the Equinox and carefully walk up to the great door entrance.

Cleo stops Virgo.

CLEO
You don't have to go any
further. You did like you said,
you got us here and we thank you.

Virgo puts a hand on Cleo's shoulder.

VIRGO
No, your quest has become my own.

Virgo looks around at everyone who has stopped to look back.

VIRGO
I go with you till the end.

Cleo nods and smiles. They reach the great door entrance.

Cleo locates a dusty engrave on the door.

She takes out the map and places it inside. It's a perfect fit and lights of energy shoot out from the map and up the door.

A large shudder is heard and the door opens.

SEF

Virgo, take the ship and hide
somewhere. If Denestra does show,
we will need to get out quick.

Virgo goes back to the Equinox as the group enter the tomb.

INT. RESPIN'S TOMB - DAY

A grand staircase takes them underground. Small orange lights stretch along each side, illuminating the steps. They get to the bottom and follow a narrow corridor.

They reach the end of the corridor and come out onto a colossal chamber. The ceiling stretches far above, held in place by the four main pillars that square the room. The roof is open to see the clouds above. At the top of the room sits a sarcophagus.

Cleo follows the map which leads them up to the sarcophagus.

CLEO

This is it.

She looks around at everyone and then begins to push the lid off the sarcophagus. Everyone joins in pushing it and the lid falls off the other side, making a loud crash.

Inside is the rotted corpse of Respin and sat on top of him is the Sphinx.

The sphinx is a green wrist device. Loud vibrations come from the entrance.

VIRGO (V.O)

(Over radio, filtered)

They're here. There's a full
fleet.

The group ready their weapons.

Denestra soldiers flood into the chamber and start firing upon the group. The group scatter away from the sarcophagus behind the cover of the pillars.

Bullets thicken the air between the two sides. A few soldiers make a break for the sarcophagus but are quickly put down by Sef and Cleo.

Squall #2 enters the chamber in support of even more soldiers.

Ash gets isolated from the group.

Squall #2 knocks Ash's weapon out of her hand. Ash is backed up against the wall. Squall #2 grabs her by the throat and start to choke her.

Sef rushes in and rifle butts squall #2 in the back of the head. Squall #2 releases Ash and starts to punish Sef with lethal punches and kicks.

Sef tries his best to fight back throwing powerful punches but it's no use. He gets knocked to the ground and Squall #2 picks up a stray weapon.

Squall #2 takes aim. It then places the gun upon it's own head and fires. It still lives, it fires repeatedly until it falls to the ground and dies.

Sef looks around to see Cleo with the Sphinx equipped on her wrist. Sef nods in gratitude.

The gunfire ceases. The group is confused as they look around.

Ash peeks out from cover to see Zach being held at gunpoint by the enemy.

THREATENING SOLDIER

Surrender your weapons if you want
your ally to live.

The group come to a decision and come out quietly. Their weapons are seized as they are pushed outside.

EXT. RESPIN'S TOMB. DAY

The group exit the tomb escorted by the soldiers.

Waiting outside is a small Denestra fleet. Ahead of them stands Fhey in amongst her Purgery unit, a unit of six elite soldiers. Zach is brought over and stood beside Fhey.

The group stop before them.

FHEY

(To soldiers)
Bring me the Sphinx.

A DENESTRA SOLDIER disarms Cleo of the sphinx and gives it to Fhey.

She holds it, glancing closely.

FHEY (CONT'D)
Amazing how something small could
change the world isn't it?

She smirks at Cleo who stares fiercely back.

Fhey drops the sphinx to the ground, stomping on it. She then shoots the remaining wreckage to ensure it's destruction.

Fhey looks across at Cleo.

FHEY
What? Have I angered you?

Cleo doesn't break the intense gaze she has upon Fhey.

FHEY
I think now is as good a time as
any. Come on.

The group act defensively, shielding Cleo. Fhey steps forward into the space of ground between her forces and the group.

Rain starts to lash down from the dark sky above. Cleo gently pushes the group out of her way and walks out to meet Fhey.

They stand in an intense face to face. Cleo throws the first punch which Fhey evades. They exchange a combination of very fast punches and kicks. Cleo starts to put Fhey on the back foot. Fhey falls to one knee as she receives a solid hit to the body.

Fhey pulls out a concealed knife and begins to swing wildly at Cleo. Cleo moves quickly to avoid contact, giving up a lot of ground.

Cleo creates space between them both when she uncovers her own knife from her boots.

The two move in close and begin to stab and slash the air as the other is too quick to get caught. Fhey makes a wild lunge out of impatience. Cleo grabs her wrist twisting it, forcing Fhey to drop the knife.

Violent explosions from the landed Denestra airships surprise and shock everyone. In the sky above, sweeps in the Equinox. Soldiers start to return fire at it.

Fhey, with her free hand moves for her holstered gun. In this same instance Cleo pulls Fhey in close. We hear the piercing of flesh.

They both look each other in the eye. They both have the same shocked expression on their faces, until Cleo composes herself and Fhey starts to slowly slip to the ground.

Cleo quickly takes Fhey's weapon out of her holster and shoots the soldiers holding the group.

Zach escapes back to the group in the midst of Denestra's confusion. The group all pick up the fallen soldiers' weapons and start fighting.

Cleo lays Fhey down to the ground, Fhey gasps for air. Life fades from her as her head is laid on the ground.

Cleo picks up the sphinx. It is destroyed.

ZACH

(To Cleo)

Cleo! we've got to go c'mon!

Cleo's hands shake as she lets the Sphinx slip out of them. She is now fixed on Fhey's blood on her hands.

Zach runs up to Cleo and pulls her to her feet. He then almost has to drag Cleo away to follow the group.

After destroying a lot of the vehicles, airships and infantry, the Equinox is set upon by Denestra ships.

With the Equinox on the run, the group stand their ground in what appears to be a last stand.

Overhead explosions divert the group's attention back to the skies. The airships chasing the Equinox are destroyed and a small fleet start to battle the Denestra forces.

VIRGO

(Over radio, filtered)

It's the resistance!

The resistance ships, still heavily outnumbered, provide cover fire.

The Equinox makes a pass and comes in to land.

The group battle towards the Equinox through the intense pressure and presence of enemy soldiers.

Zach gets knocked down by squall #3.

Cleo stops in her tracks.

CLEO

Zach!

Sef stops and goes back to restrain Cleo.

SEF

We have to go, there's nothing we
can do.

Zach tries to battle back but is overpowered by soldiers.

Cleo screams for Zach as Sef drags her to the Equinox where
Ash has already boarded.

They escape as Denestra reinforcements arrive.

LATER...

INT. EQUINOX - DAY

Everyone is sat in the cockpit, there is nothing but silence
and sorrow in this room. A fear of lost hope.

VIRGO

This is fucked.

SEF

I know.

ASH

The sphinx is gone. It's over. We
need to think about going back into
hiding.

SEF

We still have to save Zach.

VIRGO

Got any ideas?

CLEO (O.S)

Virgo...take us back to Horus.

Everyone turns in their seats to face Cleo.

CLEO

Trust me, it's our only shot.

INT. HORUS - PALACE - DAY

Everyone waits in the hall outside the throne room. TWO RESISTANCE PILOTS stand with them.

RESISTANCE PILOT #1
Our forces are still ready to hit
Divenire, we're all set we just
need the order.

ASH
Who is in command now?

RESISTANCE PILOT #2
You are. After a conference with
the top commanders it emerged that
Father had named Zach as his
successor. However in his wake it
was agreed that this task would be
inherited by you.

Ash is lost for words as she looks for everyone's reaction. Everyone gestures back at her encouragingly.

INT. HORUS - PALACE - THRONE ROOM - DAY

The group stand before Ceon and his council. They are in the middle of talks.

CEON
Interceptions of enemy
transmissions tell us that Zach is
to be publicly executed in Divenire
tomorrow. Larus wishes to make an
example of your rebellion. It also
seems that he now has complete
control of Denestra.

ASH
How?

CEON
Late last night, Larus and his men
executed all four of the
architects.

Everyone is overwhelmed with disbelieve, apart from Cleo who steps forward.

CLEO
This is why I come before you
again. I wish to form a pact so we
(MORE)

CLEO (cont'd)
 may launch a full offensive against
 Denestra.

CEON
 With all due respect my lady, the
 Sphinx is gone. All hope of
 defeating Denestra died with it's
 destruction. This is a fight you
 would surely lose.

CLEO
 I don't believe that.

CEON
 Well believe it or not,
 unfortunately it is the reality we
 are faced with.

CLEO
 So you wont help us?

Ash steps forward to stand side by side with Cleo.

ASH
 My lord, for years we have fought
 from the shadows. Our reality is
 that we are prisoners of our own
 homeland. Make no mistake they
 will come to you.

CLEO
 Ash--

ASH
 --Sphinx or not, if we do not take
 a stand now and fight, then there
 may not be another chance to mass
 such a force.

CEON
 Brave you are girl but what force
 do you speak of?

ASH
 The resistance. We merge into one
 entity and strike. It's our only
 hope but we need to get Larus.

CEON
 If I do consider your proposal...I
 would have a seat in what would be
 the new high council. Could you
 guarantee that?

ASH

Yes.

CEON

I will not make this decision likely. I shall summon you once I have readied my answer.

The group are escorted out of the throne room.

LATER...

INT. DIVENIRE - PALACE - JAIL - DAY

Zach is wakened and dragged from his cell by TWO JAILERS and led up a staircase.

EXT. DIVENIRE - PALACE - COURTYARD

An enormous crowd has gathered outside the palace where a stage has been erected. In the middle of the stage stands the gallows.

Zach emerges from the dungeons at the foot of the palace accompanied by the two Jailers. Blinded by the light, the jailers lead him onto the stage and stand him next to the gallows.

A HOODED FIGURE in a white robe moves through the crowd.

The Jailers move Zach into position. The hooded figure moves faster.

The Jailers put the noose around Zach's neck.

Soldiers take notice of the hooded figure. Suddenly the Jailers around Zach are both shot by an UNSEEN GUNMAN.

The hooded figure rushes the stage and shoots other soldiers that have climbed on stage.

A STAGE SOLDIER grabs the hooded figure but is then hit by a jumping, spin kick and knocked off the stage taking the hooded robe with him revealing the identity of the hooded figure. It is Cleo.

Cleo takes the noose off Zach's neck and guides him off stage.

NEARBY ROOFTOP

Sef is lying prone, aiming a sniper rifle at the stage.

SEF/UNSEEN GUNMAN

(Into radio)

Cleo, I'm changing position.

CLEO (V.O)

(Over radio, filtered)

Go.

Sef gets to his feet and moves along the rooftop.

EXT. PALACE COURTYARD - DAY

Cleo rests Zach down against the palace wall to regain his breath. Chaos reigns around them.

CLEO

Can you fight?

Cleo hands Zach a gun.

ZACH

Yeah, I'm fine.

Cleo helps Zach to his feet. Zach starts to walk but Cleo grabs his arm and pulls him back into a strong embrace and a kiss.

EXT. SKYLINE - DAY

Resistance airships enter the city airspace and begin to fire on targets.

The enemy fleet is scabbled into action and Denestra forces start to pour into the sky. Heavily outnumbered, the Equinox leads the resistance into battle.

ASH (V.O)

(Over radio, filtered)

This is Ash Tresen of the Equinox.
Assemble battle formations and
focus your fire on the primary
targets.

INT. EQUINOX - COCKPIT - DAY

Ash is sat in the cockpit with Virgo. She puts down the radio and smiles at Virgo. He smiles back.

VIRGO

Okay kid, this is it.

INT. PALACE - ENTRANCE HALL - DAY

Cleo and Zach run up the entrance hall of the palace supported by rebel soldiers.

The hall is a large and grand introduction to the Palace. It, like all other parts of the Palace, is a blinding white. The marble floor, clean and smooth. It acts almost like a mirror, reflecting Cleo and Zach's image as they run over it.

They are met by Purgery soldiers. They battle towards the foyer, shooting as they weave in and out of the large pillars for cover.

EXT. SKYLINE - DAY

The Equinox manoeuvres through enemy formations, destroying airships as it goes.

The entire skyline has become an orchestra of destruction. Explosions ignite all over the orange sky like fireworks.

They come up on one of the command airships of the Denestra fleet. It dwarfs all ships around it, a true titan of the sky. Undoubtedly, a breakthrough in ingenuity. The dominance and wealth of Denestra is signified in this airship alone.

INT. EQUINOX - DAY

ASH

(Into radio)

I call out to all nearby airships to concentrate their fire on the command airship ahead.

EXT. SKYLINE - DAY

A small number of airships form behind the Equinox in support. They reach the command airship and start to surround it and attack it. Smaller airships of the Denestra fleet start firing on the Equinox and the rebels.

One by one, every rebel airship in support of the Equinox is destroyed. The Equinox is surrounded.

Suddenly a hole is blasted in the Denestra formation.

CEON (V.O)
(Over radio, filtered)
Get outta there.

The Equinox gets out of danger.

INT. CEON'S AIRSHIP - DAY

Ceon's airship is an enormous command airship in charge of his own fleet that start to scatter out on the skyline. Ceon is sat in the command chair that outlooks the great cockpit window. The odds start to even out.

CEON
Fire!

EXT. SKYLINE - DAY

Ceon's airship fires two massive missiles at the Denestra command airship. They impact and send the airship hurtling to the ground, destroying part of a building as it crashes. Smoke bellows up into the sky as Denestra fighter pilots, untainted, continue the fight.

EXT. PALACE - COURTYARD - DAY

Sef rushes across the royal courtyard in front of the palace. It is completely covered by resistance and Denestra forces in combat.

INT. PALACE - ENTRANCE HALL - DAY

Cleo and Zach battle to the end of the entrance hall when shields come down over the windows, plunging the palace into darkness.

EXT. PALACE - COURTYARD - DAY

Sef stops his advance to the palace as he sees the shields come down, sealing it off.

He is lifted from behind and thrown violently. He gets to his feet to face Squall #3. The large metallic, humanoid frame of Squall #3 sparkles in the dying sunlight. Standing as something of a small giant at seven foot, it dwarfs the crowd around it.

INT. PALACE - LOBBY- DAY

With the palace now lit by the internal lighting, Cleo and Zach lead the way into the lobby. It is a great white lobby with a reception desk in the middle of two winding staircases.

Cleo and Zach stand pressed against a wall for cover.

CLEO

We have to get to the throne elevator.

ZACH

Where is it?

CLEO

Up those staircases and round to the right.

Zach turns and fires back at the Purgery. Cleo does the same.

EXT. SKYLINE - DAY

Virgo and Ash continue to co-ordinate the attack in the sky.

EXT. PALACE - COURTYARD - DAY

Sef continues to battle squall #3. He rushes squall #3 shooting at it's breastplate. The bullets have little affect on the armor.

Squall #3 who reaches out to grab Sef. Sef ducks out of it's grasp and elbows the back of it's head.

Squall #3 turns and delivers numerous hard blows to Sef's stomach and then, with a final blow, sends Sef off his feet to the ground a few yard ahead.

INT. PALACE - LOBBY - DAY

Cleo and Zach make their way up the winding staircases of the lobby with the rebels. They fight their way through the remaining soldiers who are in retreat.

Cleo grabs Zach's arm stopping him as the rebels rush on.

CLEO

This way.

Cleo leads Zach through the palace.

EXT. SKYLINE - DAY

The resistance and Horus forces start to struggle against the overwhelming opposition of Denestra. The Equinox continues to tirelessly battle in the thick of the Denestra lines.

EXT. COURTYARD - DAY

Sef stands toe to toe with Squall #3 exchanging blows. Squall #3's punches and blows are a lot more devastating than Sef's whose are his best but only shake Squall #3.

Squall #3 picks Sef up by his scruff and throws him.

Sef lands hard. He spots his sniper rifle on the ground through the crowd. He scrambles for it, pushing aside soldiers as he moves.

Throwing himself to the ground, Sef picks up his sniper rifle. On his back, he turns and aims up at squall #3. He fires.

Squall #3 is punished with the powerful rounds which pushes him back with each shot. Sef gets to his feet and fires his final two shots which almost knock squall #3 off his feet.

Sef runs at squall #3 with his rifle. He then lodges the barrel of the rifle in a gap of wires and metal of squall #3's neck. Sef begins to twist the rifle.

Sef gives a final yank, snapping the wiring and mechanisms in the neck.

Squall #3 falls motionless to the ground.

INT. PALACE - THRONE ELEVATOR CORRIDOR - DAY

Cleo and Zach defeat the final guards defending the throne elevator. They approach the elevator.

Cleo gets inside the elevator as Zach searches one of the dead soldiers.

CLEO

What are you doing?

Zach gets a grenade belt from a dead soldier and brings it with him as he gets inside the throne room elevator with Cleo.

THRONE ROOM

Larus stands looking out the large panoramic window beside his desk. Larus' PERSONAL GUARDS are formed at the elevator expecting Cleo and Zach. They are dressed in black, elite suits.

The elevator arrives. The personal guards take aim.

The elevator doors open. The elevator is filled with smoke with no visibility of what's inside.

A smoke grenade launches out of the elevator landing at the feet of the guards.

Gunfire starts to come from the elevator. Cleo and Zach spring out and begin to pick off the personal guards. Cleo and Zach separate, getting in close to their enemies and using close quarters fighting to take out the threat.

Now focusing their attention to Larus, Cleo and Zach race to him.

They both shoot in their advance but Larus' armor defends him from harm. They reach Larus and keep firing shots from their handguns. Larus simultaneously disarms both of them, discarding the weapons.

Cleo and Zach continue the fight bare-handed.

EXT. SKYLINE - DAY

The Equinox engages a vast amount of enemy ships in the chaotic battle raging above Divenire.

INT. THRONE ROOM - DAY

Cleo and Zach fight Larus by the large window of the throne room.

Zach throws a wild punch which Larus grabs. He lands crippling punches to Zach's ribs. He then hits Zach a final blow which sends him flying back to the ground.

Cleo rushes in and continues to fight Larus one on one.

EXT. COURTYARD - DAY

Sef battles through the crowd. He ushers civilians to a nearby building secured by rebel soldiers.

In the distance of the chaos he spots a YOUNG BOY curled up in the crowd.

Sef pushes and battles his way to the young boy. He takes the young boy's hand and leads him back to the rebel held building.

INT. THRONE ROOM - DAY

Cleo strings together a series of combination's to Larus. Larus blocks them all and returns brutal combination's of his own on Cleo.

The power of the strikes drop Cleo's guard each time. With only enough time between to get her guard up to defend against the next shot.

EXT. SKYLINE - DAY

A small rebel airship is shot and spirals out of control. It comes crashing down into the throne room.

INT. THRONE ROOM - DAY

The airship blows a hole in the roof of the room, with rubble falling just meters from Cleo and Larus as they fight through the disturbance.

Zach starts to regain himself and watches from afar. He picks up Cleo's loose weapon on the ground.

Larus knocks Cleo to her hands and knees. Larus continues the assault, kicking her in the stomach.

Zach yells and mustering all his energy, sprints at Larus firing. The bullets like before, have little effect. Focusing the window behind Larus, Zach drops the gun and tries to tackle him out of it.

Larus stops Zach in his tracks by grabbing his throat. He slowly lifts him off his feet. Zach hangs helplessly.

Cleo looks up at them through misty vision. Forcing herself through the pain, she gets to her feet.

She starts to run, catching Larus by surprise and tackles him. Larus drops Zach. Cleo keeps up the great momentum as they burst through the window and fall.

Zach scrambles to his feet and goes to the window.

He looks down to see Cleo hanging alone onto the side of the building. Zach reaches out his hand to Cleo. Cleo raises a hand to Zach.

Her grip slips and she starts to fall. Without hesitation Zach jumps out of the building after her.

EXT. DIVENIRE - PALACE - ROOFTOPS - DAY

They both land on a sloped roof of the building, sliding down it at a blistering speed. Zach catches up to Cleo and embraces her as they pick up speed down the large sloping structure.

ZACH
(Into radio)
Ash!

Zach looks to the immense battle in the sky above, searching desperately for the Equinox.

He looks down at his feet. The sloped roof is coming to an end with a large drop beyond it.

A large gust hits Cleo and Zach. He looks to his left to see the Equinox racing along side them.

It speeds up ahead of them.

Zach and Cleo reach the end of the slope as the Equinox positions itself.

They drop off the end and are caught by the Equinox. Zach and Cleo grab onto the roof as they escape to safety.

INT. REBEL HELD BUILDING - DAY

Denestra forces start to raid the building. Sef tries to hold the staircase with the rebels but they are overwhelmed.

Sef retreats to the corridor of the third floor with young boy and they hide in a room.

THIRD FLOOR - ROOM

He shuts the door and tells the young boy to hide under the bed. The sound of gunfire comes to a halt and it all falls silent.

Sef raises his weapon at the door.

Shots pierce the door, hitting Sef and sending him into the wall behind him. Then slowly slumping down to the ground.

ARMORED SOLDIERS kick open the door and zoom in on Sef. In their advance, the armored soldiers hear the young boy's sobbing. They carefully move towards the bed. Sef watches on helplessly.

Suddenly the armored soldiers are shot down.

Sef looks to the doorway where Cleo and Zach stand. Cleo runs to Sef and examines his wounds, panic and fear set in when she sees Sef's condition. The young boy emerges from the bottom of the bed into Zach's arms.

Armored soldier #1 raises his gun weakly at Sef and Cleo and fires but the shots miss. Cleo shoots armored soldier #1 again, killing him. She gets up and stands over him, in fury she empties an entire clip into the him even though he is already dead. Cleo hears Sef's coughs, she snaps out of her rage and picks Sef up and helps him out of the building.

EXT. COURTYARD - DAY

Cleo carries Sef out into the courtyard, followed closely by Zach and the young boy. The courtyard is now full of rebel airships that are dropping off troops.

They make their way to the Equinox which has settled in the middle of the courtyard. Zach hands the young boy over to a group of rebels who are evacuating civilians.

The group board the Equinox and take off.

INT. EQUINOX - DAY

Sef is laid down on a sofa in the neck of the Equinox. Cleo sits over him.

SEF

I'm sorry.

Sef coughs harshly.

CLEO

(Voice becoming hoarse)

Sef...

Cleo's eyes start to well up.

SEF

(Soft and weakened voice)

It's okay, it's okay.

Sef forces a smile against the situation.

He starts to fade.

CLEO

Save your energy, you're gonna make it, okay?

Virgo and Ash watch on in sorrow from the cockpit.

CLEO

(upset)

Sef!?

Sef's eyes close. His grip on Cleo's hand releases.

Zach bows his head, Virgo is left speechless and Ash covers her mouth while her eyes start to well up with tears.

Cleo gently touches Sef's face before burying her head on his chest, distraught.

EXT. DIVENIRE - DAY

SUPER: 6 MONTHS LATER

TWO KIDS rush through the crowded streets to the courtyard of the palace where a large congregation has gathered.

EXT. DIVENIRE PALACE - BALCONY - DAY

Ceon steps out on the balcony in government clothing.

The crowd cheer.

CEON

Today marks a new chapter for a new Cerin and a new republic. A republic for the people, for order and for freedom. I have the honor on this day to present to you, the new High chancellor of our great nation of Cerin. Lord Baz Hurn.

Ceon steps aside as BAZ appears on the balcony. He is 44, a smart, well groomed man who waves to the crowd as they cheer. He steps forward to speak.

Coming back down to the crowd we see a flag being flown with the new republic insignia on it.

EXT. WASTELAND - DAY

A vast stormy wasteland void of color, a MASKED FIGURE stops amongst it. They are cloaked in a new combat suit with the republic insignia on their back.

BAZ (V.O)

The Purgery unit has been replaced by LUSTRATE. The sole purpose of this division of the military is to seek out those still loyal to the old order.

The figure takes down the cloth shielding their mouth revealing their true identity to be that of Ash.

BAZ (V.O) (CONT'D)

Our elite operatives are already active, determined to keep Cerin a free republic.

Ash's earpiece beeps. She answers the call.

ASH

(Into radio)

We are nearly in position.

INT. EQUINOX - DAY

Virgo sits alone in the cockpit, flying the ship.

VIRGO

(Into radio)

The co-ordinates are correct, the fortress should be just ahead of your position. I'll move to position to provide air support.

EXT. WASTELAND - DAY

A gust of sand blows over Ash as the Equinox passes overhead with two airships following.

Ash walks up to Cleo who is stood looking ahead.

ASH

Virgo will provide air support when needed.

CLEO

You ready?

ASH

Let's do it.

Cleo looks down past Ash.

CLEO

What about you?

Ash looks to her left. A third person comes into view, a MAN, his identity is uncertain until he speaks.

MAN/SEF

Heh, please Cleo, I live for this.

The group all disappear from sight as they are engulfed by the storm of sand.

FADE OUT.

THE END