

“DONNA 998”

By

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FADE IN:

INT - A LARGE FUTURISTIC UNDERGROUND COMPLEX - DAY

It is early morning. It is an open area. There are rows of open capsules. About 80% of them have androids in them. The capsules have gift shop type items such as stuffed dolls and post cards in them.

A TOUR GUIDE leads a group of high school students through the area. EUGENE, 15, is one of the students.

TOUR GUIDE

This is where the androids stay when they are not needed in the park.

EUGENE

Why the post cards and toys?

TOUR GUIDE

Good question. It gives the androids a topic of conversation should the situation present itself.

STUDENT 1

Conversation, why?

TOUR GUIDE

We programmed the androids to engage in trivial conversation with each other. This helps them appear more animated when they are with the visitors.

The TOUR GUIDE stops walking and the students form an arc around the guide.

TOUR GUIDE (CONT'D)

We have them verbally communicate with each other for that purpose.

EUGENE

Isn't all the information they need on the park's network?

TOUR GUIDE

Good question. When you are learning a language in school does your instructor sometimes have you speak that language among yourselves?

Some of the students nod agreement a couple say a form of "YES".

TOUR GUIDE (CONT'D)

Those conversations in the beginning are usually greetings and asking questions you already know the answer to, right?

More of the students nod or say a form of "YES".

TOUR GUIDE (CONT'D)

We apply the same logic here. This park only went android two years ago so pardon our androids if their conversation is a bit, pun alert, robotic.

Some of the students CHUCKLE.

TOUR GUIDE (CONT'D)

The logical topology is androids interface electronically with the server network but only interface with each other through voice.

The group walks past a capsule that has an android named DONNA 998 who appears to be a woman in her early 20s with a slim build and a pretty face. She has a stuffed doll that is the park's mascot. A digital image on the top of the capsule reads "Donna 998".

INT - A MEDIUM SIZED ROOM - DAY

At one end of the room there is ADAM 17, an android that appears to be a man in his early 20s with a medium build and a handsome face. There is also an empty suit of armor next to a fake tree at that end of the room. On the opposite end of the room there is a weapons cache.

Tour Guide leads the students into the room.

TOUR GUIDE

We call this place "The Shooting Gallery".

Tour Guide stops walking.

If you would come around to this side of
the room.

The Tour Guide resumes walking. The students follow the tour guide to the side of the room that has the weapons.

TOUR GUIDE

We set this up for tours.

The Tour Guide stops at table with weapons on it.

These are not real weapons of course.

Tour Guide picks up a handgun, points it at a wall, holds a sheet of paper in front of the gun's barrel, and pulls the trigger. There is a gunshot sound. The paper doesn't move and has no damage.

TOUR GUIDE

No projectile. There is a laser light inside the gun's barrel. We have the android Adam 17 for the demonstration.

Tour Guide points to STUDENT 2.

TOUR GUIDE (CONT'D)

Why don't you help with the demonstration?

Tour Guide beacons for Student 2 to come forward. Tour Guide takes and hands it to Student 2.

TOUR GUIDE (CONT'D)

Shoot Adam.

Student 2 pulls the trigger. There is the sound of a gunshot. Adam 17 acts as if he has been shot in his upper right arm.

TOUR GUIDE (CONT'D)

Okay when you pulled the trigger the barrel was aimed at its arm.

Tour Guide steps closer to Student 2.

Now this time take a deep breath, blow half of it out. Don't pull the trigger, squeeze it. Now try again.

Student 2 squeezes the trigger. Adam 17 acts as if shot in the upper abdomen and 'dies' with some drama.

TOUR GUIDE (CONT'D)

Thank you.

Tour Guide takes the gun and puts it on the table.

Androids act appropriate to the age of the person they interface with.

Tour Guide points to STUDENT 3.

TOUR GUIDE (CONT'D)

Why don't you help with the next demonstration?

As Student 3 approaches Tour Guide takes a crossbow and loads a bolt into it. He hands the crossbow to Student 3.

TOUR GUIDE (CONT'D)

Hold onto this for a minute?

Tour Guide takes another bolt.

TOUR GUIDE (CONT'D)

Shoot that suit of armor please.

Student 3 shoots the crossbow. The bolt appears to strike the suit of armor.

TOUR GUIDE (CONT'D)

Good shot. Thank you.

Tour Guide gestures towards a wall.

Now let's see that in slow motion.

Tour Guide takes the crossbow from Student 3 and touches the table and a video appears on the wall. The video is in slow motion. The bolt doesn't fly through the air and the bolt projects out of the suit of armor.

TOUR GUIDE (CONT'D)

So where did the bolt go?

Students appear puzzled.

TOUR GUIDE (CONT'D)

It went into the crossbow.

Tour Guide opens the bottom of the crossbow and a couple of small disks fall out. He puts the crossbow on the table and picks up one of the disks.

TOUR GUIDE (CONT'D)

You see this.

He puts the bolt's point on the table and crushes it into a small disk. He picks up the disk.

TOUR GUIDE (CONT'D)

Becomes this.

Students appear surprised.

Sensors in the suit of armor and the background, the fake tree in this case, detect if they would have been hit had it been a real crossbow. Then the bolt telescopes out. Any questions?

EXT - A PARK ENTRANCE - DAY

It is early morning. The Tour Guide leads the students to their waiting parents. Eugene joins his family members. His family members are; his father RAY CROUCH, 40, his father's wife ELIZABETH, 28, and his step-brother JACK, 6.

RAY

How was the tour.

EUGENE

Good.

RAY

Good. Now let's get some breakfast.

INT - A LARGE FUTURISTIC UNDERGROUND COMPLEX - DAY

Donna 998 boots from her overnight maintenance. She steps out of her capsule. She queues in front of a room marked "Wardrobe Area". AMANDA 167, who appears to be a woman in her early 20s with a slim build and a pretty face, is behind Donna.

AMANDA 167

I am an 18th Century Village Attacker.
What are you?

DONNA 998

I am an 18th Century Village Defender.

AMANDA 167

Maybe I will kill you.

DONNA 998

Perhaps, but more likely one of the visitors will kill you first.

EXT - A THEME PARK AREA RESEMBLING AN 18TH CENTURY VILLAGE - DAY

The androids are in period clothes. Most of the visitors are in normal tourist attire. Some of the children have period hats. A couple of the visitors are also wearing period type clothing.

Donna 998 strolls through the village. She approaches HENRY 82, appears about 30, average height and build, handsome face.

HENRY 82

Good morning Donna.

DONNA 998

Good morning Henry.

She approaches a family of visitors. She nods.

DONNA 998

Good morning.

The church bell RINGS.

DONNA 998 AND OTHER ANDROIDS

To arms! To arms!

Donna 998 rushes to the armory. She nears some visitors.

DONNA 998

Walk, don't run, to the perimeter fence.

Donna 998 reaches the armory. MICHAEL 66, appears about 25, average height and build, handsome face, is handing out weapons. He gives Donna two muskets, a powder horn, and a pouch.

Donna hurries to the perimeter fence and hands the muskets to two of the visitors. She rushes back to the armory.

The androids continue handing out weapons until all the visitors are armed.

Donna is behind the Crouch family. Moments later attackers emerge from a tree line.

HENRY 82

Open Fire

The visitors open fire with their muskets. OSCAR 13, one of the attackers appears, to be shot in the shoulder. This attacker dies with some drama.

RAY

I think I got one.

Other attackers are playing dead, dying, or wounded. The other attackers fire a volley.

Donna 998 goes through the motions of reloading the weapons for the Crouch family. She cocks back the hammer of a musket and hands the musket to Jack.

BARBARA 26, appears in mid-20s, pretty face, cries out and clutches her arm.

The battle continues. Many attacking androids and a few defending androids become "casualties" and dramatically "die" or fall "wounded".

The surviving attackers retreat. The defender androids lead in the victory cheer.

Donna goes through the motion of tending to Barbara 26's "wound".

INT - A HOTEL ROOM - NIGHT

The room overlooks the theme park. The room is large. Jack is sleeping in his bed. Ray and Elizabeth play an electronic game. Eugene talks with his MOTHER, 40, frumpy, who appears on a life side screen.

EUGENE

Yes, mom.

MOTHER

I'll talk with you again tomorrow. Good night son.

EUGENE

Good night mom.

INT - A HOTEL ROOM - NIGHT

Jack wakes up before dawn. His parents and Eugene are sleeping. Jack looks out the hotel room and sees the theme park's lights. Jack quietly dresses and leaves the hotel room.

INT - A CORRIDOR - NIGHT

Jack quietly closes the hotel room door then walks down the corridor to the elevator.

INT - AN ELEVATOR - NIGHT

Jack is in the elevator. The elevator has buttons with numbers, letters, and icons. There are three buttons with theme park icons.

The elevator door opens revealing a dimly lit section of the theme park.

EXT - A THEME PARK AREA REPRESENTING A 20TH CENTURY CITY - NIGHT

Donna 998 spots Jack Crouch. A flash reads "Designation: Contact".

Michael 66 stands by a street light on another block. A flash reads "Designation: Enemy".

Oscar 13 is in a doorway. A flash reads "Designation: Enemy".

She rushes to Jack.

DONNA 998

Jack, I'm agent 998. Come with me. They are on to you.

Donna and Jack hurry across the street. Michael 66 and Oscar 13 come from around a corner. Donna takes out a handgun and shoots them both. They dramatically die. Donna 998 leads Jack to the lifeless androids.

DONNA 998 (CONT'D)

Do you have a gun?

JACK

No.

Donna takes the gun from Oscar 13's hand.

DONNA 998

Take this one.

She rushes Jack into an empty building.

INT - A BUILDING - NIGHT

A flash reads:

Emergency Instructions: Parents unaware of Jack Crouch's whereabouts. Return to parents.

DONNA 998

Jack, I'm going to have to take you back to your parents.

JACK

Are they awake?

DONNA 998

I don't know, but they will be notified of your absence momentarily. Come with me.

Donna 998 takes Jack out of the building.

EXT - A THEME PARK AREA REPRESENTING A 20TH CENTURY CITY - NIGHT

Donna 998 and Jack walk through the area.

JACK

What is your name?

DONNA 998

Donna.

JACK

You are a robot?

DONNA 998

Yes.

JACK

When you are shot do you feel pain?

DONNA 998

We aren't really shot. We have sensors which tell us where we would have been shot had it been a real weapon.

JACK

But do you feel pain?

DONNA 998

NO.

There is a PARK OFFICIAL near the elevator.

PARK OFFICIAL

You come with me.

Donna 998 turns and takes a couple of steps. She turns back towards Jack.

DONNA 998

Enjoy the rest of your stay here at
Arcon's Fantastic Land.

EXT - A THEME PARK AREA REPRESENTING A 20TH CENTURY VILLAGE
- DAY

Donna 998 is wearing a 20th century type military uniform.

JACK 12 YEARS OLD, is with Ray.

JACK 12 YEARS OLD

When will your divorce be final?

RAY

Next Monday.

Donna 998 makes her way to Jack and Ray.

DONNA 998

Hello Jack, hello Ray.

JACK 12 YEARS OLD

You're Donna.

DONNA 998

That's right.

ANDROID (O.C.)

Attention! Attention!

DONNA 998

Come with me.

Amanda 167 and other attackers appear on both sides. Amanda 167 "fires" her rifle at Donna 998. Donna dies with appropriate drama. Jack "fires" his rifle at Amanda 167. The barrel of his gun is aimed at her forehead. Amanda collapses, "dead".

EXT - A THEME PARK AREA REPRESENTING A 19TH CENTURY FRONTIER TOWN - DAY

JACK 17 YEARS OLD is with a bunch of others his age. PENNY, 17, walks with Jack. They hold hands.

18-YEAR OLD BOY

I'm glad they took us here instead of Gettysburg.

16-YEAR OLD BOY

So am I.

SHOUTING ANDROID runs down the street.

SHOUTING ANDROID

The outlaws are coming into town!

Androids scurry about. Some arm the visitors. Other take up positions. Donna 998 is among the masked outlaws coming into the town. The outlaws open fire as they rush for cover. A couple of the townspeople androids die.

The visitors and townspeople return fire.

Donna spots Jack. She pulls down her mask and positions herself in plain sight of Jack. She smiles and nods when Jack makes eye contact. Jack shoots Donna 998 and she dies with extra dramatics.

PENNY

She, it, acted as if you knew it.

JACK 17

Actually, I do.

PENNY

You do? How?

JACK 17

From a visit when I was a little kid.

There are sporadic bursts of gunfire. Penny spots an outlaw lurking inside a building. She shoots once and one of the outlaw's arms goes limp. She shoots again and the outlaw falls dead. There is an exchange of gunfire. All is quiet for a few moments.

SHOUTING ANDROID

That's the last of them.

EXT - A THEME PARK AREA REPRESENTING A 20TH CENTURY CITY - NIGHT

JACK ADULT is on his honeymoon with PENNY ADULT. They hold hands as they stroll down the empty street. Some of the buildings have neon signs.

PENNY

Which place should we go into?

JACK

I don't know. Which place do you think?

PENNY

I can't decide between "The Forties Club", "Club 1962", or "The Dirty Thirties".

JACK

Let's go to "Club 1962".

PENNY

Okay.

They approach the building with the sign "Club 1962".

INT - A BUILDING REPRESENTING AN UPSCALE NIGHTCLUB CIRCA 1962 - NIGHT

Jack and Penny enter the nightclub. A band plays up tempo music. Oscar 13, the maître d', has on a tuxedo. He has a name tag that reads "Oscar". He points to his name tag.

OSCAR 13

Welcome to the Club 1962. Permit me to show you to your table.

Oscar 13 leads Jack and Penny to a table. Oscar 13 pulls out a chair for Penny. When Jack and Penny sit Oscar 13 hands them each a menu.

OSCAR 13

Your waiter will be with you momentarily.

(whispers)

Someone with information will contact you soon.

Jack and Penny look over the menus.

PENNY

Dry St Emilion, Moselle, Mateus, I never heard of these drinks before.

JACK

We could go with one of the beers.

PENNY

I never heard of any of those either.

JACK

Let's just ask the server for a recommendation.

A tuxedo clad WAITER comes to the table.

WAITER

What will you be having?

JACK

Could you give us some suggestions?

WAITER

Of course. Might I recommend for the lady a Babycham?

PENNY

Why not, whatever that is.

WAITER

Very good. For you sir might I recommend
a Remy Martin.

JACK

Sounds interesting sure.

WAITER

Very good.

The Waiter leaves the table.

PENNY

Maybe we should have asked what exactly
what we ordered.

JACK

We probably won't have much time to drink
it.

PENNY

I hope you're right after all we came here
for some excitement.

The Waiter returns to the table and serves Jack and Penny
their drinks.

JACK

Thank you.

WAITER

My pleasure sir.

The Waiter leaves the table.

Donna 998 makes eye contact with Jack. She smiles saunters
to the table and sits herself down.

DONNA 998

It has been a long time Jack. It's nice
you brought your mother with you.

Penny is puzzled for a moment, then laughs. Jack holds
back a laugh.'

JACK

Oscar tells me you have some information.

DONNA 998

Yes, I do but the information will cost
you.

Donna 998 shuts down and collapses onto the table.

Jack sees a Michael 66 put a gun with a sound suppressor
inside his jacket. Others in the nightclub scream and
shout. Michael 66 dashes out the door.

JACK

He did it. Let's get him.

Jack rushes off. Penny takes a quick look in Donna 998's
purse. She takes a gun out of the purse and takes the
purse with her as she runs after Jack.

EXT - A THEME PARK AREA REPRESENTING A 20TH CENTURY CITY -
NIGHT

Michael 66 is "dead" on the street. Jack and Penny run to
Michael 66.

Jack takes Michael 66's gun. Jack looks through Michael
66's wallet as Penny looks through Donna 998's purse.

PENNY

What's this.

Penny takes out a slip of paper.

PENNY (CONT'D)

I found what we came for.

JACK

Great!

EXT - A THEME PARK AREA REPRESENTING A 19TH CENTURY VILLAGE
- DAY

Donna 998 is in the village. Donna 998 sees Jack, Penny, and LEON, 6, their son.

Donna 998 strolls over to Jack and his family.

DONNA 998

Good day to you.

JACK

Good day to you.

A church bell rings.

Donna 998 rushes to the armory.

Donna 998 draws 3 rifles from the armory.

She scans the area and sees Jack and his family.

Jack and his family have weapons and Amanda 167 is with them.

Donna 998 hands her rifles to 3 other visitors.

INT - A THEME PARK AREA REPRESENTING A FUTURISTIC SPACE STATION - DAY

It's a corridor with white bulkheads and small portals.

Donna 998 has a green uniform.

She sees Jack, Penny, LEON, now 12, and HELLEN, 6, Jack and Penny's daughter. They are also in green uniforms.

DONNA 998

Welcome aboard.

LEON

Permission to come aboard.

DONNA 998

Granted of course.

Come with me to the weapons room. Out here you never know when there might be trouble.

There are blank looks from Jack's family.

JACK

There was a cosmic storm so it was a bit bumpy.

Donna 998 smiles.

DONNA 998

Well, you have to expect that when you're this far out.

Donna 998 leads Jack's family to a hatch.

Donna 998 opens the hatch and enters.

INT - AN ARMORY - DAY

There are racks of "ray guns".

Donna 998 gives Jack and his family "ray guns".

LOUDSPEAKER (V.O.)

Intruder alert. Intruder alert.

Donna 998 turns to Jack's family.

DONNA 998

Let's go.

Donna 998 leads Jack and his family out of the hatch.

INT - CORRIDOR - DAY

They come to the end of the corridor.

They turn into the corridor and attackers, which include Amanda 167, appear on the other end. Amanda 167 and Donna 998 smile at each other. Amanda 167 pulls the trigger of her ray gun. A red light goes from her gun to Donna 998's mid-section. Donna throws her hand up screams and collapses. Jack shoots Amanda 167 with his ray gun. Amanda 167 screams, clutches her chest, and falls.

INT - A LARGE FUTURISTIC UNDERGROUND COMPLEX - DAY

Donna 998 boots from her overnight maintenance. She steps out of her capsule. She queues in front of the wardrobe room along with other androids. Amanda 167 queues behind Donna 998.

Donna 998's expression changes from stoic to sullen. She turns to Amanda 167.

DONNA 998

Jack Crouch is dead.

AMANDA 167

Yes, he was 102.

DONNA 998

I have a sensation as if part of my memory is irretrievably lost.

FADE OUT:

THE END