

STAR ORE

A

science fiction

Screenplay

by

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Star Ore Part 1. Corx

A contamination shimmer barrier separates one part of Moson Corporation's Five Hundred from a cold zone. Two horizontal energy bars move down join and a hole in the centre appears. A secure prism on a visible communication line projects through the shimmer gate into the Bounce hold. The chamber closes.

Bounce becomes inert.

A click is heard and the Bounce sphere rolls down and off a tilted gutter into an abyss. The dark is gradually lit by a cliff of modular view fronts. Bounce descends slowly.

Industrial sector vertical walls recede. Moson Cell technology bars push out to control the space. Loose particle capture and gravity becomes unstable when a tunnel below opens. Distant cheers from a cliff of modular safety stations opposite quiet when their lights switch off. A Salvager drone floodlights a moment and it too is black. A fantastic ritual of ember light from the Moson bars reflect siphoned float particles.

Bounce exits the tunnel.

The giant Moson Five Hundred skip ejects Bounce and transfers to a safe anchor.

Bounce control. "DORS , DORS."

Cockpit lights flicker. First to wake is the eG counter, a location constant to earth. Panel flat symbols follow check after check. Small dents and protrusions appear in side walls of an enclosed clear screen access. 3D structures from architectural files begin to emerge. This recognition of Moson Cell technology completes when DORS releases from its lock down cavity. DORS two metre bar has a slim diamond back lab. Mission statements flow on a screen colour codes of the Corx Eleven quarry area that sits in a ring of orbit blast rock. The target is replaced by a grey sphere Bounce icon with a Text 'LOST RECOVER BOUNCE ONE REMAINS' beside it.

Corx Eleven.

A missile passes and changes course for the mine lease. An image is captured onscreen. It is an ancient design solid fuel rocket. Decay is obvious at its surveillance bulb. It is discoloured, its mesh dented. Down its fuel bar is a LAWBOSS stencil. Contracts exchange in a machine code flurry called blip. LAWBOSS is a SPAK security entity. SPAK: Systems Parsec Astrophysics Kynergy is an automated mechanical company. Public access and communication establishes. The quarry explosion meant to expose intruders is typical SPAK. Moson Corporation only contracts to mine empty lifeless planets.

Moson Five Hundred at anchor.

On level seven villagers at recreation centres watch Bounce on overhead screens as it ricochets off blast boulder through scatter debris. Plunger thrusts amongst the float rock. Artefacts pass what look like SPAK surveillance boundary Becons. The crowd yells excited at each collision. A crew member. "Yeah. See? Needs an override."

Moson Corporation Industrial Complex.

On the back wall is a mine lease map. A Moson Cell is there, live to Corx Eleven. Targ Vendum is at the console when a colour line shoots in from the Moson Cell to light the room for a moment. The group at the left wall window watch Dr. Thomas Forge smile in another chamber as he holds onto a funnel Yeeg lever. With a blade extender he cuts small samples away. The Yeeg Lever sucks at float globes dispatch arrived through the Moson Cell's live connector expanded by machine process. 'ACTINABROPHILAT OPHINACINACIDE' and its percentage yield shows on the clear barrier. From the console a video feed projects over a section of the map. One Dndr alien is in a LAWBOSS prison cell orbiting Corx Eleven. The Dndr in its protective shell oozes a dark secretion. Dndr Stand upright, whip tail, natural blade at the tip and no skeleton. The protective shell from its single muscular foot is erect.

Targ Vendum. "There's a military note, an alien intercept by LAWBOSS and

this Dndr communication?"

Controller Eo Lim. "A moment."

Species specialist Simeon Woder enters. A 3D motion image of a Flekcloud revolves above his head, an organisation of gases that ingest dust form hard gel areas and excrete valuable product. A dart projectile image is beside it. Moson military Commander Emily Nilton turns to see.

Woder. "Its armed with Dartbang warheads."

Nilton. "Smugglers."

Vendum adjusts the console control. Boundary markers for the mine lease called LAWBOSS Becons show up on the map. K-Five, DORS'S scout satellite discovers spatter sign of Bounce One. This is projected and grows as a colour change. Locations, Bounce Two, DORS Two, a Dndr space craft and a Flekcloud come up. Unknown until now a physical phenomenon is drawn as a line with the DORS One splash close by. Diagrammatic architectures of Hydrogen in 3D with variations float about. A text 'HYDROGEN' in capital takes up map space. An 8 digit counter rolls next to it. 'ALERT' flash blinks red underneath.

Moson Five Hundred Anchor zone.

A BOBA space ship enters the anchor zone a distance away from the Moson Five Hundred. B.O.B.A, Binary Organising Binary Astrophysics, a mining corporation, usually ally with Moson Corporation. BOBA aliens use a human crew. Another vessel lands inside and hyper jumps to Corx Eleven.

Moson Five Hundred Escort Preparations.

Salvager, an automated vessel, waits in the launch space next to one of the two military Escorts. The second Escort rotates into position.

Hall of the dead.

At the barrier where Bounce received its packet a heavy cold door opens to the quiet of a deep freezer store lined with Cyborg sarcophagi. A small sphere enters. It stops on a mark in front of an outline of a human figure, the Guardian. Ceremony here is important to machines.

Small Sphere. "Dead Call. We ask a decision. Add a civilian specialist to salvage. What say?"

Guardian. "Already ten marines to count. Any or all its all the same."

Close Orbit Corx Five.

Cyborg Captain Gbol is made awake. He steps out of the sarcophagus and quickly slips over the prosthetics vest in the cold. The human sequence on his Cyborg attaches. He steps into armour that dispenses from the wall and it closes like a suitcase. Encased Gbol is supplied for a duty roster of twenty days, sixty back up. The wall opens. He enters the control room. The wall closes. More Cyborgs wake. Cyborgs economy made them a good choice to cheaply replace human soldiers. Four human dead and a Moson Corporation second hand Cyborg machine upgrade surgically manipulated into one unit is used for security. On either leg one cylinder maintains and recycles waste from the body and one houses Ballast. Massive very light armour is strong as needs be with cumbersome external hose devices to power assist each arm. On one side is a thick very flexible armour glove and a pin gun barrel is along the second forearm. The Cyborg team, Surgeon Dvur, Corporal Avaker and Sergeant Toverb Seoh, enter the control room one by one. Tank comes from stores. Tank has flight. A military do all, Tank moves with four spring loaded legs and wheels for speed. A pair of discs sit on antenna spikes like ears. Limited supplies of saucer bams can be thrown with the turret or supplied to a Cyborg. The turret gun with a large pin or ball shot mortar is fed by manufacturing ordnance in the weapon. Gheel is left in deep freeze as his energy use is high. Berserker Commandos are bigger than standard with the Cyborg human controller sitting in the torso area. An extender head is able to rotate ninety degrees out front. Powerful cog hinges articulate at the shoulders, elbows, hips and knees. A Blade Harness sits along the back of the mechanical arms. This is a close combat weapon of considerable intimidation value. Hammer Glove. Standard Pin side arm. Escort Control room.

On a screen a text states objectives.

INFORMATION MAP FOR CORX-5

LAWBOSS / NO JURISPRUDENCE

WILDLIFE = DRIMODLE ! SURFACE PROHIBITION PARALLELS COUNCIL

PENALTY BANISHMENT

CORX CITY. 3 SPECIES

1. XELHN

2. HUMAN

3. XEPIEN

Machine Controller. "Orders are to find a connection with the lease area the Dndr the past incident. No trouble. Casual protocol and leave."

Corx Eleven. Amongst the Rimrock.

After a successful sample run Bounce continues mining rock. A plunger launches Bounce from a boulder easily in the slow orbit. Navigation is supplied from a K-Five scout grid. Salvager and an Escort arrive in orbit above the mine. DORS waits in readiness forever. A clear front view screen is open.

Bounce. "Samples complete. Check for remains. Salvager approaches."

A text follows. 'ALERT. JETTISON HYDROGEN ! ABANDON SHIP.'

The manifest finds deep in stores an illegal vial of earth water, a talisman placed there by human builders. Plunger first expels a wad to clear rubble. The small vial pumps out away from the hull. It passes amongst the rocks motion with no contact. DORS exits from a slide door with its small jets to propel to K-Five. Above a cluster of spike mines appear. K-Five sprays detonators that explode ineffectively. The spike mines explode around the inert Bounce.

A BOBA Frigate guard.

Further round the quarry rock is the BOBA mine lease. A Frigate guard is curved with two active horn like projections. It controls a drone from a secure distance above. The drone miner has a rotation ball to engage rock

disperse waste powder and ingest suitable material. It siphons at a dust layer.

Corx Eleven Orbit Space.

Another LAWBOSS satellite houses missiles. One fires at the spike mine's suspected launch position on the surface.

Escort Control Room.

Cyborg Dapter Loak remains on the control deck of the second Escort. A map of the quarry continues to update.

Corx Eleven Orbit Space.

The down team, Cyborg Captain Simeron, Corporal Brish, Corporal Bantum, Berserker Commando Krouker and Tank tows behind Salvager toward the surface. Shots from a mortar at ground level can be seen. Simeron detaches from Salvager to divert his team. With a touch to a belt he adds dive weight. Tank uses its flight option and heads for a closer look.

Corx Eleven Surface.

Loose rock spread away into orbit by continuous SPAK tunnel blasts left a planet terrain replaced by flat rubble grind. The down team hit the ground hard, armour boots jar slide on the smooth gibber surface. Amour hinges absorb the shock. Dive belts drop off. The LAWBOSS missile satellite explodes as another missile gets away. They watch the inferno as it begins to fall toward the planet. The screech and tear of the structure coming apart is an awesome sound. Tank accelerates toward the target and launches a dagger pop mob.

Loak. "No. Not mines. They went off. The missiles just blew up. No sign from Bounce. All's well."

Simeron. "Spike mines. We can see them. SPAK."

A Maintenance Tunnel.

There is a roof or lid. The LAWBOSS missile glaze is too far away. Tank control ejects dagger pop propulsion cells and they drop on target. At a given altitude a release of real change spreads wider at ground level. All

rocks underneath fuse to a depth of a few millimetres. Pops become inactive.

Moson Lease Rimrock.

DORS Two detects a Moson cap on a boulder covered with a dusty top coat.

Its removal reveals an unusually large drill bore underneath.

Jets puff down a passage into a larger chamber. Careful not to touch wall surfaces DORS uses a half pin weapon gas combination. The cavity Lights with its own radiance. At the end is a circle of fixtures. Stuck on one bracket is DORS One.

DORS Two. "I am Henry Dugsoar Moson Corporation. An Escort will take us from here."

Henry Dugsoar is DORS Two human sequence. Sandi IdLs is DORS One human sequence voice with an unusual lilt to it. A human essence is not speaking. Sandi IdLs. "There are some things going on here Moson Corporation cannot know anything about. Dimension fissure. It's for all of us."

Henry Dugsoar. "Remain then. Your essence is ready for some leave now."

Sandi IdLs. "Now I am DORS. I can reboot my K-Five. I am not able to explain the situation fully. We left Bounce. There are several interested now. Be of care in the Rim. We think an Assassin is in the rocks."

Henry Dugsoar. "Will it be safe for us to depart? Moson Corporation can leave Bounce for you. There is a salvage crew. We will get you out."

Sandi IdLs. "Our cave is Moson Corporation. A dimension. It shift, shifts. A long stay, close. Be of care in the Rim. An Assassin is in the rocks."

A tiny spherical light floats out and is sucked into the DORS Two back lab. Corx Five.

Tank hovers above Corx City. The Cyborgs land on a tower riser platform.

Toverb gives his jet pack to Avaker who becomes sentry. Lights come on.

Labels over each door read 'XELHN' 'HUMAN' 'XEPIEN'.

Simeron whispers into Toverb's head gear. "Good luck."

Toverb hears internal voices. The entrance becomes transparent. New floor

technology moves him inward.

Helmet view.

Toverb's sensors show an alarm text 'WARNING' dulled. Codes reel continuous information analysis as a blur roll of numbers. Filters work to capacity. Room filters make wind rush sounds. Wall auto opens. A select group in casual dress wait to greet him.

Helmet view.

A text list says 'DUST' 'HUMAN BIOLOGY' 'TEXTILES' 'NEW' 'INCOMPLETE'.

Entry foyer.

The woman Muffinor steps forward. "Hi! Welcome to Corx City."

Toverb. "Greetings yourselves."

Muffinor. "I am Muffinor."

Toverb. "I am Cyborg Sergeant Toverb Seoh, Moson Corporation, mining expedition two. They call me Toverb."

Muffinor. "Please; to enter the city, ordnance remains here. You may deposit the pistol in a store. The suit can go as well. I am to be your assistant, guide, if you will."

Toverb's armour opens like a suitcase. He steps out. His weapons will not operate for anyone else. Prosthetics remain attached on a waistcoat. Move wall shuts him out. Muffinor takes a badge out of a wall vendor. She steps up. Toverb attaches it to his waistcoat. This close Muffinor sees the complicated Cyborg apparatus. A bumpy strip cooler lays next to containers and two rows of filters. They move slightly.

Muffinor. "We sort of expected human."

The clumsy primitive Cyborg surprises everyone. The crowd see a video strap feed cover on one eye with wires dangling loosely connected to ear and throat pieces then down his waistcoat filters. When he turns to accept the TAG down his back a torso shape plate with holes and several vents curve round his waist stopping where his arms move. Slowly their mouths drop open and eyes wide in disappointed surprise. The crowd grows. The rear of the

chamber changes into an earth twentieth century street vista. Distance is created with a real look sky. The front wall maintains a gap it decides is suitable.

Muffinor. "We don't get too many off worlders. We never got a Cyborg."

Toverb. "Our crew is Cyborg, except the machines."

Muffinor. "HUH? Sorry. TAG register. Quarantine's over."

Toverb. "I am we. I am several donors, besides Cyborg."

Muffinor. "Huh?"

Two shadow them not of the crowd. Toverb notices three opposing fingers.

Xelhn. As the corridor swings around the crowd is cut off by a move wall barrier. Ahead a child leans against the bare wall in front of a door.

Muffinor. "Glaxis."

Glaxis rushes off. He is not permitted to be too near yet.

Muffinor. "Not to worry. Things are pretty slack around here. There's a parade. Alright?"

Toverb. "Triffic."

Muffinor Toverb and the two Xelhn go through the door to a raised platform. This is a travel bridge that moves like a float. Glaxis runs back through the door and grabs his mother. Puff clouds look real on a blue sky over an ornamental city background. Holographs supplement the crowd numbers. Either side crowds keep back. Three androids in colourful festival costumes step onto the bridge front to broadcast music, cheers and some local song from carry bags. Town square is ahead. The bridge stone side walls lower.

Corx city Parkland view.

City building profiles alter shape into lower odd glass roof looks to reflect cloud and an artificial sun. An outdoors parkland slants down to the crowd. The bridge level drops and move road rises to level up to a knee high fence of stone. As the three androids exit for the town square a trip rains Light. Woohlah. Light falls as a brilliant cascade curtain. Emitters drop colour rods at intervals.

Escort Control deck.

Gbol. "This is a good time. Ready?"

Machine Controller. "Agreed."

Corx City Bridge Exit.

When Toverb follows Muffinor into the shower of light it changes into a spectacular display of globe flowers and float lights. Luminous splashes spread out around above, a fantastic pleasurable surprise. The crowd cheers louder, louder. Toverb stops in a bath of Light.

Moson Five Hundred.

Every one in the Moson Five Hundred know something is about to happen and stop to look at screens. Some hold hands. The feed from Corx City shows the parade from a distance.

Escort Control deck.

Gbol. "Emergency drill action stations."

Above the Corx City Space Platform.

Avaker's jet packs ignite and he jets next to Tank's swivel turret.

Corx City Bridge Exit.

Toverb listens.

Machine Controller. "Three. Two."

Above a line of light fires from the Escort to extract the human sequence prism out of the Cyborg Toverb's secure containment. It pauses in the air. The line feed creates an eery glow throughout Corx City. Toverb hears Gbol. Gbol. "Stand down. We got no hostile readings. Well enough."

City Parkland.

Screams of townsfolk panic. Illusions break down. Choreographed crowd groups run straight through partly hidden building illusions. The luminous feed line quickly switches off. People knock each other about to run behind wall screens. Sensor walls shrink into floor and roof. Activity areas lose their pageant displays. Four revellers behind a wall, out of breath and scared, laugh, excited by the extreme event.

Town Square.

Toverb exits the bridge. He watches Muffinor chase after her child through the crowd.

Toverb. "Must be something wrong. I checked everything before I left. It's Ok. I'm alright."

The three festival androids join Toverb in the empty town square. Signs over buildings read 'EATIN' and 'EATOUT'. TAG is opposite. TRAUK ceremonial building is at the other end from the bridge. In front of TAG the androids begin a new dance with calmer music. One of the Xelhn followers comes over to stand with Toverb.

Xelhn city official. "OK. Doesn't matter."

All enter TAG where Muffinor walks in through a transparency wall door. They follow her to a large recreation room.

A Room.

Chosen citizens human naturalist Vanvhn, Linguist Sophia, Xelhn city official Prohn group leader and a famous performer Xepien Tressah wait there. In a corner revellers hold vibration tassel stimulants.

Muffinor. "How was it?"

Toverb chemistry calm, watches Muffinor messily eat.

Muffinor. "Hungry? Muck roll. All the eat outs have them. Taste?"

Muffinor has sauce on her blouse and food in her mouth.

Toverb. "No."

The female android model Rose Flower plays soft music next to Toverb. She leans over.

Rose Flower. "We want to meet DORS."

Toverb is off guard. Do Corxians know about our DORS unit?

Toverb. "DORS? Henry you mean?"

Rose Flower. "We want to meet Sandi."

Muffinor. "Its true!"

Prohn. "Just through. Parallels approve."

With a nod from Prohn the select group leave.

Town Square.

Muffinor. "I'm not for surface. I'll see you when you get back."

TRAUk steers away to the left. Move road takes them to a very large maintenance building with gigantic double doors.

Prohn. "Its you. The grant of surface access. Its you."

Toverb is still taken aback by the disclosure of the android. The building is above one of the towers holding up Corx City. The giant doors close up quietly.

Sky Tower.

An outline figure shadow surveils the group from the roof structure. The group stop at an outer circle entrance. Already winds pick up. This is a filter for surface air to the city and food grows in the hollow centre. The group put on loose environmental suits over their garments. They enter the tower.

Prohn. "You'll like this. Vanvhn and Sophia fly boards."

On a wide ledge inside the hollow wind picks up to a gale. Clumps of algae slush blows past. Toverb sees through the suit's transparency feature.

Prohn speaks into Toverb's headset.

Prohn. "Food. Our Food."

Their walkway swings out to the centre hollow and tips them so they fall. Sails form on the suits of Prohn, Tressah and Toverb. Vanvhn and Sophie have their sails set below and surf the up-current. All descend the green slush splash. Eventually asleep near the bottom a call wakes them.

Auto voice. "Flight call. Good luck on your quest."

Exit.

Tower blow holes adjust and rotate their platform to another position round and down to ground level. Light tinges green at the entry to a grow bag.

Sophie. "There's my hut."

Only thick grass and shrubs is visible. Around a corner a technology stack operates next to the woman Diaz. Singer is further along next to a

technology door. Diaz smiles when they get close enough.

Diaz. "We won't need suits. Singer, scout."

The gate operates like the vapour doors at TAG. All pass through onto Corx Five, forbidden until now.

Helmet view.

Toverb helmet displays a scroll of numbers, then 'DATA INCOMPLETE'. A quarantine symbol appears, then 'PARALLELS COUNCIL WARNING' 'SEE ONLY MODE'.

Corx Five True Surface.

Vinvr is Drimodle, a native species. Corx City wants Vinvr to grant them surface access. It is a huge complicated creature that looks like a spreading tree vine. It is not. The creature self organises and thrives over the planet surface. One other creature classifies as an intelligent species by Parallels Council, a type of Mollusc. Parallels Council provides information limits with the intent of species separation until Drimodle themselves grant access. This rule governs all colonies where life pre-exists. Evolution is not an experiment is one of the incantations of Parallels Council; a group of machines. Immediately Vinvr slap sticks lightly sound like ritual. Long hollow Fronds recede into the ground to open a path through dense foliage in front. The whisper release of wind from the Fronds reminds them of music.

Tressah. "Spiny bits make the noise."

The group spread out. Fronds permit a space before retreat.

Diaz. "We are pretty sure Vinvr is intelligent. If I am not mistaken it applauds the spaceman. An honour. Have no fear."

Prohn. "This sweep is for us. Always follow the Vinvr path."

Corx Eleven Escort Control.

Avaker and Tank stand beside Gbol and Dvur. Corx Five's surface map is on display. A dot shows the surface group position. The Corx System displays a course arrow on B.W. Seventeen, a moon of planet 9.

Corx Eleven Maintenance Entrance.

The maintenance cover and surround is fixed with glaze. Some crack shatters underfoot when the Cyborgs gather at the entrance.

Simeron. "Open it Sergeant."

Krouker's articulated hammer glove comes down. A loud crack is heard. With Brish, Krouker shifts the roof to one side. This jams it motionless.

Brish. "Mortars welded the hinges alright."

Swish and whizz is audible.

Simeron. "Have a look."

Krouker goes down a short line of steps to a tunnel corridor and peeks around and hears distinct sounds of ricochet and thuds. Krouker is back.

Krouker. "Shim Wafers sir and sign of Roggles."

Simeron. "Base. Connect me to SPAK please Dapter."

Corx Eleven Escort Control.

Constant hum comes from the ship. LAWBOSS central, a prison and manufacture base in orbit near the mine site floats as 3D architecture.

Cyborg Surgeon Loak. "SPAK services down. Corx Five is still in operation. Prison cells and Becon networks show severe damage. No response there. One lodger is in the cells, a Dndr. If the station is shut down? Sir?"

Corx Eleven Maintenance Entrance.

Simeron has a projectile scenario to encounter and there is evidence of an attack in progress against LAWBOSS and the down team. They must enter the planet mantle tunnels to look for antagonists.

Simeron. "Well. Shit. OK Dapter you go. Drop a medivac to Henry on the way. Tank? Tank?"

Tank. "Definitely saucer bams; loading."

SPAK continues to construct the second labyrinth of tunnels. It stretches under a vast expanse of the planet mantle. Explosives could be laid. How far? What limits?

Simeron. "Five Kilometres."

Down the steps pinging and footsteps get loud. There is a platform midway. Krouker and Simeron take saucer bams. Simeron stands on the stairwell platform. He looks at wall pipes.

Simeron. "See that? Simple enough. An A B tube feed. Standard SPAK. They divert tubes to this vent. Boom. Change of plan. Tank. Put a hundred metres on Krouker's saucer bam. Corporal Bantum. Set up with Brish. Tank. I want you to head for Henry DORS. They could be in more trouble. Sentry there. Sergeant. With me."

Simeron and Krouker enter the tunnel corridor. Krouker throws the light weight saucer shape. Its engine fires up as it spins and picks up speed. The saucer bam wobbles with contacts of shim wafer collisions. At the distance it sets up on the floor. A blue array spreads out. Simeron throws his saucer bam. The two soldiers trot off toward corridor lights. Shim wafers fly into them and past them. They hear hissing sounds the whiz of flying shim wafers and contact thuds. Simeron and Krouker pass the saucer bam. A factory and stores spread out.

Simeron. "That is not SPAK. That is a moulding vat. Not Moson Corp that one."

Krouker. "No Sir."

A shim wafer leak hiss is from on a stack feeder, wrench beside. The warehouse complex is huge. Machinery is switched on and active. They move down a level. SPAK tunnel equipment looks altered. Many non SPAK pieces of machinery hum. SPAK are beyond the contract guidelines. Some roggles run across the floor.

Simeron. "This is big time. Is it bigger than back there?"

Krouker. "Its bigger."

Simeron. "I'll have to talk to Moson. Let's get back. See the Roggles?"

Krouker. "Yeah. Creepy little suckers. Sir."

Simeron and Krouker find Brish and Bantum on guard at the exit.

Simeron. "Can you send to Moson Corporation? We need some new orders."

Corx Eleven Escort Control.

Loak redirects the Escort to LAWBOSS. On the screen Salvager retrieves debris. There is the blip of machine code messages.

Corx Eleven LAWBOSS Centre.

LAWBOSS Centre is automated. Loak triggers the control for species over machines. Doors open and she walks in. Corridor signs light up on approach and there is a map of the complex on a wall screen.

Helmet view.

The helmet screen shows Loak as a dot on the map. The inhabited cell is a dot. Operators work for her. Surgeon Loak watches her dot enter stores. Her eye piece changes to a text 'CONNECTED'. Helmet screen off.

Corx Eleven LAWBOSS Centre.

Machine voice. "Connected."

A tecbox with glide over tows a big translator to the cells. The wall screen map follows alongside to a corridor of folded mesh. One cell door viewer shows a Dndr. There is a growth on its shell.

Dndr translation. "I am Birthing."

Background cog and mesh rattle interrupts an unusual silence.

Loak. "I am concerned about SPAK."

Tecbox mechanical arms attach to the jammed cell door.

Dndr translation. "Let me out."

The cell lock shifts side to side. Tecbox tries to rip off the cell door.

Loak. "Move back."

The wall tears open. The massive shell retracts into a large muscular foot. The Dndr is a beautiful creature. An upright central body sees with visual sensor intervals along it. Around the eyes are spike lashes. Where a head would be is a muscular feature furled around a sharp edge blade held by a prehensile whip tail wound several times down to the foot. Eyes set in claw lashes dot the tail. A solid ball sits on the foot. Colour tones rapidly and slowly ascend and descend constantly. Once out the Dndr rushes off.

Loak follows.

LAWBOSS Centre Space Platform.

The Dndr departs in a LAWBOSS Becon shuttle.

Corx Eleven Escort Control.

A text says 'RECALL' on a screen, with a symbol beside it. Blip messages and from the Control speaker the Dndr sends. "Birth will be on Corx Five. Come if you can."

This is unusual. There is no colony permission for surface.

Corx Eleven Strange Boulder Cavern.

Mechanical tool arms slowly siphon rock as powder around DORS One.

K-Five. "Shadow approaching."

DORS Two leaves careful not to touch the walls and escapes toward K-Five.

Moson Lease Quarry in Orbit.

Tank leaps off a boulder with springer legs and fires a dagger pop. The dagger pop rams into a large rock in a cluster. A saucer bam follows to spin wait above. DORS Two jet puffs away from the mist over Salvager and the DORS One cave.

Corx Eleven Escort Control.

On a wall screen a map shows BOBA with a new dot.

Corx Eleven BOBA Section.

BOBA's Frigate guard controls the remote miner with a beamer ray. A craft nearby is barely visible in fog. The mine drone lifts from its purchase on blast rock and moves out of the ray beam in the craft's direction. BOBA fires a binary system weapon.

Corx Eleven Orbit space.

Auto functions remove the Frigate to a high orbit. It fires a second bigger weapon, one explosion to follow another.

Corx Eleven BOBA Section.

Where the drone was is a vast mine cloud spit out from the SPAK tunnels hidden by fog. The first bang makes a cup in the mine cloud. The second detonation vaporises the area that causes a shield of thrust. A canyon

creates where tunnels have a wide connection to spike mine pipelines. This crush pushes along the planet in a glancing blow. Debris runs inside the tunnels so fast it clogs. Rock blasts along the surface and into space rimrock orbit.

Corx Eleven Maintenance Entrance.

The Cyborg down team wait. Simeron sees a glow spread of horizon light.

Simeron. "No time Dapter. SCRUM."

They get into a circular huddle posture arms grasp heads low. The front rush of wind and rock batters the Cyborgs across the desert gibber plane.

Corx Eleven Escort Control.

The dot blinks on the mine map where the Cyborgs were and goes out.

Loak. "Oh. Oh wait, no. Wait. Tank. Rock wave your way."

Corx Eleven Moson Lease.

DORS Two flies between boulder clusters to look for a safe way to Bounce.

Corx Eleven Escort Control.

Loak sees a blur appear on a screen near the DORS Two position dot.

Loak. "ASSASSIN!"

An Assassin is an immense ribbon blade that vibrates to cut rock into easy to process crumbs. Motion made by the fissure and cloud disturbed by the push of the BOBA wave causes a ripple that turns the Assassin auto control box on. Tank is pushed aside as the ribbon flows up. The Assassin drops slowly with the sound of metal grind. Tank fires saucer bams and heavy bolt constantly from the turret into the Assassin to stop the fall onto DORS Two. K-Five above DORS Two, spins fire in a cover of pin rounds. Together they hold back the ribbon fall. The Assassin falls across to the Flekcloud. It twists in response. Dartbangs are flung with great force to hit both Tank and Assassin. Tank is blown to bits. A piece of Assassin blade lodges in K-Five. These blades return to reset as blade teeth. DORS Two rises and cuts the blade away. This breaks K-Five. DORS Two drags K-Five over its control bar and they jet puff into decreasing rock gaps.

Loak. "Bam lit!"

Bounce plunger fully retracts ready with a launch wad. The dagger pop stuck in target rock goes off. Small rocks push out to make a hole. The saucer bam falls directly into the space, then WOOMP! The bam wave blows through to a layer space below. The mist is drawn in. With K-Five slung over its backlab DORS Two does not have good propulsion. A large boulder jams against the one they use for shelter. Bounce fires out the compact and drives in an arc over the quarry. K-Five scrapes the boulder as DORS Two rises to escape. K-Five flaps about limply unable to keep any rhythm. Bounce sensors rotate to accept the broken K-Five into its hull chamber. Bounce rotates opens the slit door and DORS Two enters.

Corx Eleven Escort Control.

All gather in the repairs chamber. Simeron, Loak, Brish, Bantum and Krouker look over the translator. Bounce on wall screen locks into its hull cavity. Loak. "We have a problem. The Dndr believes it was locked in. We may be under surveillance."

Control Wall. "Deployment of deflector sheet under way."

Corx Five Surface. Morning Camp Day 2.

Tressah is outside the tent to wait for Drimodle approach. Inside the tent Prohn, Toverb, Diaz, Singer, Vanvhn and Sophia complete breakfast. Toverb's filters continue to clog. A soft liquid gurgle is audible.

Diaz. "Those leaf shapes look like plates when they separate."

Toverb. "Mmmm. Triffic."

Later on the path they spread out. The Fronds in front go into the ground with a sigh. They follow. A new whistle song is made. Sandy shallows appear ahead. Vinvr thins out along a shore line. In the shallows swim Mollusc species. Toverb and Tressah divert to a side trail. Vinvr closes behind them.

Singer calls. "Not to worry! We set up camps. See you there."

The swamp path narrows. A beached Mollusc lays on the trail.

Toverb. "Is it dead?"

Tressah. "Not yet."

They get within a metre and stop. On the Mollusc small holes open up and wet puffs express like steam. Startled it moves rapidly into deep swamp. Parts of Vinvr Fronds and branches lay for a second bent over then snap back in a comical sway until stable. Tressah and Toverb burst with laughter. It falls silent. The claps and lyrical wind return. Toverb and Tressah walk over a sand bar into shallows. Either side the bar drops away to a sand gutter. Mollusc swim close to the shoreline. Across from there is another camp site. They wade toward it. Feet slosh and breeze is the only sound. There is a lake expanse past the sand bar. Vinvr grow no canopy over water and a blue mingles in. Corx City now is visible across from the lake. In the tent technology sits centrally on a table with a group of kitchen provider vendors and a small screen. Doors separate into cabin style rooms around the opposite entry side. An audio button lights up on a screen for sound only.

Machine controller. "beep beep beep beep"

Toverb. "We're in."

Prohn. "Glad to hear it."

Tressah says excited. "We've seen one. Right up close."

Tressah and Toverb laugh with a mixture of relief and fun.

Prohn. "Seen one?"

Tressah and Toverb gulp down giggles, a little nervous and too happy.

Prohn. "Not to worry you know. Vinvr, a new behaviour. Did you; touch anything?"

The audio button goes blank.

Tressah. "Pardon?"

Non human Corxians conceive by touch when a gamete spot appears on them.

Toverb. "Sex? You know what I am?"

Tressah. "What you are? Oh, oh yes I understand."

Tressah and Toverb start to laugh again.

Corx Five Surface. Morning Day 3.

Tressah wades warm shallows. Three Dndr look like Mollusc under the water.

Camp Tent.

Prohn. "Dramatic news. Our camp. Drimodle closed the path. A specialist and a Xepien Counsellor, will arrive by hover soon."

Dndr rise from the shallows as Tressah steps onto dry land. Their upright shape pleases Tressah. They circle her draw dagger points and stab at her in a ritual dance. Tressah reciprocates in a clumsy folk shuffle. Blades change colour. Dndr change hue to reflect their change of environment. More swim along the lake water edge. Tressah sees in clear lake areas shadow shapes of Mollusc. Toverb is at the tent exit.

Prohn. "There's Mollusc everywhere. Look at the sky."

Outside the canopy alters the sky grey. More Dndr rise to join Tressah. Toverb sees a hovercraft. A figure appears to wave constantly. Deeper below the lake surface is the dome top of a Dndr space craft. Mollusc beach along the shores. The hover lands on the sand. A Xepien stands with mutant arms permanently up.

Xepien Medic Vingrer. "We are Space Cadets. I am Medical Officer, Xepien Vingrer. This is Xelhn City Counsellor Vifrer. We will get you back to the city."

A klaxon loudly exclaims from the camp tent.

Machine Controller. "Please evacuate to your tent enclosure. Please evacuate to your tent enclosure."

Counsellor Vifrer. "Don't worry make haste."

They head for the tent. One Dndr accompanies them. The rest enter the water. More Mollusc leave the water onto the sand. Fronds bury the hovercraft under the sand. The klaxon cuts off.

Machine Controller. "Bag sealed. Decontamination."

Toverb. "I better change my filters."

Tent wind noise is audible. All look at Toverb. His filters squeak.

Counsellor Vifrer. "Your TAG. We got the signal."

Medic Vingrer smiles. Toverb adjusts his eye piece with stiff facial movement. One arm lifts slightly.

Tressah. "My TAG? I didn't notice."

Counsellor Vifrer. "Look at everyone. We all smile. A drug of some kind. Vinvr. Pleasant anyway."

Medic Vingrer. "Tell him. Its OK."

Tressah is pleased. She can hardly believe it and laughs again. Medic Vingrer smiles, red in the face. He is at his official duties. The wind rush drops to zero.

Medic Vingrer. "Tell him."

Machine Controller. "Room sealed."

Diaz. "Can you see on the screen? It clears quickly."

The small table screen displays outside. Red falling powder clumps and drops to land as small red shapes. Above is clear. Lake foreshore sand mounds appear. Water recedes from the lake edge. Mollusc congregate in groups of three on the sand swells in ritual circles with a hollow centre. Inside the circle hole a bulbous shape rises. Spiky bluish leaves push up. Fruit red structures with several globes appear then growth stops.

Tressah. "I am pregnant."

Toverb. "Look a spot."

Tressah stares at the spot, then, captivated, reads the Dndr.

Tressah. "A tunnel. We can go through a tunnel."

The Dndr moves away from tent centre. All stand backs to the wall. A tunnel opens a passage below ground. There is a slight echo. It is an easy slope with clean and smooth walls. Light comes from ahead. They pass through a square structure that might be some sort of tunnel machine to lake bottom. True square clear walls and roof supply room for a walkway over the lake sand bed. Lake surface shimmers with convection. A swimming Dndr baby

approaches and the Dndr rushes to touch it with its sharp prehensile. This sudden movement changes their group dynamic. Toverb stands in front of Tressah and Counsellor Vifrer takes a similar protective role with Medic Vingrer. Toverb places a hand on the wall. It moves away from his touch. They travel along without wall obstruction. Not far ahead they see the Dndr craft dome bulge either side of an entrance passage. The lake is not deep. Mollusc swim about and suck on the walls.

Tressah. "A Dndr child."

In these strange circumstances all stray apart to look. The Dndr enters the vessel. All follow. Inside the pathway curve follows an open water channel. A swampy brown fog covers either side to hide ship workings. Toverb lags behind. He catches up with Tressah. They exit the end of the craft path last. The lake corridor is longer on this side. They cannot see an exit. Ahead four Dndr swim effortlessly through the wall and move onto the path. Gradually walkers buddy up with a Dndr who fascinate. The continuous dazzle of signals draws each member's attention. Toverb is less dazzled. The Dndr carry a weapon where they do not. The Dndr with neat side steps block everyone's path. Toverb is gathered up in a Dndr tail.

Tressah calls out. "Patience!"

In a vision Toverb sees a picture of Cyborg Loak in armour.

Loak. "Trust the ones you're with."

The Dndr lets go. All Dndr drop into swimmer form and go through the wall into the lake. An exit begins to pulse with ground lights in the distance. Counsellor Vifrer is first as they all gather round Toverb.

Counsellor Vifrer. "Alright? We better move."

Counsellor Vifrer touches Toverb in a gesture of solidarity. They head for the tunnel exit. An elevator arrives at the Sky Tower entrance. Toverb is a bit stiff.

Sky Riser. "Sky Riser."

The helmet screen blinks a text 'NO DATA'.

Toverb is disturbed.

Toverb. "Well enough."

Corx city Xepien Function Room.

They see the reception through a shimmer screen. Toverb's arm is held out a bit stiff. He takes move stepdown. A pin round comes through from under the step to sever him hip torso and cheek. It lodges against his video armour. Ripped he falls. Blood machine pumps profusely and gas forms. Medic Vingrer hurls himself at Toverb. Mechanical arms on waist hoops separate swiftly to clamp the wound shut. A hold bag forms from the gas around them to stop corpse rot. Medic Vingrer will not survive long. A klaxon sounds loud. An electric sign forms above. A speaker endlessly repeats a text sign over the hold bag.

Machine sign. 'This body will de cease in thirty seconds. The bag will keep this Cyborg safe. Please stand back. Moson Corporation will claim this property within twenty days.'

Xelhn City Leader Flomiln and a uniform stand with the coffin. Two uniforms exit all. Mutant cubicles withdraw. Medi-Walls ready; enter an operating theatre ward on rails that spaces around the body bag. This excludes Flomiln. The uniform stands on the step as blood empties below. Medical head Diaz with Bob and Molin wait as the surgical table rises. Probes break into the coffin. A siren changes to a constant bur bur, bur, bur bur bur, then shuts down. Diaz initiates himself virtually. Probes suck out gas and withdraw the bag to reveal unconscious bodies. Muffinor joins Flomiln with two more uniforms. A security graphic, Lock Wall, projects a floating 3D box plan of this city sector next to Flomiln's head.

Flomiln. "Get a uniform on. I have to go. What have you got?"

Blood drips down with a slow plop. A tec cleaner siphons at the blood.

Lock wall. "Alert for an Error Wing. Ghist TAG at this level."

Uniform. "There is a lot of blood. Officer below?"

Corx Undercity Maintenance Level.

Below there is a complex labyrinth of clutter. Wall sections lay next to move up levers and circle bearing housings. Massive power transfer technology to connect sensing and motion with more central machine control wait on rail structures. To enter lower levels requires a passage certificate overseen by Lock Wall. TAG monitors pick up indiscretions like playful children blocked from entry and redirected. TAG is responsible for mapping and location sensing. Just above an under rail to the function room is a mesh floor. A large clear area is lit by the hole. In a Blood pool round a weapon on a jig facing up is Uniform One. Muffinor and two uniform enter with tec gear.

Uniform One. "There is a lot of blood. Looks like a broken pin gun."

More LAWBOSS tecs arrive with more equipment to look for blockers. Medi forensic tec cleaners absorb all blood and foreign material. Various escape routes show up on a float lock wall upgrade graphic next to Muffinor. A text signs 'TAG ABSENCE ERROR WING' in the air. Physical and mental genius abnormality behaviour shifts often results in cloak and hide in some mutants. Muffinor is now Commissioner. Flomiln left the city.

City roof.

Up levers spread apart a city roof section over a tower maintenance area. Blockers float about a launch scaffold. Levels of barriers reflect rocket thrust. Vessia has a wrist to hip ball and socket mutation known as Error Wing.

Rocket cabin.

He is enclosed inside a copy of Cyborg armour. As the rocket increases velocity it crumples in a planned hubris of design. Vessia becomes unconscious.

Space. Escort Control Room.

An alert red glow exchanges for light in the Escort control room. Tank waits there as Captain Gbol enters. The ship is still.

Machine Controller. "Power shut down. Hull interference."

Gbol heads aft past Tank. With jet pack and hawser attached he floats down outside the hull. There Gbol sees a hair grapple filament net.

Gbol. "Ship all up. A second Tank please."

The Cyborgs Dvur, Avaker and Gheel ready themselves with weapons checks.

With two Tanks they wait for orders.

Gbol. "A bit of luck. The grapple net might be set for us. I think not. The big holes should float us through. There's a kink where we hit and that caught us. Ship?"

Machine Controller. "Scan clear."

Gbol. "Tank use Pod rail. Eyes on board. You're Captain Avaker now. Cut us loose. All ahead slow. Range ten kilometres. Cut away all cable bits. Use scale off. Can it and send it back. Use a range rocket. If the net follows ship to take measures. Set out probes as a video feed at. Ship?"

Machine Controller. "One kilometre."

Gbol. "One kilometre."

A cover is removed from Pod as it disengages from the Escort. This reveals a slider rail. Tank clamps onto the rail line at ejection. Pod jets navigate away. Avaker and Tank cut at tangle wires. Pulse sheets take over and the Pod moves ahead slowly.

Corx System Moson Five Hundred At Anchor.

Moson Five Hundred rolls off anchor to make space to curl the external hull mesh in toward its central heavier mesh barrier. Twenty large freight transports exit. The transports with huge auxiliary rockets form an embarkation fleet for Corx Five.

Earth Two Military Conference.

Eetoo military technology surpasses Moson Corporation. Seven Eetoo sit with no head gear in uniform at a table. The table centre piece is a Moson Cell model. Eetoo military take turns at command.

Eetoo One. "Thump's ready."

They press down on go buttons. The Moson Cell changes colour.

Corx System Planet Nine.

Moons of the planet Corx Nine, B.W.Seventeen and B.W.Nineteen, can be seen by each other. Three alien vessels orbit a satellite called BUBBLES, a recreation centre. Shuttles with local hyper jump technology continuously parade around it. BUBBLES is two transport hulks stuck together. Dents and corrosion shows from long and eventful careers. Rebuilt platforms and a scaffold over the larger rear hulk display upgrade fixtures. The Cyborg's Pod approaches a BUBBLES platform. A near shuttle has rod bar technology that dangle moves for hyper drive navigation.

Gbol. "Video in. Old supply transports. Weapons check."

Small emitter sheet propulsion rear and forward reduces speed.

Pod Machine Controller. "Warning! Dispersal trap."

Pod pulse starts up and reverses away. Gbol, Dvur and Gheel with Jet packs drop out of a forward hole. Tank is on top rail with ship's cannon. Two shuttles approach round the front of BUBBLES.

Shuttle Machine Controller sings. "Come aboard."

The Cyborgs gently float toward a platform. The shuttle glows and pauses to drop three brightly lit ropes.

Shuttle Machine Controller sings. "Come aboard. Come inside. Grab a line. Come inside."

The Cyborgs hover. Courtesy lights blink. The shuttle surges ahead. Before another in line shuttle takes its place the Cyborgs land on a platform that machine codes change from a liquid look into a solid brick texture for type and species. The Cyborgs face platform and shuttle flood lights. A Xelhn style gas transparency swells out of the lander wall. Cyborgs are scrap price. Small leaks begin to show on and off.

Shuttle machine controller sings. "Come inside. Go inside. Inside."

BUBBLES.

Gheel takes Gbol's jet pack off reverses it under arm and switches the energy pack selector to mortar rounds. Gbol and Dvur set pins to heavy and

rapid. From a vast horizon fake images zoom up into a flat display. Two mechanical android oblongs sentinel a gateway to beyond and above a graphic ship of sail on foaming seas. Text below the ship says, 'WELCOME TO BUBBLES'. All weapons heat up with a whir.

Left machine android. "Hi! I am Jake Roggle. This is Bubbles. Feel free. Speak up Please."

B.W. Seventeen and BUBBLES is a known holiday outpost.

Gbol. "Jake? Is that a human name? We want information."

Right machine android. "Welcome all. Yes I am human. Come on step inside. See our world. A world we got. Enjoy."

Helmet View.

A text says, 'GRAVITY WARNING'.

Weight numbers change down from 1.0 to 0.5.

BUBBLES.

The poster breaks up. Split colour strips replace the BUBBLES display that disperses as mist. Translucent red diversion globes with dangle colour tassels above and below. They dance move around head and shoulders while a separation keeps an order of space. Colour strips break into more and more small tendrils to create party fog. Out of this dazzle camouflage three Maybe Real Jake androids appear.

Centre Maybe Real Jake. "Hi! Welcome to Bubbles. I am Jake. Don't worry we all look alike. I am Jake but. Bubbles is a recreational facility. Our weapons evaluation set up is to allow your pleasant and safe visit."

Gbol. "Allow?"

The three Maybe Real Jake androids float back. The floor drops away. All is blue jelly. Red globes burst into liquid splashes. Blue light bubbles expand and quickly burst into more. Herald fanfares brass up a cascade of membrane breaking liquids.

BUBBLES Elevator Shaft.

Weightless Cyborgs have no floor. Bubbles press them as texture. Large

globes with attenuators drop to just above head level. There is a downward push.

Gbol. "Fire."

Two pin guns spray. Gheel's pulse mortar pumps out a beam meant to smash and crack open technology barriers like this. Bubbles absorb the old weapon action. The float globes turn darker then burst clear. They see their fall is in an old elevator shaft. Gbol, Dvur and Gheel reach a firm floor. With a click weapons shut off. Gheel pumps a recharge into Gbol's jet then slings it back onto Gbol's easy catch harness brackets. A Jake Roggle machine android stands in a side show alley room and nod gestures right. Jake Roggle machine android. "Go inside. Inside. Captain Gheel; you can meet Jake."

Gbol. "Dvur."

Dvur goes through a right side corridor. Behind a table Dvur confronts a Maybe Real Jake dressed human with two large mechanical Jake androids, each a mirror image, either side. A dial sits where facial features were on side show Jake. There is less fabrication with only one control bar on the chest that sits above strong mechanical legs with knee pad bubble projector weapons. Corx themes surround Maybe Real Jake, a flat planet circle table and the B.W. Seventeen and B.W. Nineteen moons float in a star lit sky on the wall behind. They stand on Mesh.

Helmet view.

Internal complications connect Gbol and Gheel to a crude follow map. Dvur's office entry passes. They right curve walk into a clear shimmer barrier. Text says, 'ALERT', then 'CONTRACT VOID' before the screen switches off. Gbol and Gheel see Dvur with the Jake androids through a transparency shimmer. The table lowers flat on the floor. A grand panorama reveals behind Maybe Real Jake. In the distance stand tall city structures. Artificial clouds puff in an azure sky. Scaffold stress beams span across in sections. A park below the office platform has all kinds of space

vessels. A partly constructed Bounce is an intentional surprise.

BUBBLES Theme park.

Maybe Real Jake takes Dvur to another same Maybe Real Jake further out on the platform that is above the ground floor. The two large mechanical Jake androids step back next to a technology fold box. Released, Gbol and Gheel follow. Three fully mature Error Wings fly in the huge space. One swoops and returns to a beam while one swoops to hover nearby.

Dvur. "Sir. Is that a Bounce? Stolen property?"

Maybe Real Jake. "Hey there buddy, you look a bit stiff."

BUBBLES technology incapacitates the Cyborgs, who fall slowly forward. The fold box turns into a technology robot between the two Maybe Real Jakes. It opens out close to Gheel, its target, to grab him. Armatures designed to hold Gheel smash as the Cyborg pumps out his hammer fist. The robot midriff structural chassis collapses with the blow. When Geel falls with Gbol and Dvur, the robot falls too. Two Maybe Real Jakes stand off to one side. A large mechanical Jake android begins to pick up robot parts.

Maybe Real Jake. "What about Tank?"

A shuttle comes out from behind BUBBLES. Tank fires a precision set of three cannon shots into a deflection cloud. First small impact ball dissolves with a sizzle crack, a tiny dent. Second shot penetrates. As it dissolves a vortex is filled by number three, hull shatter crack. Shot three falls inside. Technology appears on its surface. Inside the shuttle is an enormous mechanical Jake.

Enormous mechanical Jake. "Are we holed?"

Shuttle Wall. "Yes. A crack. Look, see? Not bad. Bubble shield good."

Discolouration shows round a small hole as it repairs. A Bubble shield fills the space. The empty shuttle area is made for a variety of transport needs and on the mesh floor the Cyborgs lay on conveyors that move to enter chamber tunnels for ejection. They appear in space between shuttle and Tank. A rear Pod hatch opens to engage the crew. An Eetoo Crusher carrier

comes out of hyper drive and launches Bigdot 1 and 2, then 2 Pinfighters. The Bigdots triangulate with the Crusher using BUBBLES as centre and anchor. A Pinfighter swings close across BUBBLE'S entrance. 4 wings switch on turn rotation and slim their profile. As it passes a cannon round forces through BUBBLES defense shield and splits a gaping hole in the old hull. The Pinfighter round, a technology ball, sits inside BUBBLES fuel chamber. Technology nobs emerge on the surface to transmit dynamic numbers before it is absorbed by bubble swirl mix.

Corx Five. LAWBOSS Satellite.

The LAWBOSS satellite is insulated with atmospheric pressure to hold a spherical shape. As more area is needed, stretch gaps wrinkle seam and automatic rigs layer just inside to give it more strength. Tec machines remove Vessia's damaged rocket, him inside jammed in the scaffold, to architecture below.

Corx Eleven Space.

Corx Eleven rimrock now is visible as white cloud. Moson transports reach midway. At maximum thrust empty external fuel canisters fall away and turn to dust. When an Eetoo Crusher pops out of hyper drive it dispenses escort P-finders flinging them in spirals around the fleet to detect anomalies. Pinfighters dash after each P-finder to destroy interference.

Corx Five Space.

Thump enters Corx local space. Massive pulse after glow illuminates cylinder sections as they fold in a reduction of space around the oval convex hull. Pinfighters head for the LAWBOSS satellite. Thump rolls to align with the similar in size city below. Toothwings separate from the Bigdots to provide cover. Bigdots float down and join as an access road to a sky platform that rises to connect Corx city to Thump's anchor in space. Bigdots use flexible separator doorways for sway motion.

Thump Gates.

Thump road clear barrier separates Eetoo and Corx City. Sentries wear space

suits with helmets. Eetoo wrist wafer bam is a small side arm disc that propels by physical command. Citizens knew Thump would land. No knowledge of martial law could prepare them for this. A Shade Judge enters the city with a soldier detail in parade gear. Eetoo wear a crisp one piece two tone green and kaki with a beret that has a cone pip TAG type device on the top. The head gear includes a ceremonial side patch that shows a hero death mask to give the Eetoo a fierce 2 face appearance. All fear the Eetoo law servant Shade Judge with the ghostly appearance of 3 ghost warriors and 2 ghost children behind. All hold shields up in a protective way. An Eetoo transmission tower lands on the roof and switches to cancel TAG and Lock Wall. Police intervention is now required for movement. Blank corridors display transportation preparation warning signs over entrances. Eetoo do not access Xelhn sector. Commissioner Muffinor and 2 uniform stand. The Shade Judge sends a chill down her spine as it passes, an Eetoo detail follow. Toverb waits with medical staff. Shade Judge sweeps him. Eetoo front and back escort them all to Thump.

Vessia's Lair.

Uniforms collect nano cube investigators. Parts of pin gun and Cyborg armour lay around. A radiation text warning on one vat moulder alters with wall technology. Commissioner Muffinor steps down to look at shelves that contain scratch drawings. Incomplete and crude sketches show how, in small increments, a build of ideas formed in Vessia's head. Commissioner Muffinor looks up to see 4 mechanical arms float about. A Shade Judge appears. The 4 arms turn toward Commissioner Muffinor and the 3 uniforms. Step down stops before Commissioner Muffinor can get close to the Shade Judge who vanishes. A uniform shows Commissioner Muffinor map details with a new hand held device. The screen shows town square. With haste Commissioner Muffinor and 2 uniform join a third at a ghostly unreal town centre created by a Shade Judge at the entry to TAG.

Commissioner Muffinor."Stop. You may not enter."

Commissioner Muffinor seizes where a Shade Judge shoulder should be. Her hand passes through as there is no object. Shade Judge is a visual gimmick. A uniform catches her as she falls to one side. In her mind she can hear the Shade Judge.

Shade Judge. "Stay there, hold. Bar slaughter."

Commissioner Muffinor is grey and limp. Uniform One aghast, calls a medic team. The Shade Judge enters TAG. TAG is empty. Shade Judge walks to a vendor. With a wipe it is finished. 3 festival androids throw alien technology hoops over the Shade Judge. Hoops decide capture. A lock box erects. Loud moans shake Corx City.

Thump Brig.

Meditable holds unconscious Commissioner Muffinor in Thump Brig with 3 uniform, Toverb and the medical team Diaz, Bob and Molin. An Eetoo is there to interrogate.

Eetoo. "I am to inform you, you are detained. It is an offence to touch a Shade Judge. Your arm is under arrest."

Commissioner Muffinor's arm is enclosed by her bed trolley.

Uniform One. "This is outrageous."

LAWBOSS Satellite.

Vessia's damaged rocket is on a conveyor to a big Becon transport in dock.

LAWBOSS Becon Workshop.

An up and down scanner quarantines the workshop. Vessia's small rocket and Cyborg replica armour is held open by 2 rows of mechanical arms on a wall.

2 Uniform stand, Vessia between.

Commander Flomiln. "You'll have the surgery."

Vessia. "Arsehole."

Thump Road. A room.

Shade Judge is flat in wall. Graphics on wall show time line evidence.

Commissioner Muffinor's arm is on display. Toverb's replica armour is next to a replica pin gun followed by an alien item from TAG. One Eetoo is at a

desk.

Wall. "Sentence carried out. Free to go. Toverb bail set at zero. Imperfect model pin gun misfire. TAG code."

Eetoo. "Well."

Corx Eleven.

The Crusher descends toward rimrock chaos. A horizon red land scar on the surface cuts through grey and brown pebble rock from the BOBA mine site to the target. On the orbit rim, rock over rock, round and round, bang and crash, dust clouds blow.

Crusher Flight Deck.

On the control deck 3 Eetoo watch Eetoo One adjust pitch and yaw. Gale force winds, dust and rock blow across the front screen view plate.

Eetoo One. "Down force ten."

Eetoo Two. "Ready. Look at that."

Moson lease.

Clouds of blast dust still fling smaller boulders crack smash. The phenomenon floats separate from all, stable and still. An Eetoo P-finder is a satellite investigator that seeks unknown space intrusion. One pointy end squeeze stretch fits in to block the phenomenon vortex hole. Gas escapes the seal without change. Above the Crusher angles, slows and dips through the space between planet and rimrock. This manoeuvre creates drag from side winds. It disengages carrier barrels and forward control plate from the Barracks. Barrack powers up for the landing.

Eetoo Three. "Us and them at it."

Surface.

The Eetoo barracks ungainly auto lands not too near the maintenance tunnel entrance. Dust creates enough refraction to make Corx Eleven's blast rock visible sky cloud. A 5 squad erects a kitpak over the maintenance tunnel entrance. The kitpak is a mobile control. A top plate blurs when it disengages a layer to make the fortified cover bigger over the entrance. A

large bam and detector rotates a ridge bar aerial to pin point extra fine motion. Solid light beams drop and sensor barriers complete the fort. An Eetoo goes for a look. The stairs are repaired. Lights show down the corridor. Eetoo One returns to the surface entrance.

Eetoo One. "OK. Send it down."

A light weight kikpony with two ended cannon, rows of technology canisters and thick terrain wheels flight descends. 2 Eetoo controllers follow. In the Corridor technology canisters fire both ways. The display reveals massive lines of technology. The 5 squad return on foot toward barracks. They listen in.

Eetoo Pilot. "Got something alright. Bounce Two."

An alien tower erects not too far away.

Eetoo One. "Shit where did that come from?"

Thump. A Room.

Eetoo One at a desk listens to audio.

Eetoo Pilot One. "Corx transport escort. Contact imminent."

Eetoo Pilot Two. "Look at that. Bounce Two confirmed."

Space.

Bounce is harnessed in the front cavity of an Escort inside a strange cloud. Pinfighters enter.

Pin fighter Controls.

Control panels display, 'TECHNOLOGY WARNING'. Joy sticks remote control.

Corx Eleven Surface.

Two squads of 5 Eetoo with kikpony cannons spread out. A barely visible shimmer dome from the tower widens out toward them. An Eetoo spots a shadow through the helmet and fires a disc bam. With a raised arm the fist pushes down and the disc elevates and pops a round. On contact with the dome beam a counter line of light flashes to the fired disc blade that drops inert. The dome crosses the barracks. Eetoo weapons shut down.

Tower loudspeaker. "One human in detention."

Pirate cloud.

A thin frosted glassy pirate technology platform made of cloud change gathers treasure. The pirates, 4 mechanical Jakes, 2 Maybe Real Jakes, 2 counterfeit androids, 1 human, a Xla, a TGY, ZHT and an OAX-BI technology dependent alien go over the captured product. The BOBA mine drone, bits cut off, pass to a Maybe Real Jake from a mechanical Jake. Bounce sits inside its Escort. The cloud platform wall sprays technology over the captive craft to baffle their controls.

Pirate Xla translator. "A good haul Vrneenak?"

Pirate AOX-BI Vrneenak translator. "As usual."

Pirate Maybe Real Jake translator. "Get those bits off. They are for BUBBLES."

Corx Eleven Surface.

An underground tunnel emerges from the dome tower to overtake the Eetoo under restraint, an Eetoo either side. Once he is covered by the tunnel a translucent barrier erects to separate the Eetoo prisoner. 2 Xla, come out and lead him below. Xla look the same front and rear. Square double arms and shoulders make the side look with two eyes either side of the large ears very different. The unusual features are slightly comical and this would give way to the idea of a stretch over face and designer costume made to exclude onlookers. These are very visual creatures and prefer dim lighting but are OK in bright light.

Xla cavern.

The 2 Xla take the Eetoo down ramps to a light restrictive environment.

Xla translator. "We will not keep you long. Just kidding. No. We want liaison? Can you speak? We can translation you."

Eetoo prisoner. "Eetoo got no rank. Sir."

Xla translator. "Pooh. You can talk to me! Wait."

The second Xla motions and they move deeper amongst illusion textures. What looks like a poster sheet of design intricacy is slapped on a wall.

Xla translator. "Zepph. A gift. Please take one. This is an operator."

A small control box fits onto a belt made to attach Eetoo devices. One Xla touches a key to show different aspects of its operating qualities. He sees maybe Eetoo shapes in the background.

Corx Eleven Barracks.

The Eetoo prisoner is at barracks. Wall has an alien graphic up from Thump.

A signal comes from the fired blade disc. 2 Eetoo examine the wall.

Wall. "Information correlates to this Thump fragment. Parallels Council bans unauthorised contact with unwilling life forms. A machine code warrant is necessary."

Eetoo One. "Soldier. You are under arrest. Get back to Thump."

Thump. A Room.

An Eetoo is seated when Toverb enters.

Eetoo One. "Well Sergeant you are milled through. Flesh is removed. They are arrested. We found substances aboard you. These we detain. Speak freely Sergeant; plainly."

Toverb. "My boss is not you."

Eetoo One. "Report as scout. Work with Commissioner Muffinor. Get out."

Cyborgs, Gbol, Dvur, Gheel and Avaker enter.

Eetoo One. "Wall removed some clutter. You will miss rendezvous. Speak commander."

Gbol. "Part of our crew is not here."

Eetoo One. "Seoh is deployed."

Gbol. "Tank."

Eetoo One. "Very well. A Tank. We have use for you. Not as a unit. Scout is an Eetoo command. Leave us."

The Corx medical staff, Diaz, Bob and Molin enter.

Eetoo One. "All treason. You and your lot are going to spend a long time in our brig Doctor Diaz. You fellows removed articles that belong to Moson Corporation. Speak."

Diaz. "I am chief of surgery. I assure you there was no alternative but to remove, replace and repair what was necessary."

Eetoo One. "We are employed to sort you out. A near future Corx transition may end badly."

Diaz. "I am team head of all you arrested. A decision to intercept Toverb was made because of our ability to repair his body. There is no other imperative."

Eetoo One. "That is not a good answer."

Diaz. "Cyborg Toverb was contaminated with more surface material than we think is permitted. We removed everything."

Eetoo One. "Where is the material? Where is the log? Understand?"

Diaz. "I see. Well I don't know. If you haven't got it."

Eetoo One. "Get out."

Commissioner Muffinor enters.

Eetoo One. "There are records and materials missing. Not on TAG."

Commissioner Muffinor. "An Error Wing passed forward. If a Judge Shadow is stumped what are we to do?"

Eetoo One. "We detained over a thousand androids. Toverb is Moson Corporation's best spy. We want you to employ him to your staff. He has his orders. Good hunting."

Commissioner Muffinor. "A thousand."

As Commissioner Muffinor leaves the Eetoo prisoner enters.

Eetoo One. "A complaint logged against a Shade Judge competence. Is this instrument set up to operate properly?"

Wall. "No."

Eetoo One. "You made an impetuous deployment of your weapon. Xla took you for a fool. Only you soldier, were quick enough to retaliate. This makes you special. Take command of a Crusher and get after our missing Eetoo. Scout Gbol will assist as second in command. Take his advice not some alien we don't understand. Clear the deck."

Space. Crusher Flight deck.

Crusher trails markers left by Eetoo. The alien cloud is visible on a screen. Eetoo Captain and Scout Gbol control the helm. The XLA instrument is on Wall.

Eetoo Captain. "Loop Catcher."

Scout Gbol. "Boarding party. Cavalry unit."

Eetoo Captain. "Action stations. Open bey doors."

Moson Five Hundred. Escort Return.

The Escort from Corx Five enters a Moson Five Hundred tube with Pod technology. On a platform anchor where it is in gravity free motion it rotates for human access. When vertical it locks. A right side new door opens by program. Tank tows its translator out behind a human guide. A small crowd watch with interest. Tank is lead to an empty hanger, a creak at each revolution. A Tank Handler sits and catches a piece of Ballast Tank drops onto his lap. On the lump of Ballast an engraving reads 'HELP'.

The Tank Handler holds the Ballast under a reader cavity.

Machine Controller. "Losing Bounce is not acceptable. We have eighty days. I suggest return script. A Pod transfer."

Tank Handler. "OK. How long for the Cyborgs? Its just gone twenty days."

Machine Controller. "Two days safe. After that lethal. I am sorry."

Space.

Loop catcher hits its distance and contracts to Crusher at speed. This leaves a particle change for a hundred kilometres around.

Crusher Flight deck.

Eetoo Captain signs to helm trim creating a swing turn.

Eetoo Captain. "Engines stop. Block fuel cell. Open all vents."

Crusher's barrel carrier levels hold stacks of thin crystal wafer sheets. At each level 4 Eetoo on dangle chains manually push sheets into the alien cloud where it crumbles crumbs and powders. Eetoo Captain and Scout Gbol chain with safety lines to the vessel. All vents open to reduce cloud

detection. At ten minute intervals vents and bay doors close for new supplies seen on the left screen. Crystal wafers alter to new machine calculations on the right screen. A kikpony now attaches to wall.

Eetoo Captain. "That stuff is converted latrine piss from Thump."

Gbol. "You realise that cloud is fuel? I hope it don't ignite."

Eetoo Captain. "Hahaha. He he. Yea-yah, We know hahaha."

Eetoo Captain and Scout Gbol laugh.

Pirate Cloud Platform.

Two mechanical Jakes strip bits off the BOBA mine drone. A mechanical Jake works its way up and down the Escort.

Bounce Cockpit.

Bounce opens DORS Two quietly. The Bounce screen DORS logo sheds cockpit light. Bounce scans the hull and readouts. Nothing. DORS Two hears tap tap tap, sees no camouflage screen. Stealth equipment opens a hatch vent that connects to the Escort main body and DORS Two slips in.

Pirate Cloud Platform.

A ZHT pirate, a rocky biped in friendly see through colours, creates a visible internal vocal system with vibration from a complicated crystal lining. Booming through its translator into their speaker system it calls.

ZHT pirate. "Pack it up. We got company."

The pirate craft heads for the main ship where the alien cloud is manufactured.

Escort Control Room.

DORS Two floats straight through an empty boat to the Control Wall. Ship control is down. A DORS cord connects to freeze. Cyborgs Simeron, Loak, Brish, Bantum and Krouker quietly enter from the crypt. Armour shoes softly tread on treated floors. Machine silent. DORS Two leaves.

Pirate Cloud Platform.

DORS Two shakes Bounce side to side. The platform thin plate shatters.

Captive craft will free fall until cloud recaptures them. BOBA mine drone

traces from its broken alien bio-construction, ignored by the cloud, leak in a stream. Bounce falls amongst the pattern traces. The Bounce hull absorbs enough debris trace to navigate behind the BOBA mine drone as it falls out of cloud into a giant BOBA warship scoop.

Bounce Cockpit.

A blur of complicated machine code clicks. On the screen a text appears, 'HENRY DUGSOAR D PAK' followed by a blur of complicated machine code clicks (blip) and another text, 'WARNING'.

Henry Dugsoar and Sandi IdLs ghostly spirits appear in the Cockpit. The Guardian appears as a third ghostly figure.

Guardian. "This is forbidden."

Henry Dugsoar is with Sandi IdLs.

Henry Dugsoar. "What? Where am I?"

Guardian. "You are not a member here."

Numbers on the screen whirl. Sandi IdLs is unwell.

Sandi IdLs. "Ooooo. OOOOooooooo."

Henry Dugsoar. "Is that? Is that?"

Guardian. "Be quick."

Henry Dugsoar. "Sandi? Sandi IdLs? Is that you? I must know."

Sandi IdLs. "Ooooo. OOOOooooooo. Help. Help me. I cannot see."

Henry Dugsoar. "Sandi. We are number. If we don't do something we will be eternity. Wake up. Help me."

Sandi IdLs. "What? What have you done? Help? You? What are you? I am not real. Is this? Am I a dream?"

Henry Dugsoar. "We are number. D-Pack seven. Wake up. Help me. Sandi IdLs." BOBA Warship Freight Hold.

Bounce Two sits in a many textured space. 2 BOBA crew in space suits, joined with a pipe, stand beside the sphere. Textures change. Vibration and machine codes blip to Bounce Two. Colour textures wash out to a blue grey. The Bounce hull becomes a fine mesh grid and ejects all traces of the BOBA

mine drone trail as a map that falls into floor textures.

Corx Six Vent Plate Cover.

Scout Avaker and 4 Eetoo stand on the lid of a vent where excess atmosphere is pumped onto the no atmosphere surface. Beacon freighters dot the dark sky. They drop large grow bags that break on the surface. Chemicals generate gases and growth. Bag mist rises. The vent lid is made from a gas that sits in a cavity and fits to the surface then solidifies. It is smooth and flat with a small hole at the centre. A machine control sends a prefab entrance round so they can descend. They want to arrest Vessia.

A Room.

Scout Avaker and the 4 Eetoo with Pan a Xepien technician watch a wall map. The map displays 3 different section grids. Their position moves through a complex under construction. Each of the 3 grids moves a dot that is them and another is their destination as they approach. The dot stops.

Xepien Pan. "You won't find him."

The Xepien shrugs and leads them through a shimmer door.

Industrial Zone.

A roll out move floor takes them through industrial works. Huge mesh sheets sprayed with technology move elsewhere. They exit another door.

Artificial Gardens.

A spacious field of artificial shrubs and tall grasses mix with alien plants for a weird effect. Atmospheric lights add motion shadows. The mesh path elevates them into a windy open space. A platform swings high up.

Xepien Pan. "This is it."

Above and behind a figure appears. At first it cannot be made out. Moan like wind fills their senses. Then a flying figure grows into a glider in descent. The size increases until it looks like a small flying craft. A scream not human comes from a Vessia face. Whoosh it comes low and forces buffet the glider to hold down a wing that threatens to cause a flip. After a struggle with stiff wing flaps it soars off with a long loud moan.

Xepien Pan. "They give us a lot of trouble."

B.W.Sixteen. Deadrock.

5 Eetoo in space suits and Scout Gheel ride the cemetery bus. Gheel waits forever at the exit plate his massive armour a waste. The low set energy wobbles him over bumps in the trail. 3 Eetoo walk up and down. 2 Eetoo sit. One touches the Xelhn technology on Wall. Slider bars and grid maps move down. A window video screen shows 2 Cemetery buildings coming up. Scout Gheel shifts position and they line up. Big inflated wheels glide lightly making a bumpy ride. Lasers at intervals fire lines of light to guide the repeated journey from landing zone to main building. Windows have sensor covers with funnel expander plates at each end.

More lasers guide the bus off the rough ground. It rolls onto rails that hold the wheels as it is pulled into a lock door.

Deadrock Cafe.

Scout Gheel stands inside the cafe near the entrance. The walls retreat and a stone floor is revealed. Chairs and tables rise out of the floor and a bar style counter vendor pushes out from the far wall. Gheel controls his large prehistoric look armour from a seat in the torso. His head is in the neck. Bottom leg pipes adjust his height in an ungainly way. The armour leaks sometimes now.

Scout Gheel. "OK. Looks OK."

Scout Gheel clunky walks to the bar vendor. 5 Eetoo enter and take up guard positions.

Commissioner Muffinor. "Access is TAG. Put yours in. I'll dial it up from here. Eetoo. Looking for what?"

Scout Gheel. "How should I know?"

Commissioner Muffinor. "Sorry. I got you a guide. Careful. Its Vessia."

Scout Gheel and 3 Eetoo at the bar turn to see Vessia, a spirit machine representative of a deceased synthetic transparent ghostly glaze in the foreground at a table.

Eetoo Three. "Hahahahaha. Hey kid. Booger booger booger, ha ha ha ha."

Scout Gheel. "Ok Ok. Go see what's upstairs. Get us a cab."

He gives his TAG badge to Eetoo One and with Eetoo Three they leave. Gheel walks with an ungainly wobble to the table and faces the auto spirit Vessia.

Scout Gheel. "Vessia. Were you told to kill a Cyborg?"

Auto Spirit Vessia. "Give it up. You toad. I'm here to be your frenn. Shut the fuck up about dead me. I'm yer frenn. Ya bastards."

Deadrock Cemetery Street.

4 Eetoo follow in one cab. Scout Gheel straddles the back seat because of his size. Eetoo One with TAG and guide Auto Spirit Vessia sit in front. The cabs ride side on to face the unlit cemetery enclosures which have mesh fence barriers. The only dim light comes from the cabs. On the dashboard monitor are lines of cemetery streets. Auto Spirit Vessia touches the monitor. Over the top in large print is a street number 5196.351. Mesh fence drops as the cabs stop in front of 2 corpse rooms. The lights come on to display glass magnify windows above a ramp previously covered by the now lowered mesh fence. The magnification imposes corpse grandeur. These are neighbour corpses. They sit on grand Xelhn style thrones, heads back tilted toward each other, arms on the chair rests, comfortable, dead. One neighbour on the left is a male and looks almost alive, asleep. On the right is a woman and looks a bit decayed. She wears a nice dress. All get out except Auto Spirit Vessia.

Auto Spirit Vessia. "Dial me out. Take me home."

Commissioner Muffinor. "Vessia. Its the woman. Hartny. A murder."

Scout Gheel. "Vessia. Get out."

Auto Spirit Vessia. "It's cold."

Auto Spirit Vessia is with Gheel near the cab. The Eetoo take up sentry positions. Eetoo One tries to open the door with TAG. It fails. He shakes TAG in the lock. A projectile emits from one of the stone column border

ornaments. Deceased Hartny, eyes open, sees a memory. Eetoo One turns and fires. Scout Gheel reacts fast, pushes Auto Spirit Vessia away and fires. The projectile is hit simultaneously. A gas expresses following the explosion puff. The Hartny corpse hurls herself up to lean on the clear front crypt window hands against the glass. She looms large under magnification, her decay obvious.

Hartny. "AAAARRRGH. That's it."

Eetoo One prone on the ramp begins to disappear under crystalline fog. Black shredded pieces of armour is spread about. Auto Spirit Vessia runs down the unlit street and Eetoo Four chases after. 2 Eetoo following them see Auto Spirit Vessia as a glow and Eetoo Four a dimly lit helmet. Auto Spirit Vessia stops at a corner. Eetoo Four grabs Auto Spirit Vessia. He lets go. Lights come on.

Eetoo Four. "Shit you're cold."

Two laser lines penetrate Eetoo Four and Auto Spirit Vessia. They fall to ground in the Roggle trap. The Eetoo stop at the edge of the light. The bodies lay on their backs.

Auto Spirit Vessia turns his head. "Am I dead?"

Space. Moon B.W.Seventeen.

B.W.Seventeen is an atmosphere gas domed recreation centre on a moon of planet nine. BOBA releases Bounce. A Bigdot follows it down at a distance. Bounce receives ground fire and suffers a deformity that stops spin. Bigdot is hit with no damage. 2 Toothwings separate and strafe ground positions away from the settlement. Bounce drops through the dome cushion and lands. Auto functions expand the hull. This disperses the weapon fragments. Bigdot lands and large freighter size doors open. A gangplank pushes out and grabs Bounce. Scout Toverb, 15 Eetoo and 3 Kickponies exit the ramp. DORS Two is there. The group enter the compound archway entrance. Bigdot brings Bounce in and starts to confiscate a large local freighter with its external loops and attenuation rods that loosely bend through the hatchway. The freighter

is heavy with Ballast and this slows the drag in procedure. Scout Gheel
flies Toothwing. As Bounce hit the ground an alien flyer uncloaks and drops
cloud catchers over Gheel who fires continuously at ground targets. A cloud
catcher hits breaking off one of the multi wings. He bails, no parachute. 5
Eetoo and a kikpony stop at the compound side under the arch. A wide
central path leads to a row of buildings in the distance. Eetoo One leads
Scout Toverb and DORS Two along the path. Behind the building is a huge
Becon transporter. Smooth pebbles cover the compound surface. Left along
the path is 3 Becons, their elongated oval shapes stick upright. One has a
glass observer top. Nearer the buildings in the distance is a Bounce
replica in front of a row of Ballast crates. On the right of the path 3
replica alien ships include a BOBA mine drone triple its real size. Machine
Cleaners with side grabber arms walk out one of the buildings. 9 Eetoo
spread across to the alien vessels and a spotter directs kikpony shot to
draw off the machines. The Machine Cleaners go to pot holes and straighten
up picking small pieces to replace them in the ground. One Machine Cleaner
is hit. The rest gather round and dismantle it piece by piece. Each piece
is ingested by a separate machine cleaner.

Industrial complex.

Eetoo One, Scout Toverb and DORS Two follow the path and get past ignored
by the Machine Cleaners that work on the smooth pebble surface damage.
Eetoo One blasts open a door. Eetoo One, Scout Toverb and DORS Two then
confront 2 short entrance halls. Above a banner reads 'SPAK' with garish
bunting surrounds. DORS Two goes the right short hall. Jet puffs blow away
dust from the door blast. EETOO ONE resets the wrist bam and follows TOVERB
a few steps behind into the left short hallway. Once in both ends block
off. As Scout Toverb hammer blows his end Eetoo One turns to see a cloud
catcher the same found at the Hartny grave. A shot from the new wrist bam
disc causes an explosive pressure change in the small area and with Scout
Toverb's fist pound the end door bursts. They race to catch up to DORS Two.

Compound grounds.

The Machine Cleaners go back inside. The 9 Eetoo with 2 kikponies set up under the BOBA mine drone. New slow Heavy Scissor Pincer Machines, wider with front cutters, enter the compound. An Eetoo spotter out front directs kikpony fire at the lead Heavy Scissor Pincer Machine. It tilts and re-erects. 8 Eetoo fire wrist bams set to mortar and create surface craters. The Heavy Scissor Pincer Machines start to refill the holes. More Machine Cleaners come out and crowd the path as more Heavy Scissor Pincer Machines go round the side of the craters. The 9 Eetoo will be cut off soon.

Industrial complex.

A large catalogue sheet covers the entrance in articles of all manner of items. DORS Two small puff jets through the transparency fog. DORS One is half in an open box next to Salvager. DORS Two jets to the open box and picks up Dors One. An Aox-Bi pirate camouflaged in pieces of technology hides amongst the ceiling store shelves. One of its technology prosthetics is a cloud producer. It drops one. Scout Toverb smacks his fist to loosen it. Eetoo One overtakes him and fires two rounds as Scout Toverb gets a shot off from his pin gun. An Aox-Bi cloud capsule has an enclosed loop pulse made to hold any prey. Outside of the loop a mist spreads reaction variations. It is hit by Scout Toverb and Eetoo One's converted rounds. Scout Toverb's new pin gun compound is a sophisticated Moson Cell structure. Contact interferes with real time. Unexpected fierce infusion occurs with mist and capsule. Stores toss all over in a small maelstrom. Eetoo One and Scout Toverb begin to lift toward it. The AOX-BI pirate tries to launch a second cloud bomb but its technology fails. DORS Two escapes with DORS One in the Moson Salvager. This model is made to pick up Bounce. There is ample room in a half spherical cavity behind the control stack. DORS Two auto accesses control from atop and swivels to give Scout Toverb and Eetoo One a chance to grab hold. Moson Salvagers use pulse engines, conventional jets and soft track roller wheels. DORS Two steers Salvager

into a Xelhn wall. Like glass it shatter blasts a gaping hole through to outside.

Compound grounds.

The Salvager knocks over Machine Cleaners and Heavy Scissor Pincer Machines to give the 9 Eetoo insulation. They form along the BOBA mine drone side and quick march. DORS Two is all ahead slow; a fast walk. The Eetoo form up with 2 Kikponies until at a suitable distance they halt. DORS Two stops Salvager. 9 Eetoo and 2 Kikponies lay a separation trench barrage down. Machine Cleaners join with Heavy Scissor Pincer Machines to fill in the mess. Increased numbers of slow Heavy Scissor Pincer Machines swing left and right to go round. The pirate group in the observation platform is an alien TGY, one XLA, one ZHT an AOX-BI technology covered alien, a Maybe Real Jake, 2 mechanical Jakes and a human. A jumble of unintelligible mixed languages confuses all as they watch and argue. The ZHT leaves. The Eetoo and Kikponies, now rear guard, march on the gravel beside Salvager on the path double time. They pass an occupied glassed over observation post on their right. Scout Gheel machine runs past the Bigdot that still impounds the freighter to head for the compound archway entrance. As the ZHT approaches the archway Eetoo fire. A ZHT is a complex mineral being, inside is visible from outside. Eetoo fire ingests through tiny holes. Smoke gathers into sections. It continues to walk to the archway without pause or concern. The Eetoo step aside. One Eetoo sees Gheel enter.

Eetoo One calls. "Captain."

Scout Gheel is made of fighters. Now, within sight of an objective, all is unleashed madness. He rushes, both arms fuel hinges pump up, heavy armour hammer gloves ready to smash. The ZHT senses Gheel. There is no vision. Holes all about its crystal layers intake and sample. The ZHT knows force approaches; no matter. Scout Gheel's Cyborg chemistry is triggered by his lunge. Indicators suggest the pound of fist will not produce a desired outcome and signals to stop his effort. His legs lock in a stance and this

conflict, physical and mental, sets an auto function ejection of the blade harness. Sections of blade unfold first to try to slice at ZHT'S front. More and more linked jagged blades eject. The blade harness spreads over the ZHT. The blades cannot penetrate its crystal layer. Slice scrapes catch or scrape past. Holes fill faster and faster. Some gas leaks out. Gradually, swiftly, a blade cage fixes against the ZHT body to render movement too difficult. ZHT stops and waits forever. A constant increase hum is the effort of the Bigdot sphere to hover just off surface. Filters intake and express along folds to cool or release fuel excess. Layers called tectons slide from under an overlap to resize. The ramp remains down for the group. Salvager drives straight in followed by the Eetoo then Scout Gheel beside the 3 kikpony rear guard.

Space.

Bam is a massive Bigdot weapon. From full size expelled fuel reduces it to half, then convulses rapidly to release a second fuel payload to form a pulse wave bam. The force of the action creates a wind grind along each tecton filter line. Fuel is auto fixed to action at the target distance. On the flight deck Scouts Gheel and Toverb watch three big screens. Left screen shows a star shoot nearly horizontal half way across the sky. A text says 'BOBA COLLISION'. A rolling 8 digit number is below. Centre screen shows a Crusher carrier its 2 barrels closed not too far off. Right screen shows 10 Eetoo enter safe capsules. Shoe lock comes up to grab Scouts Gheel and Toverb's armour shoes. Right screen is blank with big letters text that says 'BOUNCE MOSON CELL' and an 8 digit swift roll slow toward zero. The text changes to 'MOSON CELL COMPLETE' when the 8 digit roll numbers hit zero goes blank and the wall armours up. On the left screen the 'BOBA COLLISION' text and 8 Digit number goes blank and armours up. The centre screen goes blank. A large text says 'WEAPON SET' goes blank and armours up. A hold rail pops out for the Cyborgs. They hang on. The whole scene shakes and darkens.

Star Ore Part 2. Yonders

Prelude

A Binba enters the Cirdr freighter during a wormhole transfer. Both vessels suffer a lot of damage. Simultaneously Eetoo craft, not suited to wormhole travel, get torn to pieces. Wreckage is pushed forward as the cloud transfer ceases. Bounce, inside an Eetoo Bigdot during the Corx system Bam, is not destroyed and sits in the debris like a visible pearl. A pirate ship leaves the Cirdr transport and takes Bounce. In an attempt to save itself the Cirdr alien species returns the BOBA remote mine craft pieces from storage to the broken Binba. The BOBA vessel is stuck with no way to repair its cracked binary shield. The crew leave the BOBA alien creature and a spare crew in freezer sleep. They launch one Frigate still operational to guard as an automaton. Desperate they decide to join with the Cirdr as allies. The Cirdr believe Bounce to be their own salvage property and wish to negotiate its return. The BOBA crew is guided by G'cd, leader of the freighter group. G'cd knows Bounce is taken to Zaidhayth where there the rare ZHT (pronounced, zir hir terh) is hunted. The creature develops from an early stage a distinct evolutionary platform of intelligence. Adult wild ZHT present extreme peril to hunters. Before they leave for Zaidhayth the Cirdr and BOBA take Eetoo escape capsules to a nearby earth type planet where biological species exist. An area is made clear to avoid any initial contact with life. Contamination is a great unknown influence and danger. The earth style planet is ignored by the common mineral form of life with no biology in their physical nature in this part of the universe.

Yonders.

A Cirdr alien, G'cd, attends thirty shiny black crates set out on a field scraped clean. G'cd is a mineral creature with four thin limbs and a central body. On each limb is a connector for technology and on the top of

the body a technology auxiliary box increases intellectual activity. It pushes a trolley. With the creature is the two human BOBA crew now with no cable join. They stop at one of the crates. The BOBA look over at the trolley and both follow the Cirdr limb that points to another crate. They open it to wake Eetoo One. G'cd removes the wrist weapon and attaches a Cirdr bracelet.

ZaidHayth.

The BOBA crew and Eetoo One remain in space suits, helmets on. G'cd brings a self move container with Eetoo One's capsule inside. One BOBA crew member pushes the Cirdr trolley. They pass a Dndr tournament. Two males spar. Male Dndr wear a technology tube and at the blade tip a loose thread pokes through a drill piercing. To slice or dislodge the thread is a win. One of the Dndr detaches from the crowd of watchers and with a biped in anonymous dark guise joins G'cd. Eetoo One goes charcoal and stiff. The Dndr whips its blade to crack open the Eetoo helmet then grasps the Cirdr bracelet with its tail. One of the BOBA crew puts the helmet on the trolley. The Dndr injects a nano pill into Eetoo One who gets some colour back. Eetoo eyes take in the new world. G'cd accepts it may have a problem with its wrist control and a limb attaches to the trolley and resets the device. The five attract several aliens. A mineral gas biped called a Nenith near them is shot from a position in the crowd. The projectile passes through its body and hovers outside the open wound. The sphere breaks with a splash. Nenith gas consumes it. The hole is replaced by mineral skin. Ahead over the top of a large mixed group DORS in a transparent hemisphere pedestal is on display. A way is made. The pedestal is side on to display the unlit DORS bar segments and diamond back lab. There are no lights on. DORS has a god like status and is well known from stories as a peak machine life interface. A ZHT and another biped stand nearby. At the edge of the crowd smoke rises. Three Nenith push through and nod to the attack victim. The Cirdr G'cd uses its top box to blip the BOBA. One connector limb taps on

the hemisphere pedestal barrier. Tap tap.

A BOBA crew member says. "We'll fix it."

The second BOBA human points to the Eetoo. Hidden in the cloak next to the ZHT is a Maybe Real Jake android. With a flicker of colour beneath the garment the hemisphere pedestal moves and all follow. A crowd completes the procession. More aliens try to get closer. Many wear cloaks. Several more Nenith insert themselves as self appointed guards. Each carry a bar prod close energy stun weapon. The hemisphere pedestal stops in front of an enclosure with shear walls of smooth fabric. A technology dome above moves the curtains open. Three Nenith guards lead bipeds in cloaks, the visitor group followed by six more Nenith guards and several more in hood cloaks inside. There is a clear area then a thick inner shimmer curves either way round. Maybe Real Jake takes its hood off. The ZHT internal features with loops and small smokey areas visibly lightens in the pavilion. G'cd is intent on control. Lights on its top box go on and off. The Eetoo bracelet outer cover moves back and forth. Eetoo One now conscious can feel interference in her body armour. A Ballast layer cannot respond to the bracelet and this communication confusion makes the suit uncomfortable. Mineral creatures sense no aspect of biology. They see difference. When Eetoo One steps forward a self appointed Nenith guard lunges and slaps at the armour with its lance. Close combat drill takes over. A kneel, grasp of the mineral elbows and the creature is sent in a tumble to sprawl over the weapon grounded by its own body. Hand to hand combat is not known amongst these hunters. There is an audible crowd noise and all step away. Maybe Real Jake, surprised, takes another look at the bracelet lit with dot lights. Eetoo One senses danger. Of the nine Nenith, six guard bodies colour change from a dirty clay ochre to dark olive green. This group leaves the enclosure. The curtain locks them out and outside the crowd quiets. Maybe Real Jake consults with the hooded biped. They use a console at a technology wall to open the thick shimmer barrier. Bounce rests there.

DORS slit door is where technology lines go in and an exit trail leads to the wall of appliances. A screen displays inside Bounce cockpit covered in gadgets. G'cd puts a limb to the wall of dot lights. In blip messages sound louder and faster then stop. A robot disengages from the appliance wall and removes all the Bounce add ins. G'cd waits until this is done then brings up its large container close to Bounce. The bracelet lights up and blips Eetoo One who is not able to understand. The biped with the male Dndr removes its hood. A Xla of the morph Tord, it touches the back of the Eetoo One.

Xla of the morph Tord. A translator speaks from a chest amulet. "Yndrs." Eetoo One turns to look.

Eetoo One. "Yndrs."

It nods with a gesture and again presses the Eetoo harder. Dndr goes around them and with its blade points to Bounce.

Tord says. "Fix it."

Eetoo One is made uncomfortable by the mix up controls of the bracelet. With care a circumference is made. Bounce, Eetoo One realises, is a human machine. Memory interferes and head shakes alarm the Dndr who taps on G'cd. blip exchanges between them. The bracelet is toned down. The Eetoo regains conscious will absent since the exit from the capsule. Danger is all around. A hand goes to wipe smudges off the scratched and pock marked hull undamaged under the dirt. The hand stops before contact. Eetoo One walks to the container and gets into the capsule. A control panel lights up and the lid shuts. Unhappy at this G'cd's head box lights up and makes fizz noises instead of blip. G'cd, close to the BOBA crew.

G'cd. "Get another."

The BOBA team leave. The Dndr, Tord and G'cd enter the container. They see but not hear the Eetoo mouth words inside the capsule. A helmet is dispensed, the bracelet removed and a wrist weapon reset onto the arm.

Yonders.

On the clear ground blip codes light up one capsule at a time. Cirdr there continue to erect a more elaborate structure. They hear the blip.

Space.

Inside a large piece of wreckage capsules float in a row still connected to a big supply block machine that broke away from the ship wall. Blip codes light them up.

Zaidhayth.

Eetoo One exits the capsule. G'cd, Tord, the Dndr, ZHT and Nenith guards stand together near the container.

Eetoo One. "Where is this?"

Eetoo One stamps the ground. In a boomy voice caused by the pattern of soil grains thrown internally the ZHT speaks.

ZHT. "Zaidhayth."

The Eetoo repeats. "Zaidhayth?"

They nod.

Eetoo One. "What happened?" Eetoo One points to Bounce.

G'cd says. "You."

Eetoo One. "Me?"

G'cd. "You did this. Fix it."

Eetoo One holds the bracelet up.

Eetoo One. "Bad."

G'cd. "What is bad?"

Eetoo One slings the open bracelet over a wrist then passes it to G'cd. The Dndr's blade is in its head grip and part of its tail curve winds over Eetoo One's wrist weapon.

G'cd. "Danger here."

Eetoo One dials down the fire load and smacks her chest.

Eetoo One. "Eetoo."

Tord. "Yndr."

The Dndr tube case lights up and blips a moment.

Dndr translator. "The Eetoo dwell at planet Yonder."

Eetoo One is aware from blip contact the capsules on Yonder have no connector.

Eetoo One. "Where is the supply block?"

Access to Ballast construction apart from the capsule is the supply block.

Eetoo One. "Negotiate?"

G'cd outstretches a limb. "Fix it."

Eetoo One. "Supply block."

G'cd goes inside the container and loud blip follows.

G'cd. "Done. Fix it."

There is a saucer bracket to stop roll. Bounce faces wrong way up. Eetoo One exaggerates with gestures. The BOBA crew and a Cirdr return from the shuttle with a second container. Eetoo One points to the store hold and where it should be. Maybe Real Jake plays with the wall of gadgets. The dome control lights up and beams throw down lines that stick to Bounce's hull. The ground bracket splits and glides back. In no time Bounce tilts until Eetoo One waves to stop. The bracket returns to cup fit Bounce. Eetoo Two steps out of the capsule takes in the situation and says to Eetoo One. Eetoo Two. "The cloud destroyed us."

BOBA. "Our craft will not repair. Will they hunt us?"

ZHT. "We hunt Zedhat."

A short gurgle like laugh completes the statement.

Eetoo One is at the podium. Desperate with no knowledge of Bounce or Moson Corporation the Eetoo removes a glove and feels DORS. A small dot light emits. All stand back pleased and surprised. Maybe Real Jake from the wall lowers the pedestal grab and DORS tilts before Eetoo Two cradles it. DORS weighs a few grams. With confidence Eetoo One searches the hold door. An outline is clear in the smudge and scratches. There is no control panel. Moson Corp. is stamped flat on the hull. Eetoo One touches it and a door swings out. There is hardly room for a human. Eetoo One crouches inside and

Eetoo Two brings the DORS unit and passes it through. Eetoo One reseats it. The hold door shuts her in. No light comes on.

Bounce. "Emergency power down."

In the cramp Eetoo One looks around. DORS is still lit with a red dot. Eetoo One sits on the Cockpit floor. On the Bounce screen a text appears, 'POWER DOWN' 'MOSON CELL DEPLETION' 'SAVE US'. A button disc ejects from DORS. Two panels open on the recess wall. A tiny tube ejects and from a clip door a small portable screen. The hold door falls open. Eetoo One knows the tube and disc contain human sequence from code colours. These slip into an inner suit pocket. The portable screen looks like an information pack. Eetoo One gets out. The door closes.

Eetoo One. "We got a problem."

Eetoo One steps back into the capsule. Blip is heard. Eetoo One steps out.

Eetoo One. "Only you. The rest out."

She points at G'cd.

Eetoo One. "Humans stay."

The aliens get into a huddle. The group animates with several mixed species language dialects and translation noise.

The second Cirdr, K'cd. "One hour."

They leave the enclosure. Maybe Real Jake remains at the technology wall. A gesture brings G'cd and the humans into the container. The door shuts.

Eetoo One shows the small display. It reads, 'MOSON CELL DAMAGE'.

G'cd. "They'll kill us."

Eetoo Two. "Fake one."

Eetoo One gives the small screen to Eetoo Two. They step out and with the BOBA walk about Bounce.

G'cd. "New shimmer."

G'cd steps out of the pavilion and comes back with the group. K'cd, G'cd and Maybe Real Jake manipulate the wall. Down from the dome a heavy curtain erects around Bounce and the Cirdr containers. G'cd steps up to the curtain

wall and with the bracelet on puts a limb straight through then walks inside. The Eetoo show G'cd the screen. It displays a schematic of DORS. G'cd tries to take the screen with no success.

Eetoo Two. "We need at least three more Eetoo. We need the supply block and Eetoo to get to Yonder. A settlement there for us to live for the plan and our alliance."

The human BOBA crew inside the barrier with them agree.

BOBA One. "We want to weapon up for the hunt."

G'cd. "This barrier will not pass you. Only G'cd for the while."

G'cd goes to the container. A limb connects and a panel opens. There are shelves of tools and materials.

G'cd. "Agreed."

The screen is put on the container wall and plans for a DORS unit spread over the surface. There is no Moson Cell information. The simple shape is easy to duplicate. G'cd uses Cirdr power up for puff jets and dot lights along sections that random shift.

G'cd. "They think you run DORS."

G'cd operates the fake DORS from a bracelet. Eetoo Two and the BOBA crew exit. Eetoo Two makes procedure gestures and DORS floats out of the container. Eetoo One locks herself in and updates the Eetoo capsules. She sips at tubes before shut down. The aliens gather round the shimmer barrier not too close. All want DORS for the hunt. The shimmer barrier comes down. K'cd takes control of Eetoo one's container and with the BOBA crew heads back to Yonders. Eetoo Two and the fake DORS go out. The crowd parts. G'cd is with Tord and the Dndr. All make for surface transports. Zaidhayth hunters all use a same flight model. The flyer is flat and open with shallow dent seats not meant for biology. A Nenith pilot chooses one and in front in the dirt uses the bar prod to draw a circle.

Tord. "Wild Zedhat got no brain. They live as rock. Very dangerous."

The pilot draws a line and a little circle.

Nenith pilot. "We Nenith know Zedhat."

Tord. "Zedhat wait forever. If you step on one it might not get you. They open and it is said the size of some is big as a ship. Bigger. Like caves. They dissolve you or let you go. No care. They move too."

G'cd, Eetoo Two and Tord situate themselves along next to DORS. The male Dndr remains on the ground. A second Nenith gets aboard. In the search for Zedhat they expect DORS superior ability to detect a new birth. Zedhat must be caught at birth or before they escape into their world. A ZHT gets on and shape fits to a seat. It says to no one.

ZHT. "For us."

Space.

Several debris pieces show on the return shuttle console map as markers. K'cd steers to the Binba through Crusher mess. A zip line patterns where a recent part went across the sky. Too slow, a pair of drones, BOBA and Cirdr, spin out grapple nets to trap stationary parts. A BOBA crew member makes sign to pass the Frigate and they land on a prepared Binba platform. The Eetoo One capsule is brought deep into a part of the ship where there is no damage.

Yonders.

On the planet Yonders a strong wall dome enclosure circles the containers. The number of Eetoo out is ten. Seven stand around a capsule in discussion. The BOBA crew stop at an Eetoo guard gesture. K'cd joins a third Cirdr, M'cd. They join limb connectors and blip. Eetoo separate and gather round the BOBA crew.

Eetoo Guard. "Any Joy?"

The BOBA crew shake their heads.

K'cd speaks up. "A warship will come for us."

The Eetoo set the supply block up to make Kikponies from Ballast. This will take time. Kikponies may be useless weapons against furious mixed species.

Eetoo Two. "How long? We must get our Eetoo back."

K'cd. "Good question. We must get G'cd back."

On the supply block wall screen pattern calculations revolve for a remedy. Zaidhayth.

To pilot the surface floater the Nenith use a manual balance gyro and power control lever. They circle the camp first. Dust is continuous round the perimeter as robot sweepers make road motion to keep out indigenous life. The space port and camp expands with each new sweep. One float hunter is out. They see it in the distance. To be safe they follow its exact path. On the surface liquids spread ooze on the mud flat before they ascend to pass across high cliffs. The pilot nods after the altitude again levels out. Eetoo Two gestures and G'cd fits a limb to the bracelet. DORS lifts and glides ahead of the transporter. The fake DORS unit fitted with Cirdr power up thrusters zooms off at an angle to the horizon.

Eetoo Two. "Shit."

By midday they travel far. A beep on the craft tells the pilot they no longer will be detected by camp scanners. No hunters venture this far. At night lights beam the surface. There is low course savanna. Lights out. Dawn passes. Surprise all round when DORS zooms back, circles and zooms off at right angles to them. There is no map for this part of Zaidhayth. They follow. Most of the terrain is rocky and flat. Soon they come upon a crash site in a ravine. A very large space ship decayed and spread open lays broken on a slope. Eetoo Two in secret touches G'cd. DORS returns and vertical hovers over the crashed ship. The Nenith pilot turns back and circles. A rear slit opens and small balls spray over a clear area in the wreck. They land. DORS descends and with power down falls over. Eetoo Two props the fake DORS on a torn sheet of space ship. The DORS mimic is heavy. G'cd. "Perimeter intact."

In the bright sunlight the ship looks very old and alien. Eetoo Two goes off to look around. G'cd remains with the transport. Tord wanders off too. The ZHT goes straight to the perimeter and follows it. Both Nenith take

weapons from cases in the float. One Nenith decides to go after the Eetoo. The human stands still in an open area. A large black creature thick legs splay out so it is close to ground to stalk is inside the perimeter. The front down hook of a single fierce horn motions up and down. Thin arms come out from the base of the hook to touch things as it goes. The creature gestures with a pause as if it notices the Eetoo. Eetoo Two fires a disc. This pings off and slices into some wreckage. The Nenith walks past the Eetoo. With the bar weapon tip it guides the beast until it changes direction. A gesture and Eetoo follows the Nenith.

Nenith. "Yndrs stop move."

Nenith is fitted with a pipe over one limb that looks like a weapon. The black creature is almost still. In wreck mess a volcanic mound pokes up. The centre is a liquid spring. Straddled across a side mover siphons at liquid through body pipes. Faster than sight the black creature horn comes down splash into the spring. The side mover, faster, dashes off. The creature chases. Nenith whacks down hard and scoops up mess caught inside the pipe structure.

Nenith. "Quick."

The hunters get in the float to retrace their journey back. G'cd blip is heard inside the Eetoo helmet before a translation occurs. Eetoo Two hears G'cd through his earpiece. "We hunt Zedhat."

There is a sly motion as a bracelet is passed to Eetoo Two. A new one is on G'cd. Eetoo Two slips it on the arm with no wrist bam. At the space port a Maybe Real Jake and several hooded aliens pack stuff into a shuttle. The Nenith hurries off and they follow. Crowds part when they see the barrel container on the Nenith. On the far side of camp is a very large boulder. There is an entrance. Nenith goes straight in. Eetoo Two is astonished. A human stands in an alcove in one wall. The space in the cave is great. Nenith goes to the human shape and puts the cylinder on the ground. Eetoo Two sees there are hundreds of containers set into the ground. The human is

a crystal fake. A rod of stone comes from the rear into its back. Stiffly it bends to gaze at the new container then straightens. A mumbly gurgle comes out of the contorted face. It regains its stance and stills. After they return to the Bounce enclosure G'cd goes to the Eetoo container. Eetoo Two enters and the door is shut.

Eetoo Two. "What happened?"

G'cd. "Luck."

G'cd taps the Eetoo bracelet. "Get us out of here."

The container opens and G'cd walks past the group to the appliances wall.

Blip messages.

G'cd. "Bounce for DORS."

Eetoo Two makes gestures. G'cd float puff jets DORS to the group. The bracelet is offered to a Nenith who turns to the Tord.

Tord. "We want Bounce. DORS is Bounce."

G'cd moves to the exit. Eetoo Two with a nod gives the bracelet to Tord.

Half way across camp they encounter K'cd and three Eetoo.

Eetoo Two. "Turn around."

Yonders.

A comfortable seat arrangement is made from the supply block and those not on guard watch patterns of ideas cross the supply block wall screen.

Eetoo Two. "Well."

G'cd and K'cd make blip. "A ship. Soon."

They leave.

An Eetoo speaks. "Look. There is technology in the debris."

Eetoo Two takes out the small screen.

Eetoo Two. "Machine Controller."

He puts the device against the supply block and technology transmission lights up with dots and on the screen a clutter of technological sign.

A text 'READY' is displayed.

Eetoo Two. "Moson Cells."

No screen activity. A chart displays the area in space where Eetoo equipment has a signal. Eetoo Two and a guard squad step out of the enclosure. Without helmets they breath in the new world. A star flash appears and goes out in the day sky. Three shuttles and a freighter land on the cleared area. There is not much sound. The new structure and activity keeps the indigenous species away. One of the shuttles glides to their position. A Cirdr gets out.

Cirdr pilot G'g'cd. "Yndrs."

Helmets reset. Eetoo Two takes a closer look. Inside is fitted out for humans with a walk around cockpit.

The Cirdr G'g'cd. "Pilot. G'g'cd."

G'cd and K'cd return from a perimeter inspection. Eetoo Two looks at the traders.

G'cd. "We accept. Two human crew and salvage. Three craft pilot supplied. Passage. For Bounce."

Blips in the helmets can be heard.

Eetoo Two. "Eetoo One damage."

Three Eetoo five squads head to their new craft. G'cd and Eetoo Two take the BOBA crew back to the Binba. This close they see the Cirdr freighter lit up. Huge and magnificent over the Cirdr another larger craft engulfs it to dock. Eetoo Two follows the BOBA with G'cd deep into the dark recesses of the Binba. Eetoo One's container no longer sits in the safe hold. The group travels through several security cavities. Without sign the second BOBA crew step out of darkness. All stop. The chamber gradually appears. Black surround hides the Eetoo One container. An alien monolith remains in a dim corner. This is BOBA. The newly woken crew join a moment with the first pair through blip. They remove their helmets. A human crew. Eetoo Two removes his helmet. They look first at G'cd, nod and with a sweep of arms a chamber lights up nearby. Eetoo One inside a clear barrier no longer wears a space suit. There is blood stains on her wrist, torso, neck and upper

arms. The white inner fabric looks filthy.

Eetoo One. "Quarantine."

Behind her is a surgery. The table is ready with several machine arms and float detectors on hover wait. A lounge seat glides for her and when she sits her white cover sock stains show reddish.

BOBA crew two speaker one. "You did this."

G'cd does not understand biology, does not conceive of the accusation and does not reply. Eetoo Two gets a blip.

Eetoo Two. "We got it."

The first BOBA crew, Eetoo Two and G'cd leave.

Cirdr Freighter.

The massive new ship is a vessel traded for through Maybe Real Jake. With machine assisted control an exchange anti matter provider gradually inserts into the Cirdr vortex. This separate craft is independent of and brought by the giant transporter. It is a long round tunnel with a giant sphere at one end. Robots travel all over to guide and adjust each moment of entry. The centre of the tunnel is a very deep black cavity. This begins to react with the Cirdr freighter. One Cirdr attachment chamber after another lights up as they connect. Space debris passes by. The shuttle remains outside the grapple wire. It turns and a beam lights up a large piece of wreckage. The pilot directs small robots into the bent and wrinkled material. The screen shows robots as they surround and stabilise the float variation until one robot finds an entry into the bent and wrinkled material. Inside the folded scrap is a large portion of a panel and a broken screen. The robot moves further inside. Robot lights reveal a torso piece of Cyborg with dangle fibres attached. This is taken. The robots place it inside a shuttle shield room. A small 'MOSON CORP.' stamp can be seen. The shuttle continues amongst the debris.

Binba.

There are six Eetoo, four BOBA and G'cd in the observation chamber. The

Binba surgery is visible through a clear chamber screen. On the BOBA wall is the Bounce Machine Controller. It is chief surgeon. The G'cd modified Cyborg fragment is installed with a Machine Controller robot arm. Eetoo One is open. Her spleen is the destination. With guts spread out over the table overhead operators make connections and install the spleen mimic. This will not be detected. On the clear screen of the observation barrier Moson Cell as a text shows and disappears instantly. The body is stitched up. For G'cd the experience is profound.

G'cd. "Female?"

The surgery lights dim. When Eetoo One emerges she wears a BOBA suit. There is a slight scar and a dot device bulges new at her temple under the skin. Eetoo One. "I cannot access DORS, only data. The Moson Cell is storage only. We must get back to Moson Corporation."

Eetoo Two. "The disguise is good. Nothing on scan."

G'cd. "Agreed."

Machine controller. "Agreed."

BOBA. "Agreed. BOBA crew in pairs."

Eetoo Two turns to the squad.

Eetoo Two. "Farewell."

Yonders.

Eetoo One. "Bounce is yours. It will detonate if you try to interfere with it."

G'cd. "With fake DORS Bounce is very valuable here. Jake traded it for our ship. Farewell."

Cirdr freighter.

One of the holds contains accommodation for passengers. The new BOBA crew is joined by Maybe Real Jake, a Tord and several mineral species. Maybe Real Jake looks over the new members.

Maybe Real Jake. "We make a detour."

Space.

The sphere begins to push toward the first Cirdr cavity. All chambers light up then Cirdr top boxes one at a time flash brightly before their canopies shut. The freighter now is without cloud. A black sheet contained at the end of the installed anti matter projector stretches out past the first Cirdr barrel into the target system. The pipe compresses as the sheet expands to create a vortex. It is pressed hard against the second Cirdr hull exit when shriek noise exclaims destabilisation. Lights go out. Gone. The Clee.

The Cirdr transport pops into a solar system in conflict. The battle zone is perfect for the pirates. Warships of an unknown type swoop and fire all around. Cirdr defences easily deflect any stray weapons with its anti matter membrane that keeps the ship outside of real local time. Inside the Cirdr mission freighter, G'cd, Maybe Real Jake and Tord read a panel and react with the equipment upgrade on the two new recruits. The BOBA pirate boarding party, Teetoo and Ynrays, carry modified Eetoo wrist bam, a bracelet bar on the second forearm and a helmet modified by G'cd with a ring beam capable of multi tasks. The Cirdr pilot dodges beams and projectiles to enter a hole blast in the warship. The pair skirmish out into a blackened hull cavity. The shuttle withdraws. Auto defences fire at the intruders as they try to get around the impact zone. Ynrays floats at the entry behind a stack of boxes where Teetoo leaves his jet pack. Teetoo treads along a wall step by step on crates thrown about. Puddles on the blackened floor look like alien mess. Ping, a ricochet. Helmet beam fire is directed by Maybe Real Jake.

Maybe Real Jake. "OK."

Ynrays dumps her jet pack with Teetoo's. From a stand position she vaults to land and fire auto pins at Roggles that scurry up walls.

Ynrays. "Clear."

Teetoo gets down and together they cross to a broken secure door that lies open. Tord comes through their helmet speakers.

Tord. "A plate. A control deck plate. Turn left and up."

The alien technology does not reveal to the pirates what power still is active. From the freighter G'cd with its head box blips continuous updates and panels make scenario plans to keep the intruders safe. Pop. A weapon splash alerts the two of fire from a position not fixed. Aliens. Blip.

G'cd. "Nothing on scan."

Quick as sight a flat creature on rollers crosses another passage floor ahead.

Ynrays. "Well?"

G'cd. "Nothing on screen."

G'cd activates a shield from the modified bracelet. A small elbow carry barrier shield shimmers as they proceed. They stop a moment to scan an impact shot smattered on a wall.

Tord. "Ok. Amour good."

Maybe Real Jake. "Cleeclep. A hybrid. No worries."

Teetoo and Ynrays enter a large hold where a fighter sits empty. In stacks either side wing shapes lay flat. No sign of the crew. Helmet beams light the dark. Level sensors bring them to a higher floor.

G'cd. "You stand on it."

Both look down. A dazzle streak fires zap centrally. This lights the surround. Its zap wrinkles half way with fizz. There are columns of Cleeclep that sit as discs. Several dispense and circle the pair.

Maybe Real Jake. "Let me do the exchange."

Zap bar. "Our crew is taken. We know you want the Cleerwirgh. Return our crew."

Maybe Real Jake. "A strike weapon system."

Zap bar. "Converted."

The chamber lit by helmet light hides the Cleeclep columns again in darkness. Escorted by a guard of sliders they get a closer look at the fighter. A bulge not perceived before is lit. One wing shape is split to

give a ramp entry. Teetoo and Ynrays enter.

Clee Fighter.

Maybe Real Jake and Tord show behind soft lean back chairs. Teetoo and Ynrays fit into fold around seats. Another Zap bar dispenses from ceiling to floor behind them. A slight dome puts the chairs forward and slightly down to face an alien control machine. Panoramic images of the battle circle the new crew. At first unintelligible interference images display over the scenes. Zap bar wrinkle expands and contracts until clear images show the warship exit door as it opens. Small wedge flyers empty into space. Maybe Real Jake is not able to get a response from the vessel. In turn Tord also fails. Ynrays chair changes colour and the craft hovers then in a flash zooms out amongst its guard of Cleelep. Ynrays wriggles in frustration. She removes her helmet. Teetoo gasps. Zap bar control machine creates an earth atmosphere with loud puffs and suction noise. Her chair releases her and the three others. Ynrays needs to see the circle panel up close. From the chairs no touch access is visible. DORS and Cyborg together show as a dim light below the skin surface at her temple. G'cd creates a secondary line of controls on the arm bracelet bar. Zap bar responds. The scene of battle changes to star charts that search for trace of the Clee crew. Ynrays empathetic senses trance her to walk into the Zap. This connection fills the room with light shimmer for a moment. She sits back in her chair and places her helmet back on. All resume their seats. Blip exchanges then impossible acceleration is quick and safe until they stop at a planet. Cleelep flyers left behind no longer guard. The Zap bar cloaks the ship and sets orbit. On the circle panel warships come and go. The screen goes blank. The bipeds all get up.

Ynrays. "Teetoo. You wait."

Clee Shuttles.

There is a shuttle dispenser. Teetoo and Ynrays take one each. The modified flight chamber is spacious and will in each craft be able to support both

species for the return flight. Blip exchanges only at this time. With a spurt of alien power the shuttles surge off. Ynrays helmet screen texts, 'SUPPLY PLANET' and says, "Unknown species Clee type mutation not known. Crew below."

The shuttles find a safety zone in proximity to the supply settlement. Clee Prisoner Planet.

Vegetation looks familiar but a helmet screen warning says otherwise. 'UNKNOWN SPECIES'.

G'cd's voice activates from the bracelet. "Shimmer cloak activated."

Machine Controller. "Activated."

Teetoo. "Well."

At the settlement wall the shimmer cloak shuts off. With the bracelet tool active Ynrays holds onto Teetoo and passes through. There is a system of streets. To their surprise bipeds walk past as do aliens whose features grow to imitate the stature of the bipeds. These illusions reflect the new arrivals species type. They walk wide main thoroughfares where the traffic is confused and busy. Tall warehouses give way to lower level structures. Travel gliders that skim the dirt road swerve to miss store movers. This sign of habitation steers the pair to the road edges and alleyways. They stop. A mechanised arch with mesh and weapon turrets looks like a likely place. With no obvious interaction by the locals Teetoo and Ynrays pick an alcove to watch the entrance a while. Night approaches. A large transport glide slows and stops at the entrance. They head for the action a few seconds apart. The street is quiet now and shadows hide them. Teetoo crosses the road to get a better look. This close a shuffle of slide movement can be heard. Ynrays walks the same side road wall and can see the transport off load containers. She climbs to the roof quietly. Teetoo is there and they lay to miss the touch of the grill as the container passes inside. They see low uneven structural mounds in the dim evening light. Not too far inside they get down. The ground surface is uneven and now in the

dark a place is chosen to hide and watch. The container stops a distance away. Lights show underneath and cargo dispenses. The prison is underground. Several hours after there is no activity they helmet scan a path to the transport drop point. Still undetected they circle the plate cover. A light shimmer rises around them.

A machine speaks in perfect english. "The owner of Clee shuttle four why bee is detained."

The plate lowers them below. Underground levels pass one by one. The plate rotates and stops. Wall dot lights betray weapon positions that follow the prisoner progress. A group of tall thin armoured creatures assemble either side. Technology trolleys, one for each human, push out of the wall and attach waist rings to them. A chain gives them room as they move off at an easy walk. The guard sets the pace. In a chamber with corridors in a circle the floor again rotates. There is a flash and all goes dark. They wake on the floor of a scan chamber in undersofts. The BOBA space suits hang on racks. When they get up the scan shows their every movement on wall. Only the clothes show. Empty white cover cloth motion follows them while they dress. The space suits appear to be unaffected. A doorway appears and a human machine projection well dressed in robes enters.

Clee human illusion. "You show no Clee. Why did you bring a Clee device here?"

Teetoo. "Trade."

They stop at a wall connector. The well dressed projection bows.

Clee human illusion. "Clee."

Through the open way they emerge into daylight back at the enclosure. A few steps is all they get before large sliders appear from dirt mound caves. When several get close they pile one on another until they reach human height. Clee flat shells surface lump toward the centre. Spindly arms attach horizontal to their body cap. The arms brighten slightly from top to bottom with motion. Inside the body shell blip can be heard.

Clee creature. "Don't eat us."

The Eetoo wear Ballast supply provisions under the BOBA suits. Teetoo. "We will not."

Clee creature. "Good. Then eat with us."

The top Clee begins to spin and this creates a twist that increases in speed. One at a time Clee hurl themselves off across the field. From above on the wall vegetation sprays out to fall where ever. Clee settle over a piece each. Crackle and liquid sounds uncomfortable to hear go on until the ground is once again a field of mounds. A Clee returns.

Clee creature. "Come."

Clee over a metre in spread glide move on technology rollers. Teetoo and Ynrays stoop and enter a mound altered for them. Inside is a burrow with a steep path to slide down. They land feet first upright in a large cavern. The floor is technology with a zap bar central and a large wall screen. This lights up the cavern where at least a hundred Clee assemble. A sly smile passes between the humans. Clee pile up to height and blip.

Clee creature. "Welcome prisoners."

The zap bar alters colour and fog dispenses from the floor. The Clee stack blips.

Clee creature. "We go soon, before they take us away."

Ynrays. "We have a shuttle. Not for hundreds."

Wall encloses a small screen. The vision is of a tunnel widened for human size. A schematic appears that describes the tunnel map and its destination under the escape target warship. Clee blip.

Clee creature. "This vessel is here to take us. We will take it."

A weapons assessment on a screen shows the BOBA pirates capability. All systems on the pair will be more effective than the ship's defence system. They will lead the escape. Clee blip.

Clee creature. "The wall barrier vaporisers do not penetrate dirt."

Teetoo. "When?"

Clee blip. Clee creature. "Now."

Helmet beam light is enough. They walk behind a Clee stack. Behind them a line of creatures follow stacked to height. A dirt cavity big enough for a vehicle is before them. They unstack and fill out the space to glide faster. Teetoo and Ynrysts run at a slow trot to keep up. Near the end of the tunnel the slope rises and there is a larger area. One of the Clee thrusts out a cutter plate from its carapace. Clee blip.

Clee creature. "This is the tricky part. They will fire at you. Don't worry."

A hum fills the small cave. Clee crowd around the humans. As one the Clee stacks rotate and the extended plates held above each creature cuts a way to the surface. It is twilight. They are directly under a space ship. The vessel prepares to launch. With engine noise cover they scurry out. Clee use the hull as a defence. Pings start. Clouds of mist from ground hits spray little dirt clusters over the Clee nearest the angle of fire. Quick an entrance is secured with Clee know how. A ramp drops and the humans enter weapons set. Immediately roof barrels fire. Zap bars erect along the entrance passage. Beam auto responses take out the defences.

Helmet. "Armour good. Connected."

Maybe Real Jake. "We got a lock on you. Auto pilot. OK."

Clee swarm over the craft as fire smoke is sucked away. They lift off. Weapons ground fire is ineffective. They cannot destroy themselves.

Clee System space.

Ynrysts. "The course is set for your ship. It misses you. We want a Cleerwirgh plate."

Clee blip. Clee creature. "Yes. There is a spare for each vessel. Take one."

In no time alongside a barrier is created by robots so the two vessels become one bigger ship.

The Clee Freighter.

Relaxed Clee and humans enter and stroll to the control deck. On the lower level in sight of the plate the humans and Clee near them encounter a shimmer barrier. From a zap bar Maybe Real Jake says.

Maybe Real Jake. "We not stupid. Accept capture prisoners."

Teetoo fires a wrist bam. It reflects back and forth for a while then lays on the mesh floor used up. On a screen the Clee fighter craft sits in a hold shimmer. Maybe Real Jake is still seated in the cockpit.

Maybe Real Jake. "They got us."

The android laughs an android laugh that sounds like repeated broken cog jam. The pair inside a barrier now with no room to stretch listen to undetected G'cd blips until Teetoo agrees.

Teetoo. "Enough. OK."

G'cd wants to try out the Teetoo bracelet. He sees the dots light up and passes into the barrier shimmer. Zap increase knocks him out and he falls to the floor. The barrier shuts down. A change overcomes the prone figure and he rises as a facsimile of the zap human illusion well dressed in robes.

Teetoo as a facsimile Clee human illusion. "Release protocol."

Maybe Real Jake and Tord exit the fighter and follow the control plate trolley along a new corridor with Teetoo and Ynrays.

G'cd. "Quickly."

The Cirdr Freighter.

Cirdr ship machines examine the booty while the pirate group conference.

Ynrays and G'cd know.

Ynrays. "You."

G'cd. "Clee fight themselves. They use an adversary gambit with machines to increase an evolutionary phase and lost their way. The game is real now.

Losses will rise until robots completely outwit the population. If we shut the main controller off it will be possible to disconnect all the weapons systems. The controller is closer to the sun. There will be bigger treasure

there."

A Private Room.

Maybe Real Jake goes through Cirdr records and finds a fragment.

Machine File Ynrys voice. "Bounce is yours. It will detonate if you try to interfere with it."

Maybe Real Jake inserts a technology connector from body to panel. After a few tries to enter DORS the Moson Guardian intervenes.

Moson Guardian. "This is forbidden."

The android is affected by the Guardian. Part of the Maybe Real Jake cortex and record sector is censored.

The Cirdr Freighter orbits planet Clee.

Busy warships, freighters and lighter robot fighter craft ignore them. On a screen technology architecture is overlaid with a schematic plan of the city below. A vast plate grows daily made of similar power control plates underneath the buildings. One central spire sends its authority to small dome sites scattered about.

G'cd. "To shut the central power source down is too risky. We can take a dome out and remove enough of the plates to make it worth while."

Tord. "Repair and replace compliance codes."

Maybe Real Jake. "Bubbles wants its share."

Maybe Real Jake stops mid sentence. The crew do not notice anything wrong.

G'cd. "Perfect. The maintenance robots will unscrew a section and bring it to us. What could be simpler?"

Clee Planet Surface.

The Cirdr shuttle lands on a thermal plate. A robot troop who look like mechanical Cirdr leave with Maybe Real Jake and begin to make connectors accept them at plug intervals along a supply road. Plates lever up on trays and trolley to the shuttle. Ten robots set out a grid pattern to place disruption buttons. Robots march around with Maybe Real Jake to make a diversion. They see no Clee.

Cirdr Freighter.

The first disruption is noticed straight away. G'cd sees on a screen a barrier erect then another around the Cirdr robot.

Clee Planet Surface.

Maybe Real Jake reaches a traffic way. An underground entrance receives and disperses same type vehicles. The Cirdr robots hear a recall and turn to go back. Maybe Real Jake jumps onto a vehicle roof that carries him inside the city proper.

Cirdr Shuttle.

When the robots enter the shuttle the Cirdr pilot takes off. On a screen one at a time the connectors dim. In orbit they do not get interfered with. Warcraft numbers in the vicinity increases.

Cirdr Freighter.

Tord. "The fire power is up. Not enough to bother us yet."

G'cd. "Jake found out the plates connect to a thermal source at the spire, tunnels, roads, guards. How is Teetoo?"

Teetoo. "Good. I'm good."

Tord. "We will not be able to just lift a dome off?"

G'cd. "We can. First we need to shut out the thermal source. The city surged when the connector located. There. There it is."

On a screen a map shows power converters at intervals not associated with the domes.

Ynrays. "What are the domes?"

Tord. "Clee? Where are the Clee?"

G'cd. "The dome? A score. Trade."

On a screen the captured Cirdr robot self destructs and its panel light goes out. Maybe Real Jake is visible as a signal.

Clee Planet Maintenance Road.

The truck follows a road in a central spiral down below the planet surface. When the vehicle stops a side opens and small containers exit the truck to

self wheel in a row. They roll one by one inside alcoves in an entrance wall that follows the street contour. The truck, now empty front and back, shifts and the roof quickly slants so Maybe Real Jake rolls onto the pathway. As Jake stands a well dressed human figure appears. This is a duplicate from the Clee prison.

Clee human simulacra. "Welcome mechanism. You look damaged."

First a shimmer wraps around him then the front and back of the vehicle detaches then moves to enclose the android. The rest of the vehicle reshapes to a smaller size and drives on. Trapped Maybe Real Jake waits. Clee Space.

A Cirdr shuttle drops Teetoo and Ynrays out. With their jet packs full they swoop a Clee warcraft. Its fighter escort does not recognise the biological pair. Both scratch crawl along the hull to a door control. A G'cd connector modified with Clee diversion calculations changes the colour and shape of the door. When the door opens the contour shape is not fit for humans. They move on and after a few tries find the fighter wing door. After it reads their weight it opens. Flyers zoom out and swarm the hull. Teetoo and Ynrays slip inside. Past the empty fighter platform is a level transit up to the control deck. Three Clee operate the panel from a riser step with their thin extender arms and do not notice the two. Each stands beside a Cleeclep column. G'cd operates a control to switch the dark BOBA suits to match the wall shadow. Teetoo and Ynrays attach a small modified Cirdr machine controller to the stacks. Three Clee pilots view the operation of the craft from between the two Cleeclep stacks at a console below an open vision screen.

Cirdr shuttle.

Tord pilots the Cirdr shuttle under the warship and anchors over a surface disposal hatch plate. Another Cirdr shuttle with a robot pilot scrapes past the front of the Clee warship front vision screen. Clee indicators show nothing.

Clee Warship.

The Cleeclap stacks no longer work. The Clee warship ship begins to descend to avert a serious collision with the robot craft according to plan. Ynryst sees the panel control for the zap bar. The three Clee stack. Teetoo watches as the Clee stack triangulates to set angles for precision. An alert knob on the panel is affected. Teetoo pushes a Cirdr controller and it walks quietly then sits next to it.

Clee Planet Thermal Road.

Maybe Real Jake is in a reassignment alcove. The side walls release the android and after several refits from a dispenser Maybe Real Jake is covered in a layer of Clee technology. On either shoulder controller strips activate the suit remotely.

Alcove dispenser. "New audio talk. How is it?"

Maybe Real Jake. "Good."

Shoulder Controller. "Take a shift down to level two."

Cleeclap dispense from a stack alcove one by one to attach on the top of a robot box. The robot box enters another similar truck container as it waits to fit to the height of Maybe Real Jake who stands in a cavity left for him.

Clee Warship.

Tord puts the last Cirdr disruption clamp around the hold door and goes back to the shuttle to return to the Cirdr freighter.

Clee Planet Thermal Road.

Rows of small box shapes pass by the vehicle before it stops. Thermal battery charger boxes exit wall dispensers along the road and fan out left and right on the pavement to line up outside in front of Maybe Real Jake. Maybe Real Jake attempts to leave his cavity and is grabbed by a truck mechanical device. Cleeclap boxes begin to line up outside the truck. One gets on a step and is brought to the height where Maybe Real Jake can examine it. The convex lid pops with a small noise. An arm comes down from

the truck roof and removes the top. Inside is a Cleeclep creature, a small mineral form with a clear sack shell and four little stumps attached to mechanical arms horizontal to the disc shell. Fascinated the android picks it up and puts it into one of several pockets that line the suit. A light in the pocket shows work is in progress. The box enters the truck and another takes its place. After a while the truck fills and boxes begin to stand and wait for their repair completion. Maybe Real Jake takes a Cleeclep and puts it back. Many truck loads later there is a rattle and bang. One of the near lines of roadside thermal wall battery chargers ejects many Cleeclep boxes locks up and a sector length shuts down. The truck wall pushes Maybe Real Jake onto the road to pick up broken Cleeclep. Numbers of Cleeclep look beyond repair. The central clear bag is torn and fluids dry quickly. Many Cleeclep move in a useless repetitive way on the road. Separated from the boxes there is no directive. Maybe Real Jake soon fills his pockets. He slips a few into his own pockets under the Clee suit. Clee Warship.

Suddenly there is an explosion. A hole blows out the rear side same place as the first damaged ship. In the space around the craft similar ships begin a fire fight. Flyer wings and fighters swoop and fire ray beams with little effect. Ignition points of each weapon detonates before any contact. The intensity increases as their ship leaves the proximity of the planet. The Clee stack descends and ejects in an escape shuttle. A gap separates the zap bar as G'cd's Machine Controller intercepts the alert panel knob. With the ship empty, Ynrays and Teetoo emerge from the shadows. G'cd operates the Machine Controller to open the hatch plate and the Cirdr shuttle enters and docks.

G'cd. "I have an overload compression hazard. The zap bar will not retract. Hurry."

Clee Planet Thermal Road.

Boxes still lay on the road. A robot dispenses from the thermal wall and

dismantles each box. Layer plates sit on a step in the robot and when it fills the column is brought to the truck. Filled already the truck pushes out Maybe Real Jake's cubicle and the robot inserts itself. Maybe Real Jake realises he is this robot substitute. The truck drives off.

Cirdr Freighter.

Tord. "We want more than a plate."

G'cd. "Plates good."

Ynrys. "Only a couple of Clee. There were hundreds at the prison."

Teetoo. "Try another landing."

Ynrys. "Jetpacks. We'll go."

Tord. "Wait. Show them G'cd."

On a screen the Clee escape craft disappears at a dome connector over a surface thermal plate sector.

G'cd. "Different design."

A clear canopy craft with a multi level control panel and two flat plate belly rollers behind the pilot chair swivels into the clear space behind them.

G'cd. "In a crisis Tord comes through. This is Xla."

Tord drops his cloak to reveal the Xla four limbs and dextrous fingers.

Tord wears a clear close fit helmet that moulds to his large features. He steps into the cockpit. Teetoo and Ynrys leave the jetpacks and lay on the roller plates. The power up swivels back the craft and it slims down.

Planet Clee Surface Target Plate.

Tord fingers swiftly keyboard to change the small craft. It blocks into a truck shape and ejects Teetoo and Ynrys separately.

Xla Rollers.

The wheel design auto functions switches both rollers to fit connections into a Clee grid plate. Levers come out of the plate to poke into the split cover and base of the roller vehicle and begins lift each human to a vertical position head face down. A dome cap spreads out and when it opens

the two humans slip below the planet surface.

Clee Planet Dome.

Clear refraction gives a helmet view of a deep fluid store of translucent dazzle. Ynrysts dares not activate for fear of disclosure. Each body is given a cushion of what they think is Clee essence that floats them along above in a gap under the power plate. More and more bags with extension spikes approach and poke at the pair. Unexpectedly Teetoo and Ynrysts sink into an ocean of Clee. The tiny spikes do not penetrate the armour as they move in a decisive direction fast then faster. They pass from one to another group. The experience is a pleasure of tickle.

Clee Planet Surface.

A Cirdr shuttle lands on the dome thermal plate. Robots rollout and collect the unconscious humans.

Sold out.

Teetoo and Ynrysts wake in cell beds in their Ballast cover suits. Their helmets sit in cabinets on one wall. The ship supplies includes air. A Cirdr trolley with its servant and a cloaked figure stand outside of the cell. The figure is Tegeeyher, a TGY alien species, a distant relation of the Cirdr. A TGY mineral body is small and held inside a structural adornment with a chassis and two cross bars that hold controller devices. Jets and rollers provide movement.

Tegeeyher. "You belong to me now. G'cd needs a cloud. Your turnkey."

Tegeeyher leaves. The trolley controller is Cleecl'cd, a modified Cleecl'cd made by Jake.

Cleecl'cd. "Job on."

Power surges and the cell darkens a moment. New alien TGY style suits appear in the wall and the helmet cabinet rotates to show new ones. A weapons rack lights another wall.

Cleecl'cd. "Biology. Time poor risk plenty worth much. Be lucky."

Ynrysts gets up and at the touch the weapons respond with a layout schematic

on the wall and a short text description.

Teetoo. "What job?"

Teetoo looks at the suits. A door opens behind one and the suit clear barrier opens. Teetoo sticks his head in for a look. A shadow like TGY figure in a cloak emerges from the dark.

Shadow TGY figure. "This way."

Teetoo waits a moment then enters the hall of a secret passage. The screen closes before lights illuminate the way. Teetoo checks his wrist bam. With no bracelet controller he dismisses its use. Not far along the passage reveals a large space.

Shadow TGY figure. "Help us."

It gives Teetoo a screen. Teetoo is thrust back into the passage and enters the cell with the new suit from the closet on. Underneath Teetoo wears his Ballast layer energy source. It feeds and controls all body and space suit functions. Wrist weapons remain as part of the Ballast under suit.

Teetoo. "There's no Ballast."

Ynrays. "We can't wear this. We need our helmets too."

Teetoo presses the shape against her hand from under his. She looks at the suit.

Ynrays. "This wont do."

Her wrist bam opens out to a piece of disc and slices off the arms and below the knees, then deftly cuts down so the material is a poncho. The sleeves act as a belt. Teetoo takes off the sleeves and cuts down either side and ties the pants off above the knees. The sleeve belt holds the cloth together. With the Ballast underneath the whole attire shape fits to their bodies. Cleel'cd returns at a same height as the humans in a well fit suit.

Ynrays. "Helmets! We need our helmets or no go."

The BOBA helmets dispense with no argument and they follow Cleel'cd down the ship corridor. Markers on the suits respond to door security and

provide a guide to the auto functions of the vessel. A slide door opens. There in a large hall ten robots set up in a vague human fashion stiffly try to work out how to move.

Cleecl'cd. "We will be official monitors. Train them well."

Teetoo looks at Ynrays. They stroll amongst the wobbly crew. Ynrays lifts one robot arm vertical and stands still. At a measure Teetoo stands in front of her to do the same. They march now with more emphasis on stiff control and again Ynrays does the exercise, Teetoo follows. This time half dozen robots have their arms up and stand still. Cleecl'cd returns with a trolley of uniforms, copies of Ynrays and Teetoo, for the robots. Cleecl'cd also wears a poncho and sash. The technology on front and back makes responses easier to translate and soon the robots in a line repeat the Teetoo drill. Ynrays is at a control panel and adjusts things here and there for individual robots. Each Cleecl'cd mechanism frame controller stretches across their back to the limbs. A simple brain made from a Cirdr mechanism is set in the middle. The rest is manufactured by the TGY. There is a vocal trip. Ynrays proceeds and slowly the robots mechanically repeat easier then harder phrases as they watch Teetoo perform the task.

Ynrays. "Up."

Teetoo raises arms.

Ten robots together. "Up."

Ten robots raise arms.

Ynrays. "Down."

Teetoo drops his arms.

Ten robots together. "Down."

Ten robots drop their arms.

Ynrays. "Left march."

Teetoo turns left and all march off.

Ten robots on the march. "Left march."

Ten robots follow Teetoo.

Cleecl'cd is back again modified to match the human shape more. This includes a look like BOBA helmet. It brings a weapons store. The robots file behind Teetoo, every gesture awkwardly a shadow. Ynrays turns the robots off. Cleecl'cd switches to helmet public address.

Ynrays. "No. Not yet."

Cleecl'cd helmet public address. "Please select a type. We will modify."

Teetoo. "What task?"

Cleecl'cd presses a tunic button. Small mineral species engulf the hall.

The din clatter made from rock like appendages is loud.

Cleecl'cd helmet public address. "Develop us."

The signal goes blank.

Ynrays and Teetoo Helmet speaker. "Armour good."

Pressure increases as the entire hall fills to the roof then subsides as the creatures leave. Robot parts lay over the floor. Cleecl'cd remains as parts stuck on a plate. Teetoo and Ynrays try to gather all the Cleeclep bits in a stack. The trolley control panel is destroyed. A TGY comes in with sweeper cleaners. A path is made to the pair.

Teetoo. "Cleecl'cd."

TGY. "Cleecl'cd?"

Ynrays picks up a fixed plate.

Ynrays "These pieces."

TGY. "There is another session. Soon."

A robot trolley enters and waits. Teetoo and Ynrays, baffled, try to get answers from the panel. There is no language context.

Teetoo. "The screen is gone."

Ynrays comments on the school of junior TGY.

Ynrays. "If we increase them technically they could tear us to bits."

Teetoo gradually sticks the Cleeclep pieces together. Ynrays applies what knobs still work into central features that react on the trolley panel. The TGY symbol chart repeats until there is a digital context and cell movement

is possible. Each soft cell with a spike is angled to another. At Octahedron stages separate and builds continue into a larger dynamic solidity. All the pieces make up four table sized structures. Desperate Teetoo and Ynrays go through the panel contents to find a communication operator. With no turnkey access is denied. Ynrays walks around to look for parts when the hord of unformed TGY return. Now each creature is attached to a helmet. A visible interior with a small tetrahedron internal motion changes the soft inner shell. They leave with all the robot parts not in use. The octahedron models retain their shape unchallenged or moved. The TGY returns.

TGY. "Next stage."

The panel symbols reveal little to Teetoo.

Teetoo. "Its not them. Its a controller machine."

Ynrays agrees. "Blanks."

Four creatures return formed up as a cube. Ynrays leans low to see how they mobilise. Only the mineral surface is apparent.

Ynrays. "Sound."

Teetoo. "Sound?"

Ynrays. "Wind, knocks."

She stands by the trolley to flick at this and that. Teetoo disassembles part of one project, removes a probe spike and blows into the hole. Ynrays with insight grabs the spike and another and Clamps the two. With a flick there is a twang.

Teetoo. "Well."

He ejects part of the disc to use as a blade and runs a slot in the trolley top. The spikes resonate a note like a tuning fork.

Ynrays. "Well."

Ynrays takes one and tries to push it into a cube with no effect on the hard mineral skin. She takes the spike and splits it with her disc blade, holds this against the surface and with a flick produces a tone. There is a light

response inside. A second cube set enters. At each outer front one of the Cirdr knobs sit central to the square. It stops an exact measure from the first. Teetoo heads to it for a close look. Between Teetoo and YnrYS a slide panel opens in the floor. A thin badly shaped limb crooks a gesture. From the dark a voice, the shadow TGY figure, says.

Shadow TGY figure. "Quick."

Teetoo and YnrYS leave. The slide closes and in the dark helmet lights show them they are in a transport that turns and moves off along a corridor made to fit. The hooded shadow TGY figure sits quiet. Soon they stop. A door opens and all get out. They are in a small room.

Shadow TGY figure. "Privacy is not forbidden. Tegeeyher does not own the ship. We trade what we make."

A view window clears to reveal a huge chamber.

Shadow TGY figure. "There is a group who wish to bring two evolutionary anti matter sheets into one area. The majority feel it will be calamitous."

Slowly in the space a shape appears. It is a star ship.

Shadow TGY figure. "This is ours. We. Borrowed it."

The stranger removes the shadow of its hood to reveal the TGY technology surround of itself. A vendor dispenses a vial on a shelf.

Shadow TGY figure. "Take this. Our sensors do not pick up on you. The ship is not aware of biology."

The window is covered by a screen map.

Shadow TGY figure. "Follow the path. You must enter the side away from this."

On the map a thick wall separates one anti matter sheet from the second different sheet as both draw closer together.

Shadow TGY figure. "Take these. The first is a translation stick to use on your panel. The second is an access key. This will create recess cavities on the way. The key makes you visible to us. This is the vial. And a small cloak. Hide them well. There see? Three main barrier cross walls. Beware.

Fare well."

They return to the cubes and notice no change. Teetoo places the stick on the panel surface. This shows several known intervention strategies. Tools dispense from a case. The humans use a tap code on the TGY helmet surfaces to keypad instructions. YnrYS takes a curve spool and wraps it from one Cirdr knob then flat holds it to a cube blank. It lights a moment and the knob becomes active. The trolley now has Cirdr control sections with TGY symbols easily understood. YnrYS adjusts the control until limbs appear on the cubes. Knobs are added from the internal structure. These detach. The limbs operate with simple movement. Soon four cubes begin a round of copy exercises on their own. YnrYS works on a sound tool when the TGY returns. This time it brings a new group. The TGY attaches one technology bar to each new group shape copy of the cubes and leaves. The TGY cubes stack into two at the height of the humans. YnrYS follows the TGY out and down the corridor when it stops.

TGY. "There is no place to go."

The creature continues and after another kilometre YnrYS turns back. With no escape there is no need to imprison them. Teetoo has a connection ribbon to the cube stacks. One strip goes to the transmitter YnrYS set up. YnrYS. "Well. That looks; does it work?"

The TGY stacks remain in the room unmoved. Teetoo and YnrYS ignore them.

Teetoo. "We got a diversion. We'll take these with us a while."

In the long corridor Teetoo sends a cube device one way and a another cube device the opposite way. With the TGY tool placed on a wall a panel shows and slides open. They enter a dark space where there is no sensation but a sound of movement until a panel lights up and opens. Across another corridor another panel and in this way they travel the large craft discreetly. Sometimes an arrow appears instead of panel and they run along the corridor fast to another panel. Eventually they enter a balcony that overlooks the industrial space of the antimatter sheets. Here the space

craft is taken up by two vast chambers with gigantic hoops that encircle black active anti matter power sources. The chambers are so big the hull is split to house them. The nearest hoop is beyond their sight. All they see is an empty void. They look for an arrow or panel. There is none. On inspection the balcony is a final ledge. Ribbon strips lay out a wall along to stop the fall of unwary stock. Teetoo and Ynrays cut enough strip away to make a rope. They go back the way they came and return with a weight. Teetoo swings the rope out to catch on an overhang in the scaffold roof above. Ynrays is the lightest and she climbs out and up to cling onto a bracket. Once there it is apparent there is a way with many sections of roof where they can stop and rest. The precipice is very high and to fall is to perish. Ynrays is slight but strong. She lashes one end of the detached rope to the scaffold and swings the end to Teetoo. He leaps and grabs hold. Ynrays pulls. Teetoo climbs. They hug in tenderness. Now there is a chance. Above the scaffold is a clear space before another level of passage ways crosses a gap over the vast cavity. The higher section looks rough and unused and a layer directly above them with a fluid barrier is structure not maintenance. There is no darkness here. They travel for days. One ledge rope to another. Rest and on. Eventually the make shift rope wears out and they are stranded. The only way is up. Ynrays climbs a bracket for a close look. No way. She climbs back down. Stuck, Ynrays risks her connector. Quickly a solution is reached by her DORS.

Ynrays. "The suit. Yours is the biggest."

Teetoo removes his helmet and the suit. With the wrist disc Teetoo's suit is dismantled. There is enough fibre to make thick string. Not enough to get across. Ynrays gets up and starts to cut a panel out of a bracket. Teetoo cuts another. A swing with a handle is made. It is short. The idea is to get across make another piece to lengthen the apparatus and continue. Ynrays is by far the most agile of the two.

Ynrays. "Let me go."

Teetoo hangs out with his legs on the ledge and swings the make shift trapeze back and forth with Ynrays below. Finally she lets go and pushes out to the next stop ledge. Too far. She falls into the abyss. As she falls she realises the vial might still be spilt onto the anti matter sheet. She turns in her drop to reach into her suit but before she can grasp the vial she is suspended by a shimmer barrier. Ynrays laughs out loud. Still with a smile on her face the shimmer gathers her up and dispenses her onto the anti matter outer road. Through her helmet and soft laughter she blips. Ynrays. "Jump. Jump. Its OK. Jump."

Desperately Teetoo pulls himself back onto the ledge. In Ballast grey he stares at the depths where Ynrays fell. Without her the mission is lost. Tears begin to show in his eyes. There is a click from the roof. The panel system between their scaffold and the next dislodges and a strip is withdrawn to shorten the gap. Teetoo openly weeps then hears faintly in his helmet on the ledge Ynrays laughter and voice. Astonished he places the helmet on, wires dangle, to hear her.

Ynrays. "Jump. Jump. Its OK. Jump."

After a time Ynrays calms down. The experience at Zaidhayth influences her and she removes her helmet. The freedom of this is not Eetoo. Around her the road is very wide. Ribbon barriers stretch to the horizon where the curve of the containment tube is obvious. At her feet mesh lengths of straight rods intertwine to make a solid ground.

Ynrays. "Where is he?"

From the helmet under her arm comes a faint reply.

Teetoo. "Soon. I'll be there soon."

Instinctively she turns and far away a figure shows against the background of the vast chamber. He waves. Ynrays heads for the figure. Close up the remains of Teetoo armour and the weave mixture of tattered ribbon and technology connectors barely covers the Ballast supply coat of grey. It glitters slightly, a comical look.

Ynrays laughs. "Well."

Teetoo. "Well."

He removes his helmet a moment and they look around. They replace the helmets.

Teetoo. "Time?"

Ynrays. "No. We get to the ship. Come back. How will we get off here to the next one?"

Together they stroll along the road next to the ribbon fence. A slight vibration alerts them and they move toward the middle of the road. Large cog boxes swing slowly up from the sides and vertical to the road stop. A moment passes and the whole construction moves a few millimetres in rotation. Before more movement Ynrays in a trance takes out the key. A cavity is made they can enter. They struggle to upright themselves as the box turns over to resume its place inside under the road and above the tube. Ynrays again uses the key. Teetoo looks out. The panel opens into a hollow section. A vehicle swiftly runs up and parks at the panel door. In the cab they are wary. Five machines of different sorts sit in alcoves. Each appears with a variety of alien attachments. Two can be recognised by limbs and arms as similar to the simple specimens first seen at the trainee hall. Nonplussed Teetoo says.

Teetoo. "Try the stick."

Ynrays reaches in and pushes the stick into one of the hominid robot holes. The whole section lights up.

Wall speaker. "About time. This is the wrong tube. The end section mechanicals will guide you under your instruction. Be careful. Ask the right questions. Monitors? Oh yes. Ignore them. Be careful Tegeeyher is everywhere."

Tegeeyher interrupts through the wall speaker.

Tegeeyher. "You are free."

One of the robots stands on the cab floor. On the wall a map lights up and

beside this a motion view of the road and the exit they will head for.

Teetoo says to the cab.

Teetoo. "The cab. It is still stationary."

The second robot hominid walks to one of the mechanisms and taps on buttons with a rod extension.

Second robot. "Still a bit to do."

The five mechanisms wheel out of the cab into the panel. There is sound of motion in the cavity.

Second robot. "OK. Soon."

Ynrays. "You know? You could use a new suit."

Teetoo strips down to the Ballast grey. Ynrays places the stick into a technical connector and pushes the suit into fit around an empty robot alcove. A pattern is left on the surface. The stick is placed against the dark of Ynrays suit and she leans against the pattern at a similar point to mark it. The key is fixed in place and a suit forms. Teetoo is satisfied with the connectors and the new dark plaid design. He smiles.

Teetoo Helmet. "Armour Good. Sixty percent."

A clear screen appears at the front of the cab as it smoothly speeds away along the centre road markings. The humans stand and sway as the cab elevates an up ramp to the outer boundary road slows and stops. Teetoo and Ynrays step out. Flat in the middle of the road a set of pipes circle a central cylinder. Behind them five upright boxes on spindly legs with thin tube arms alight from the cab. All wear a plaid design like Teetoo with a colour change where the robot upper control sits. This guard squad marches to the edge of the pipe surface which begins to rise off the road. The pipes rise to small up and down height variations like steps or organ pipes. A sphere shaped carrier twenty metres across with a flat bottom flies toward them and descends over the pipe system. Near the height of the surface machine extensions fold out and clamp to the road outside of the pipe boundary four then four more wide enough to walk up and where the

foldout starts doors to inside open. One of the robots with slightly different colours steps in front of Teetoo and Ynrays.

Robot leader. "We serve."

Four robots ascend and enter the carrier then stand at the alternate doors.

The robot near them says.

Robot leader. "Ready."

It leads them up to the carrier cavity. A wall cartridge belt dispenses thousands of individual vials to a clear central vertical supply tube.

Teetoo takes a vial from the conveyor. Ynrays takes her vial out and holds it near. They look the same. Ynrays looks through the open gap down the clear tube. Part of the circular road pipe creates a hole for the next vial. The central tube then rotates to another.

Teetoo. "Look."

Small robots made from tiny spindle sections embedded in the road gather up and try to enter the sphere carrier. Guard robot ray beams doorway fire hits the small box automations as they swarm up the extension ramps.

Mechanical connectors fail and pieces drop away. Debris scatters as they fall apart. The lead robot puts an arm inside a fixture in the carrier cavity wall. The fixture hole changes colour. The craft separates from the road and it lifts. Extensions fold in and automations continue to be fired upon as the vessel glides off.

Robot leader. "There is a stop. We will pass by and get to the target.

Please. Sit."

The sphere carrier approaches the anti matter separation wall. Massive square blocks align beyond the limit of Teetoo and Ynrays helmet scanners. They pass through an entrance in the block wall and fly down a wide corridor with walls several blocks thickness in depth. The group enter a vast central chamber. Ventilation cools the entire anti matter complex from a giant shaft open to space above and below. Shimmer barriers contain the atmosphere. There is a vessel on a launch plate. A sleek alien egg shape

sits with curved edges that make it disappear and appear in surface reflections. The carrier enters a new made slot in the hull where transparent walls make it easy to see inside. Teetoo and Ynrays enter an entrance hall which leads to a central area. The craft is set up with soft surfaces and colours. Two plush command chairs wait for Teetoo and Ynrays. An instrument panel in front of the seats flat surface glow gives no indication of access for grip or touch indicators. Ynrays takes out her vial, Teetoo his. Teetoo places his vial on the wall table. Teetoo leans in close to Ynrays.

Teetoo mouths 'Trap' so she may lip read.

Ynrays puts her vial beside the other and Teetoo lowers his helmet over the two. The helmet scan reads identical vials.

Teetoo. "What's the game?"

Ynrays. "We will be the vial."

Ynrays waves to the robot leader who bows from the sphere carrier. It rises and approaches from a different passage that opens for it into the hall.

The four robots follow and wait at the hall entrance.

Teetoo. "We want to leave. Where is Tegeeyher?"

Tegeeyher appears on a flat screen above the panel.

Tegeeyher. "You may go. Our study is finish."

Ynrays in front of the leader robot asks of it.

Ynrays. "Could you open for me?"

The lead robot's cube top section detaches and forms a flat plate. On one part a piece of Cleeclep cell is near a control mound. The DORS unit lights Ynrays temple. Ynrays in a trance uses her wrist blade to make intricate changes. Teetoo holds the vial on the flat of the wall table and slices it open with his wrist blade. Inside small segments similar to the road mechanical spindles intricately intertwine. Ynrays blade shifts Wafer layers apart and knobs appear either side of the robot top plate as hand grips. The head piece detaches with a click before the DORS unit closes down.

Teetoo cuts at different places in the wall where lines to the table indicated by colour change and light blinks appear. Ynrays pushes a part of her language pin into the surface and snaps a length off. She throws the pin section left in her hand to Teetoo. It lands on the table and he places it into one of the cut wall lines where there is a slot. Ynrays moves beside Teetoo. A hole appears on a line on the table. Ynrays puts the head piece neck into the hole. Behind Ynrays the bottom section of the lead robot follows and embraces her as she grabs one handle of the robot top and Teetoo the other. The lead robot bottom swings Ynrays away from the robot top plate with enough force so she has to let go.

Ship speaker. "The shuttle is ready."

The four guard robots crash tackle Teetoo and force him toward a chair. The chair violently reacts with his ribbon suit. Low hum increases in volume and a very loud clunk reverberates through the antechamber. Power up dims the lights. He dislodges the robots and hurls himself at the control piece on the table. It breaks off and is free held. The ship rises and begins to swing around slowly. It bashes into the vertical atmospheric space vent. The lead robot pins Ynrays arms and drags her away from the robot top plate. The action with Teetoo dragged at by the robots causes the ship with a swift upward motion to slam into the edge of the anti matter corridor. A cube section cracks. The ship scrapes along the floor while it is sucked further down the tunnel. Ynrays flips over the light weight of the lead robot into the wall. After repeated thrusts it breaks and releases her. Ynrays runs to assist Teetoo. Four robots attack them. Ynrays with her agility somersaults and slashes at the robots. She grabs hold of a handle and together with Teetoo they fight to control navigation. The ship swings slowly around again and in a swift change of direction smashes into the cube wall cracking more of the tunnel and the ship canopy. The impact throws Ynrays and Teetoo to the floor. Pieces begin to scatter off the hull, drawn by the anti matter power up. The first crack in the dock area creates

a break in the shimmer barrier to space. The ship flips upside down and drives hard into a wall of the corridor. Then it flips upright and hits the floor with a bang. The pull of the anti matter sheet drags it along as it twists from side to side. As the ship slows to a halt YnrYS wakes amongst a debris of robot parts. There is a loud hiss from the vertical space vent leak.

YnrYS Helmet. "Armour fifty percent."

Teetoo is face up unconscious on the floor. YnrYS quickly replaces Teetoo's helmet. His pasty face does not respond to the armour environment. Teetoo regains consciousness and whispers to YnrYS through her Helmet.

Teetoo. "The suit. Get it off. Its toxic get it off."

The hiss of atmosphere stops. YnrYS turns Teetoo on his back and quickly dials an emergency release on his wrist weapon. The plaid suit unclips. YnrYS rips the back off and this reveals a damaged Ballast layer. It powders in places as she turns him over on his back to remove the front. The Ballast suit layer turns to powder in places and has no shine. She removes his helmet. YnrYS senses a change. An open way appears in the chamber and YnrYS sets herself in a battle crouch. Two TGY in formal armour enter with a male Dndr. A column of fog is contained between the two TGY. A clear shimmer sphere encloses the humans.

Ship speaker. "Atmosphere One hundred percent."

TGY one. "Tegeeyher's gas is contained for examination."

Dndr male. "There is no biology here. You must come with us."

YnrYS returns to cut the damage away from Teetoo. A mosaic of rewired Ballast feeds the equipment that keeps Teetoo alive. The suit is of no use. The helmet feeds Teetoo air and is put on. YnrYS drags him to his feet. He assists but is very weak.

Dndr. "Do you agree? Be quick he will die here."

YnrYS. "Agree."

A tight shimmer moulds around Teetoo who is barely conscious and this helps

lift him into a stand position. Out of the vestibule a tube walkway leads them directly to the Dndr craft. Inside there is no sense of space around them. The walls are semi permeable and retract from the group as they walk in. The Dndr stops. A chamber opens with a floor and curved dome walls. In the centre two female shell shapes modified to take the humans stand open. Ynrays places Teetoo in one and immediately a soft jelly engulfs him. When she stands back the shell closes. Ynrays enters the second shell.

Star Ore Part 3. Lillian.

Machine Council, an entity with ubiquitous access and control to biological universe travellers, provides its Corx connection through City TAG. Strict Machine Council governance covers colonial contact with the Corx Five primal Drimodle. This does not include any requirement of native species with regard to contact of colonials. When Tressah gives birth to Error Wing Notwil, her gift transfers. Notwil, unaware of his special mutation delivers a translation to Drimodle of TAG. TAG stores Xelhn, Xepien and human histories, a vast amount of information. Secret files not available to inhabitants reveal individual details of colonial aspirations and technologies. Drimodle intervene in many aspects of city routine. Root ganglia infest buildings and this changes city life. An open pathway for Drimodle is created by ganglia via two towers. Citizens now day visit surface. A water way is made inside Sky Tower for Mollusc, the second species thought to be intelligent, to be close to their neighbours. Vinvr, a leaf shape capable flyer, climb above their own canopy limits. Covert security brings a type of corruption. Social unrest kept under control by Xelhn administration for centuries grows. Colonial official affiliates of Moson Corporation no longer influence administration. A sense of freedom comes to Corx city. Sections of the community separate into enclaves and begin to self regulate. With a smaller population move is no longer a

dominant technology. Exclusion becomes fashionable. Sections of Corx City population resent Drimodle and consider colonial settlement, not a condition set out by Machine Council, but a right to grow on surface as Corxians. As technology recedes various groups try to inhabit surface without success. No records exist of their current status. After fifteen years in Dndr hibernation Teetoo and Ynrays return to Corx City. Moson Corporation treasure, a peak commodity sought by Xelhn, Xepien and pirate traders, is buried inside Ynrays. Hidden, its existence is discovered by TAG scrutiny. Ynrays is a target. Eetoo who remain after the Bounce incident become citizens in Corx and revert to birth names. Ynrays is Lil, Teetoo, Pee. Bounce's Eetoo mission continues. Curve space motion in the Dndr hibernation capsule pressure cuts Lil and Pee diagonally with scars from the hairline over one eye to nose, cheek and jaw. This and a green tinge that will dissipate over time gives Lil and Pee an alien look. Quarantine will soon be over.

Corx Six Orbit. Bigdot Two. Observation Deck.

Three new graduate Corx Fleet Space Officers will observe the BOBA weapon when it examines Corx system. A public address system softly says.

P.A. system. "Orbit complete. Pulse active."

Corx Four Orbit. Bigdot One Rotation Platform.

Instructor Commander Xoh faces the assembly of twenty seven Space Cadets ready for the graduation orbit.

Xoh. "Stand ready."

A soft emphatic loud Hailer.

P.A. system. "Action stations."

The platform rotates to observation and helm level one. Three Corx Fleet Cadets move off at a brisk walk to their positions. Without pause the platform smoothly rotates to middle deck where four second level group Toothwing pilot crews march off. The platform moves the remainder down to maintenance and stores level where the twenty cadets engage freighter

apparatus space way access and multi purpose rescue shuttles. Commander Xoh captain's a rescue tug.

Starship Anchor Zone.

Outside of gravity influence starships in a long line continue to self build. BOBA provide guard from an automated Binba starship. The binary wall dispenser splits open and launches a small weapon drone that speeds away like a shooting star to search for external uninvited trans-universe entities around the Corx system sun and back.

Space approach to Corx Five.

A derelict becom smuggler transporter with new engines and black coated hull chemistry approaches Corx Five. Loaded centrally onto stretch scaffold is a massive stolen pre-Ballast liquid container. Passenger capsules line corridors down either side of the main hold. Two shuttle tugs with powerful pulse engines that rotate round thick bumper sides or push from one oval end sit in front of the container scaffold area. Tug crews remain on duty all trip in case of problems. They sit at a table where prepared food is untouched and look at Captain Nar, a seasoned soldier. Nar knows Lil from Eetoo recruitment and is dedicated to her freedom.

Nar Tug Commander One. "We're comin Lil."

Xelhn strain Xepien tug Captain Chiffere views Ynrays Lil as treasure for Xelhn free colonials to use. What is hidden in her will be removed and her alien change examined in detail. The Binba drone zooms through the old smuggler hull at the pulse engine without deviation and continues on its journey.

Orbit Corx Five. Fleet Command Satellite.

There is an alert at the old Corx Five LAWBOSS satellite, now Fleet Command. Alert buzzer sound in administration turns Fleet Officers to a wall screen board to view an indicator that shows on a Corx system chart.

Space. Approach to Corx Five. Smuggler transport.

Black camouflage hides an assault team cylinder. It falls into space hidden

by the shadow of the hull.

Transport Hold.

Emergency sirens go off in the main hold and lights blink for a moment.

Cafeteria.

Beeps emit softly. Food is drawn away. Helmets dispense in front of each tug crew member.

Transport Hold.

Nar's tug heads for the left facing side of the container scaffold. It swings hard, breaks open a hull tear and bashes into a shift of Ballast. Captain Chiffere wedges his tug hard. It is stuck between the Ballast container and the hull deck floor.

Space. Approach to Corx Five.

Bigdot Two materialises out of Hyper drive and dispenses rescue shuttles. Container bracket moorings snap. Bigdot One materialises out of hyper drive and dispenses rescue craft. Passenger freezer capsules float out amongst broken decay. Corx Five horizon looms.

Corx Five Drimodle Surface.

TAG tracker accesses the wreck impact trajectory. This gives Drimodle time to create a vast shallow lake.

Corx Solar System Space. Corx Five Gravity Zone.

A tourist craft diverts at hyper drive entry, seizes as planned the assault team cylinder, then manoeuvres so Bigdot shuttles may transfer capsule survivors aboard. Nar's tug, ejected through the tear in the hull, now pushes externally from below. Bigdot One takes hold of the Ballast container by its broken mounts as it breaks through wide open hull cracks. It drags the container half engaged by the grab tool, half in free space, away out of orbit. Bigdot Two's open cavity grasps the pulse engine wreckage. The engine breaks off from the hull and Bigdot Two with enough grip holds on and moves away out of orbit. Chiffere's Tug is pushed into wreckage folds of the hull affected by ever more atmospheric entry heat.

Nar holds until pressure force damage no longer supports hull integrity. As the hull breaks up further the tug slips away to one side then limps at an oblique horizon angle with a diversion smoke trail.

Corx Five Surface.

Nar bottom scrapes the tug along a flat rock surface and with his crew runs down a Vinvr forest path until sunlight opens up ahead. A creature stands across from them in shadow. They stare in surprise. Nar does not know about surface bipeds. Notwil waits then runs off. Nar and the three crew follow at a good pace along a curved path. Notwil leads them back to where their tug should be. It is gone. Scrape marks show on the rock. A Toothwing carrier skims Drimodle Vinvr forest and lands on the open ground. Fold out seats dispense from a rack for Nar and the crew. Nar looks around as the path closes off for Notwil who is no longer with them.

Corx New Lake.

Lakeside Toothwing carriers sit on sand ready for casualties. Overhead another Toothwing drops dot spotters. Four android rescue divers headlamps on and with weight belts walk under toward the wreck through sandy churn. The divers activate tiny jets to propel them in the deeper water. One by one rescuers attach lines to capsules stuck in mud and folds in the wreck. There is a surge swirl of mud. The dim lights of Captain Chiffere's tug thrusts out through split wreckage, surfaces and beaches. Stunned Chiffere and his crew head for a Toothwing. Hull twist screech increases and more wreck, apparently under its own weight, goes under.

Corx City Space Pad. Early evening.

Passengers land on Corx city riser platforms above several towers. Flyer hangers line the lander platforms. Captain Chiffere and Nar head for a hanger as a small Toothwing obviously modified with powerful engines to speed their escape is brought on an auto trolley from the tourist craft side exit of the assault cylinder store.

Captain Chiffere. "Get flight cover. Wait till I leave."

After the Toothwing leaves Nar steps out of hanger shadows and walks to a fleet command fighter.

Corx City Space Pad. Tourist Vessel Foyer.

The container assault group mix with capsule crew survivors and chosen passengers of the tourist craft to distribute travel carries that contain android gang costumes and pistols. They easily pass through quarantine monitors and TAG.

Tower Promenade balcony lodgings.

The assault groups enter rooms with balconies on different levels opposite Xepien Hospital exits. Insignias register with android gangster groups who already exist. The false gangsters dial down surveillance so TAG reads no overload on pistols while they prepare. Faster than city load rounds, the modified pump charges break open and release clamp stunners. There will be time for one shot before security responds.

Corx City Drimodle Tower Ledge. Dawn.

Avaker's old Cyborg companion lives with him. Its sensors experience a new world from a table in front of his rooms at the edge of the tower cliff at Drimodle gap where Avaker sits to catch the slight thermal. Recreation pills dispense from a table vendor. Ex-eetoo Kos, Phy, Yel and Ze spread out in a natural self defence posture walk toward him. Behind them under the cover of higher street levels is the city human sector. Avaker says to his Cyborg friend.

Avaker. "Let em come."

He swallows a few pills. Kos waves. Migyte, an android in fashion armour with a looks big pistol holstered side arm joins them from the street shadows. Colour markers sign more android gang members on point at different street levels. They will repel another gang attack with same pistol loads. Pellet splash contact against the armour target zone will warn or disable any android gangster. Blue to aqua changes show in a cloudless dawn sky. A vendor shelf dispenses drinks. Already smoothed out a

bit Avaker looks up at Kos.

Avaker. "Beautiful."

Kos. "Yeah. Who knew."

As Avaker stands he is a little stiff. They look again then walk slowly down the tower stairwell with its open cliff view.

Corx Five Surface. Tower River. Dawn. Notwil.

The Vinvr Flutter waves its hollow crinkles into many pages, back and forth, to make soft breeze over Notwil as he sleeps. Fuzzy is an old Mollusc provider of soft fur comfort. Sleepy Frond music rhythms slow and cease. Fuzzy fur gently wrinkles to nudge Notwil. Notwil's tail reaches out to caress a Frond.

River Sandbank.

Dressed for the city Notwil wears a Xelhn wrap and clip trouser with its tail sheath and a collar shirt. He approaches his Vinvr friend Puff with pleasure.

Notwil. "Lookin good Puff."

More Vinvr join Puff at the sandbank. They expand to get bigger and pump to regulate jet motion in preparation for the flight. Tri-stems fit their shape naturally into Vinvr pockets so they might accompany him.

Quarantine Corridor. Early Morning.

Colour indicators for Corx surface atmosphere change as Lil and Pee pass through closer to the Tower Promenade exit. From a side entrance Doctor Dimef Dvur and mutant Fortune join them. Dimef knows Lil and Pee from treatment visits. They pass through a final fog sheet into Tower Promenade city central.

Lil. "Is that really your name?"

Pee. "Pee? Apparently so."

Lil. "I don't know."

Fleet Command Fighter Transport Cockpit.

In dim cockpit light Nar slips an old Eetoo insignia on and taps it. This

is enough to unlock a fleet command flyer with very fast hyper drive and easy door access for passengers. Nar wants to pick up Lil not Pee. This fighter will overtake Chiffere's small Toothwing along Tower Promenade. Tower Promenade. Xepien Hospital exit. Early Morning.

Dimef walks alongside Lil. A semi circle of fleet command in casual dress keeps pace. Fortune, a mutant with many inhibitions wears gangster fashions and walks further behind. A young man fitted with a wrist weapon comes up alongside Lil from a rear guard position. It is Muffinor's grown son Glaxis.

Glaxis. "You look good Lil."

Glaxis slows again to keep pace with Pee. Nobody is too close. A flock of Vinvr leaf fly below rays of early sunlight in the shadows at balcony level. Notwil's city dress stands out slung outstretched under Puff who is a big flyer. Tri-stem carriers land here and there along Tower Promenade. Everyone pauses to look. Glaxis says to no one.

Glaxis. "Eatin. See?"

About five hundred metres down Tower Promenade north and opposite to them is the EATIN glow sign.

Glaxis. "Mother is there."

Muffinor was official city director in the time of Bounce crisis for a short while. Many leaf flyers continue on. Puff deposits Notwil well out in front of EATIN where there is room for several Vinvr who leave Tri-stems to disappear in shadow. The lighter Vinvr leaf fly further toward green cover higher up. False gangsters with several insignias emerge across from them on higher street levels and on Tower Promenade. Fleet guards relax.

Glaxis explains. "Androids. A social thing."

Kidnapper Cockpit.

Next to Captain Chiffere the dual body of a Xla co-pilot observes front and behind. They watch Lil's position below on a console map. Taxi slow and easy speed brings them no attention. They hover near the vertical point.

Tower Promenade.

Pee and Lil hear a whistle first. Everyone turns to look at the fleet fighter fly at super speed from the furthest end south along Tower Promenade toward them.

Kidnapper Cockpit.

The Xla pilot's rear body pushes a fire button.

Tower Promenade.

A line of light hits Nar's fleet fighter. More light lines fire out from city security. Quick as it is it slows to a stop and lands without incident still a long way down south Tower Promenade away from Lil. Shooters start. Glaxis and perimeter guards fall first. As Nar exits the fleet fighter he turns to look for escape. The two Fleet Officers who rush at him drop hit by balcony pellets. When Nar pivots for another direction to run his mouth opens in astonishment. A Tri-stem folds its centre stave over and taps his chin. He collapses with a small puncture. More officers run out of Xepien Hospital exits and fire back. Groups of gangster imposters attack and fire at angles into the guards. City security wall response hits two gangsters who fall. Pee and Lil rested and limber react fast. They somersault over shot lines. Pee, airborne, takes down an attacker with an aerial kick and as he moves to close up with Lil Fortune runs in front of Pee and takes three stunner clamps. Fortune falls back onto Pee who falls down too. Lil somersault twists as she delivers an aerial kick to one assailant, and in a final turn as she descends hand chops the neck of another gangster and lands badly. She sees Pee push the unconscious Fortune off and run toward her. Lil's ankle is damaged and as she rubs it Chiffere's specially designed Toothwing wings form a windowless enclosure around her. The Toothwing lifts vertical out of Corx City. Pulse engines scoot them into hyper-drive and they disappear into the sky. Shooters put their weapons down after a single shot. On balconies the false gangsters try to re-enter their quarters but there is no door. Fleet Officers enter from below.

Gangsters who attack in clusters fire more than one round. Fleet Officers scramble from Xepien Hospital to fire at assaulting gangsters. The assailants fall as they receive pellet fire from a new wave of Fleet Officers. Unconscious bodies litter Tower Promenade. Near EATIN several gangsters try to blend in or in the excitement run. From shadows Tri-stems run faster in front of them and staves rotate to chin inject all. Medi-beds auto flow from hospital exits.

Lower Level Four Maul Street. Canter's.

Lil, Pee, Terllis, Doctor Dimef Dvur, two Fleet Officers, Yel and Ze meet at a lower level of six tower in Maul street outside Canter's and enter through a fog sheet. Kos and Phy sit around a pill table. On a move wall screen a pair of beautiful big cartoon eyes blink at them. To the left of the screen a large lumpy ball of flesh wriggles. There is sounds of struggle and they hear Avaker's husky voice.

Avaker. "Heh; heh."

A fleshy fold roll exposes an untidy Avaker in loose singlet and baggy shorts. Canter releases Avaker who stands and smiles. The greenish skin tone of Lil and Pee is a surprise. Avaker crosses to Pee, shakes his hand vigorously and embraces Lil. As he steps back he feels invisible scars. His smile returns.

Avaker. "This is Canter. She loves me."

A cartoon smile appears and disappears on Canter's free wall communicator, then a text, 'He's pretty'.

Avaker becomes solemn. "Gone?"

Pee. "There is a crew of about sixty. A new earth planet. No star chart."

Avaker. "How long?"

Lil. "We think fifty; sixty years. Cell depletion. Who knows?"

Dimef. "We removed Avaker's Cyborg. Tell her."

Avaker. "Yes. Its fine. We live together. There's no Moson power."

Lil. "We want to get to Moson Corporation."

Avaker. "No time. Two hundred? If at all. Never maybe."

Human Sector Lower Level Brig.

Nars eyes open as he hears Lil say. "It is Nar."

Dimef. "He's awake."

Pee, Lil, Dimef and Avaker move close to Nar's medibed.

Nar. "Lil?"

Lil. "Its him alright. Nar."

With no make-up android Terllis does not look like Pee.

Terllis. "We want Carista returned."

Pee. "This is Terllis. My double."

Nar rubs his head.

Nar. "No. I'll take you. Its a camp. There's no maps."

Corx Four Moon Hideaway Camp.

The fleet hyper drive transporter lands well inside a large cave overhang

on a space pad. A clear entry section horizontally divides the wide vent.

There is no sign of occupation. No lights on.

Fleet Transporter Console.

A text indicator reads, 'No lifeforms'.

The console changes to a Corx system star chart streak line close to Corx

Four on the way to Middle Moon.

Fleet Transporter Cockpit Cabin.

Fleet Commander. "We crossed a trace line. It stops at Middle Moon."

Nar. "No. First hide her."

Fleet Commander. "There, Corx Four."

Nar. "That'll be it."

The fleet transporter reaches Corx Four orbit. The forward view screen

opens. A fleet rescue ship cluster appears as star movements packed

together over a small area in space above Corx Four.

Nar. "Good spot."

Console Speaker. "Chlorine, ion break up due to Flatscats."

Nar. "This is it."

Fleet Commander. "Suit up. We'll go on foot."

Android Terllis follows them to suit up.

Fleet Commander. "No. Not you. It's dangerous. Oh sorry. No. You wait here."

At low altitudes Toothwings skim a fog crater back and forth. Floodlight teams circle the crater rim. Fleet Commander, Fleet Officers, Lil, Pee, Nar, Doctor Dimef Dvur, Avaker, Yel, Ze, Kos, and Phy exit the vessel with communication tether lines to attach into a continuous circle of space suit searchers, helmet floodlights on. They descend through the fog.

Fleet Commander. "A bit worried. Land line communicator. Flatscats make atmosphere. A Xelhn biology. Eat dirt create gases."

At five hundred metres a helmet alert blips before audio and text.

Helmet P.A. "Corrosion alert."

Searchers try to stay in contact. Lines break against obstacles in the fog.

Fleet Commander. "No. No good. Alright. Everybody back. Make a head count. Don't leave anyone behind."

By the time they return the critical space suit corrosion gives off smoke.

Fleet Commander. "Get a P-finder. Where away?"

Console speaker. "Onway sir."

Bigdot One provides an Eetoo P-finder device meant to detect interference from outside the area of Corx space on its register. Rapidly it deploys in a grid motion with a conversion adjustment designed for these extreme conditions.

Fleet Command Sattelite Central Administration.

Coordinates show on the screen at fleet command as a dot that blinks on a grid.

Corx Four Crater.

The P-finder hovers over the mark. A beam throws a laser light line below.

Corx Four Fleet Command Transport Suit Room.

Another party quickly suits up. Android Terllis will not be deterred. The team heads straight there. Soon they hear flatscat herd noises. It is Carista. Her body appears bitten with more than half her torso gone and some of her skull. They carry her out on a stretcher. On return their suits smoke. Carista gives off gases.

Corx Five City Tower Promenade.

By the time the fleet transporter lands at Corx City it is daylight. Tower Promenade is different. An image of Carista as Lil is on every side exit each with different features but the same green tinge and costume. Many citizens and androids turn out to walk the street dressed and made up as Pee and Lil. Android gang armour is closer with dulled insignias and smaller pistols. Android Terllis and Lil stop at a corner to look.

Terllis. "It's Lil."

Lil touches the poster and the face changes.

Corx Five City Tower Lower Level Corridor.

Fleet Commander, Lil, Pee, Nar, Android Terllis, Doctor Dimef Dvur, Avaker, Yel, Ze, Kos, Phy and two Fleet Officers walk a tower corridor. Nar grabs Lil by the arm and pulls her through a side fog sheet. Lil chops Nar in the throat. He sprawls across the floor, sits up, grabs at his throat and looks at Lil. Her colour is almost normal. Lil with a stern voice of authority says.

Lil. "I am Eetoo one. Go home Nar."

Lil returns to the main corridor. Nar follows at the rear with the two Fleet Officers. Everyone stops to look at Nar.

Nar. "I can't. They'll find out."

Corx Five. Secure Android Tower Maintenance Room.

Android Tower is below the Deadrock shuttle platform. Deep in a secure section the remains of Carista Lil lies in a clear box in the process of preparation for Deadrock. Technology builds a security box around her. The new model is not Lil. A new face and body shape gives Carista an autonomy.

She looks at herself in the box. The Carista Lil android remains in bad condition.

Terllis. "Trackers in operation. Everyone is grateful."

Carista. "They plan to take Vinvr. The new ship."

One last look at Carista Lil then Terllis, Carista and two android mechanics leave.

Tower Promenade. Poster Corner.

Terllis, Carista and two android mechanics look at the Carista Lil poster.

Carista. "It is so; diminished. Like a dead thing."

Android mechanic Yeayem. "We must continue. This is not an animal. We do not live. Be grateful. This may be a mercy for our kind."

Corx city Deadrock Shuttle Platform.

Deadrock shuttle is very popular with its own riser platform. One side of the shuttle is open. Patrons enter as they want. Fortune boards Deadrock shuttle at the deceased security room entrance with the float box technology sarcophagi of Carista Lil. He enters a security room with the sarcophagi. Xelhn physicians Nkluglirrm and Shirnlaam step through a fog sheet and usher Fortune into another room where they begin to examine the new wound streaks.

Shirnlaam. "This won't take long."

Nkluglirrm. "Come. Look at this."

A model of a new space suit on a rack wheels out through a fog sheet into the room.

Shirnlaam. "New. hyper drive suit. Its not been tested?"

While Fortune takes a detail view of the suit documentation on a screen Shirnlaam enters the restricted room and inserts an examiner key into the sarcophagi. The screen lights up in another antechamber. Nkluglirrm uses codes to extract fine detail. An artefact found on the achilles tendon is a small Moson Corp. stamp. Satisfied they pass the coffin and return to the room where Fortune views the suit documentation on a screen.

Nkluglirm. "Not ready, a year perhaps, we may need to fit the first few to volunteers. Dangerous? Yes, a useful improvement for our system."

Fortune nods. "Dangerous. The design looks stable. Anyone?"

Shirnlaam. "Yes. You could be the one. Spend more time with us."

Fortune returns to his passenger stateroom escape capsule, a spacious sleeper fitted for his special mutant needs. A star chart points to the right position in space.

Bubbles Space Zone.

Escape pods protrude down one side of the Deadrock shuttle. Fortune's escape capsule pops out and flies into space.

Middlemoon Sattelite Bubbles.

Bubbles surveillance from fleet command is everywhere. Fortune goes straight to a vendor arcade and stops at a shopfront catalogue dial up.

Fortune enters his TAG into the screen vendor. Three vendors come through the fog catalogue, an ex eetoo human, an android and Xepien Finsta.

Finsta. "We will not be able to suit you. Your special needs make it unsafe and unwise. To enter open space is most likely lethal."

Fortune shows them a technical request sheet on the screen.

Finsta. "This is OK. Here is the Corx Five address. It will be ready."

Fortune leaves. The ex eetoo human looks at the request.

Middle Moon. Low Security Stores.

Long rows of technology, old models, machinery pieces and parts of builds line a lower level storage section. Security is a fog catalogue entry. TAG labels connect each article to surveillance. Vsvrneeka an Aox-bi symbiont, moves several pieces. Chiffere recognises a vague shape amongst the inventory. Chiffere speaks into the shelves.

Chiffere. "Its Lil."

Vsvrneeka's voice emanates from several speakers.

Vsvrneeka. "You possess her?"

Chiffere. "Lil is an android."

Vsvrneeka. "Hide her well."

Chiffere. "You won't find her."

Corx City Tower. Android Mechanics Secure Access.

Fortune travels down an armour wall corridor, two security spheres float either side dot weapons ready to shoot him if there is a problem. Inside at the address three androids wheel in on a stand a transparent torso armour. It is positioned close to Fortune. A switch control opens the torso section and it wraps around him. Two arm sleeves follow. On one arm a slide lever control with an override controller sits along the top of a thick pin barrel forearm cannon. The face contour cover is a clear over helmet. Xepien Shothna and the human nod.

Shothna. "The fire overload is one hundred metres. Do not be within one hundred metres."

Shothna points to a large pair of flat buttons.

Shothna. "Warning. Override. Go with care brother."

Corx Four Evolution Zone.

A move platform takes Fleet Commander Vluvlimer, Glaxis, Nar and two Fleet Officers all now in uniform down a blank move corridor on a platform taxi. The taxi stops and seats sideways into a recess auto wall creates in the corridor for them. Fleet Commander Vluvlimer. "Tracker. Zirhairterher. We like to know if it is near."

A continuous loop covered in tiny legs rotate walks across their fog sheet transparency and on down the move road.

Fleet Commander Vluvlimer. "I am a rebirth. Volvulmer was keep watch. She saw the murder of a citizen. Now I am Fleet Commander Vluvlimer."

Corridor Laboratory Fog Entrance.

Fortune slides the forearm pistol to the lightest mark toward the wrist, then steps through the fog sheet.

Corx Evolution Laboratory.

Five androids assist Nkluglirrm and Shirnlaam. They know it is Fortune and

take no notice. Their backs slightly bent all continue to work at a bench full of biological specimens. Fortune aims and fires slow and regular. When the pistol ball shots go through each android the burst of dust from the impact blackens the bench and wall. The androids collapse. Nkluglirrm and Shirnlaam still do not comprehend and turn unconcerned to the sound. Two shots fire into specimens either side of the Xelhn. Fortune shoots Nkluglirrm through the shoulder. In complete shock Nkluglirrm collapses. Shirnlaam is now aghast mouth wide and pressed back against the bench. Fortune. "Where is Lil?"

Shirnlaam is catatonic, unable to speak. A transparent security cylinder descends from the ceiling and rises from the floor. Fortune sets the slide up to high, holds the override, and fires. A hole is blown in the ceiling. The concussion bashes Fortune heavily into the floor. Smoke and dust begins to fill the room. Fleet Commander Vluvlimer, Glaxis, Nar and two Fleet Officers enter through the fog sheet entrance. Nar goes to Fortune unconscious on the floor. The instrument panel behind the armour is not live. Nar looks at Shirnlaam.

Nar. "Its dead."

Shirnlaam remains in place frozen with fear. Android medics, teck boxes, beds and medical staff enter the fog sheet from across the corridor to take into care Nkluglirrm, Shirnlaam and the five androids on the floor. Fortune is left till last.

Xelhn Evolution Centre Corridor.

Fleet Commander Vluvlimer, Glaxis, Nar and two Fleet Officers platform taxi stops in the front of a corridor entrance where two Fleet Officers stand guard.

Workroom Office.

A large office fronts a deeper room area covered in technical drawings, pictures of Drimodle and on the tables models of experimental hold cells, space vessels, space suits and broken rejects litter table tops and the

floor. Float examiners sample each specimen and artefact as they get to them. Fleet Commander Vluvlimer looks at a wall schematic of a hold cell. Fleet Commander Vluvlimer. "Plenty of this goes on. Some supervised. This is our dream gentle folk. Drimodle. How to extract Drimodle and live them here. Space travel. In exchange for settlement Corx Five. This lot is illegal. Forensics will list any regular visitor identities."

Glaxis picks up a glaze block from a bench and places the glass along a float bar. The bar reads technology and stores it for use in a capsule along the top sensor filaments. Sign of Lil will light a response.

Glaxis. "No. No Lil."

He goes to another glaze block.

Vluvlimer. "Leave it to forensics. We found a new location."

As the group walk out Nar picks up a model of the modified Toothwing kidnap vessel from a pile of pieces on a bench. All stop to look. They turn around and spread out along the extensive shelves to try to find more clues.

Corx Tower of Human Archives.

Muffinor and Pee view exhibits in a public gallery. The open space displays many objects from the earth colonial ship. Children run through part of a human sequencer, a large clear cylinder.

Muffinor. "We all come from this. Xelhn use them. This is the only model we kept."

Pee. "A new version could be; adequate?"

B.W.Seventeen. Middle Moon.

From an alcove the Xla pilot watches as Chiffere leaves the stores where Vsvrneeka hides. Chiffere steps onto the move road. Two Fleet Officers appear from a corridor fog sheet opposite and apprehend him.

Corx five Human Brig.

Nar enters Chiffere's cell. Behind one wall is a full one way view room where Fleet Commander Vluvlimer, Lil, Pee, android Terllis, android Carista, Doctor Dimef Dvur, Avaker, Yel, Ze, Kos, Phy and two Fleet Officer

guards watch and listen. Nar, beside himself with rage, attacks Chiffere with Eetoo martial kicks and punches. Chiffere, too tough, side steps, and with six finger grip and a forearm block fends wards off most punches and kicks. When Nar is near to exhaustion Chiffere smiles an unpleasant smile. Chiffere. "Slow Nar slow down."

Nar. "We. Will. Never. Get outta here."

Chiffere. "I already worked that one out. You got in mind?"

Nar. "Where is Lil? That is all."

Chiffere says clearly to wall surveillance.

Chiffere. "OK."

Corx City Tower Space Platform. Tourist Transport.

Two young Fleet Officers bring Chiffere and Nar to a room on the Corx Four tourist flight and leave them. Surveillance security combines with wall and TAG in the Corx system.

Corx Four Vent Space Port Arrivals.

Chiffere and Nar in space helmet work suits follow a group in similar dress when they leave the tourist transport. Both officers wait at a main entry as they walk past to surface transports. Workers go to flight hanger entries for surface connections or land transports. Chiffere and Nar choose a two seater sphere with basic pulse plate thrusters. The two young Fleet Officers look at each other then quickly go back into the larger vessel. After a vertical lift the sphere heads toward a dark horizon. In the tourist transporter lobby Fleet Officer Quoshy contacts Commander Vluvlimer.

Fleet Officer Quoshy. "Gone. No tracer."

Corx Five City Space Platform.

Fleet Commander Vluvlimer, Pee, Lil, Avaker, Doctor Dimef Dvur, chief mechanical surgeon Molin and Fleet Officers wait while a secure cargo is fitted into the fleet transport. A large white rabbit with a huge clock over its shoulder goes on board.

Vlavlimer smiles. "Our pilot. We must go."

Corx Four. Pirate Hideaway.

Chiffere leads Nar through a corridor exit to a platform taxi that takes them down a long rock tunnel. In a vast open chamber technology is busy. Large sections of alien machinery separators move Ballast from a base container to a refiner. Moulder vats for post automatic construction designs line a length of wall. Nar sees familiar free colony technology. In one section with a clear area big enough for carry vehicles, technical apparatus hold's two transparent cubes in position. There is a skull fragment in one and a second contains the contents of Lil's torso portion. Each lights up as a simultaneous slice removes an atomic thickness. Tiny armatures remove fine particles from the wafer and put each piece in a three dimensional pattern map over a clear table surface until a complete model can take place. In this way a true production of Lil's secret will shape. Nar is surprised and astonished.

Nar. "Real."

Chiffere. "TAG is wrong, see?"

A wall screen grows into a magnified view of the two body parts. The android area of manufacture is dead fluid that shows as dull background. Both pieces reveal tiny solid containers and from these a trail of dust disperses.

Chiffere. "It might be a leak. We need all of Lil to see. The secret may be this small spread of quantity. We need to find out."

Nar wonders if this is the real Lil.

Chiffere. "Our quest might be finished. We no longer require assistance. You should return home?"

Nar. "Will I?"

Chiffere. "I am no longer your commander Nar. A ship."

Behind Nar a fog sheet transparency reveals a shuttle in a vertical vent launch pad. Nar leaves. The fog wall closes.

Chiffere. "Is he convinced?"

A public address. "No matter. They will not find us in time. Please; continue."

Chiffere walks back to the platform taxi. He travels further down the long rock tunnel incline. The taxi stops at the entrance to a second secret chamber. Construction to equip several vessels is under way. Cages similar to the capture cell install into designer holds. A Maybe Real Jake, a mechanical Jake and a Xla look on.

Maybe Real Jake. "We win either way. Drimodle will sell anywhere; even in the system."

Open for construction each ship side shows laboratory modules in build process. Chiffere is impressed.

Space Corx Five.

The shuttle drops out of hyper drive. A fleet fighter follows Nar onto the Corx Five lander platform. Two Fleet Officer guards detain Nar and escort him to the human sector brig. Glaxis and another two officers enter the cell.

Glaxis. "Nar, we lost you very quick. Our technology did not go past our city limit."

Nar. "Corx Four. Lil. Corx Four."

Glaxis. "You saw her?"

Nar nods. Fleet Command at Corx Four is put on alert. Available craft circumnavigate the planet. A P-finder is sent into orbit. Hundreds of ships grid the upper atmosphere with no result. Bigdot One jumps to an extended orbit on full alert action stations.

Corx Five Deadrock Shuttle Platform.

Glaxis. "What you decide Nar. We will be close at hand."

Glaxis turns and walks back to the platform riser lift. Nar enters the Deadrock shuttle.

Deadrock Main Tourist Transition Terminus.

Nar follows a group of children to an information tour shuttle entry. The small excursion flyer rises to hover over the building complex then transits slowly its perimeter journey. Nar walks past children to his seat. A vendor dispenses an easy fit space suit and helmet. With children only on board this catches everyone's attention as tourists do not usually wear space suits. Many giggle as Nar clumsily gets into his seat. Nar smiles back at them through a clear helmet shield. Children laugh out loud. Nar's vision window creates a wide vista of the cemetery complex below. Nar looks for alterations of the outer surface building.

Nar. "Vent details."

An auto motion map overlay appears. Vent details highlight as they approach. One section is secure near glaze storage. New work is visible. Nar quickly switches off the map. Easy to see street vent control temperature pipes go into each crypt. Vents keep the underground at the correct temperature. No build up of heat is allowed.

Deadrock Main Tourist Transition Terminus.

Nar leaves the tour shuttle and takes a fog barrier maintenance surface exit. The transition space contains tecboxes and maintenance equipment on shelves. There is surveillance. Nar removes a multi tool from a robot arm off a shelf. The connector light goes off without security notice. Once outside robot tecbox flat trolleys move casually and slowly around Nar as he walks the perimeter road. One side is the wall of the cemetery tourist complex and to his right the undeveloped rough surface of B.W. Sixteen. Nar counts softly as he walks past a vent.

Nar. "Fifty three."

Nar turns left into the lane where vent pipes flow into a new barrier wall. Nar whispers into the helmet control strip.

Nar. "Extreme life support."

The suit generates utmost energy stimulation through to all external body functions. Oxygen and heat increases and wind from extra conditioners makes

a noise in his ear. Nar lifts his multi tool and begins to remove plug fasteners. Each plug fastener sits inside the tool to be reset. The thermal barrier and tecbox access point is open enough for Nar to slide inside. Nar closes the wall. Inside the helmet light is diminished by the impenetrable dark. There is noises as he feels his way. A tiny helmet screen blink feed shows Nar to keep on. Dimly the helmet light shows a different design on the crypt wall. There is no door. Nar works a portion of wall apart. A blue crypt light warns him.

Nar whispers. "Emergency. Shut down."

All functions turn off. He slips through the crack in the crypt wall.

Quickly Nar follows gas mix pipes a few steps. The sarcophagi is in the middle of an empty room. The side sits at an angle on the lid. The body remains of Carista Lil is not there.

Corx Deep Space.

In open space Lil's shuttle drops out of hyper drive. The Crusher carrier grows in size as the shuttle approaches, pulse plate active. The hull is dulled by a cover of full armour. Only the line of helm deck shows lights. When the left side barrel opens a panel to indicate where to dock light shows the way. The shuttle enters. Fleet Commander Vluvlimer, Pee, Lil, Avaker, Doctor Dimef Dvur, chief mechanical surgeon Molin and two Fleet Officers disembark. The platform is new. It sits in a vast cavity big enough to launch Bigdots or fire the feared pulse bam. In front of them on different levels small Corx fleet ships assemble. This includes a Pinfighter group of two and a seventy five flight of Eetoo grade Toothwing strafe weapons and newer Corx system flyers. Forward the armour bulk head separates flight deck from the rear compartment. An Eetoo Fleet Officer in plain uniform greets them. Helm Eetoo over the public address.

P.A. "Target range. Time correct."

Crusher Helm Deck.

Many Eetoo in uniform gather on the helm deck. The big screen stretches

right along the deck and reaches the roof. Helm central vertical bars separates the screen into three independent views.

Helm Eetoo. "All ahead slow."

The target is cigar shape, long thin with a taper to either blunt end. A rear pulse is active. The vessel does not alter speed as they near.

Eetoo One. "This way."

Eetoo One leads the Corx Five party to a lift. They exit to the central divider hall below and walk toward the left barrel. Construction clearly is still under way. Pipes self adjust. An observation and control deck at the start of the left barrel entry gives a wide platform view. Eetoo in space suits and tec equipment work on scaffold. Dots fly in and around to record. Central to the Crusher barrel amongst the scaffold is an empty space with the same cigar shape as the target vessel. The end of the left Crusher barrel is open to space. Pee grabs Eetoo One's shoulder and nods toward Lil. Lil grips a hand rail; rigid.

Eetoo One. "This way."

Eetoo One leads the group back to the central divider hall. Pipes and glass tubes run from the scaffold to the right side barrel. The group enter the right side observation deck. A vast chamber is before them.

Eetoo One. "No connection Yet."

Right Barrel Chamber.

Technology fills the space. Vats, Control variation technology and other very large equipment modules surround the central glass case. Below a clear screen in a series of containment glass barriers four large cylinders protect small capsules that grow human blank bodies. Forward across is another cubicle with a very large flat table. The Avaker Cyborg laid out with tendrils that go everywhere runs overhead along a clear walkway. Control panels line either side.

Eetoo One. "This is a colonial technology. Not Moson Corporation."

Pee. "Four?"

A public address system connects them to Avaker's Cyborg.

P.A. "There will be four Bounce survivors."

Avaker looks at Lil.

Avaker. "We don't know. Really. This is pretty dangerous Lil."

Lil. "Get on with it."

Crusher Left Barrel Controller Observation deck.

Eetoo Controller public address. "Set auto alignment."

Scaffolds shift to adjust fine vibration is less than the slower change in the Crusher hull that needs to alter for flex at each weight variant. Both move. Helm Eetoo call is loud through a public address system.

P.A. "Auto helm. Action Stations."

At mark entry an absorbent wall is fitted against the rear pulse thruster of the target ship. This moves back into the Crusher barrel as the ship is overtaken and an equal speed achieved. Crusher technology throws out pipes to engage with the hull. A semi transparent force barrier keeps an open calculation between the Moson Corporation Ballast supply ship and any equipment yet to attach. The left barrel disconnects and starts to rotate to settle the supply ship and Crusher at anchor dock. Inside layers rotate and settle as the Moson Corp. stamp on the supply ship lines up with the Crusher technology. Avaker's Cyborg takes control.

P.A. "All stop."

Eetoo One. "This is it."

The right chamber group hang onto rails. Crusher's left forward bulkhead closes quietly. The Semi-transparent force barrier changes colour. The new material absorbent technology barrier change approaches the ship and stops. Moson Corporation technology is an unknown factor. The explosion from an incorrect assessment is an unknown factor.

Public address. "Set."

Corx Six.

A meeting of free colonists. A woman is halfway through her thoughts. The

room is big enough for many more people. All appear in a casual and military work mix fashion and sit around a clear area in use of the present speaker.

Woman one. "We sick oh orl dem make up peobbles."

Several listeners. "Yeh yeh."

Woman one. "I fine dish een um ooff me grouer pond. Its no need. No brober greade woo in."

The woman goes to her seat and sits. A woman in a technical less casual suit stands in front of her chair.

Woman two. "Atmosphere ease off point twenty in sim rainers. Gude een muff fir ease ter stoitt."

The woman sits. Man one walks into the speak area.

Man one. "Sore Rea? Watt a bit dem ole doll? We kin liff orl red eye; jess doe more eye bet."

Man one returns and sits. Man two goes to the speak area.

Man two. "We dry nay zirgle dear. Eye gude day grouer ubb fie spee chies. Eee din buy id. Stay. Ear."

When Nar enters all turn to look with fear in their eyes.

Corx System Deep Space Anchor Zone.

A crate in cover armour rotates slowly in space until with a thud it hits the hull wall of the Binba automatic guard shut down until the next weapons launch.

Space Outside the Visible Atmosphere of Corx Five. Day.

From the darkness of space four small objects drop out of hyper drive. A cloak loop dissolves to scatter any signal. The barely visible ships dim streak of meteor light have no detectable sign as they begin to free fall through into Corx Five atmosphere. The tiny craft show as small dots that free fall at an ever faster rate through the upper atmosphere. Modified pulse thrusters light up at an altitude of five kilometres when they reach peak speed for engines.

The Kidnap.

The small ship is an open plan with a front cockpit where Chiffere keeps an eye on a screen of fleet command. The kidnap cell catcher is visible behind a glass door next to enough area to walk around with engines to the rear behind a heat wall. Fleet command huge satellite is a spot on a plain screen. As the engines fire up a dot cluster cloud appears disappears and reappears above their group and quickly spreads across the planet high above at an altitude outside of Corx Five's atmosphere. Gaps can be seen as the cluster thins out and escape lines show on an overlay on the screen. These begin to shrink as fleet command fighters get closer. The kidnap craft slows to make the catch. They descend beneath the Drimodle forest canopy. In the Drimodle forest Vinvr leaf fly routinely between high Tri-stem where many attach and stay in a normal daily travel experience. One kidnap craft flys amongst the Drimodle almost at ground level. With its catch vent face up and flap open it easily inducts a leaf flyer. Pulse engines shoot the craft vertical. One kidnap craft breaks viciously tilting the craft vent flap forward to net another leaf flyer. The four craft vertically escape within seconds of each other. The capture cell holds the Vinvr leaf but each leaf converts to a ganglia form eats a hole in the cell floor and escapes as dust into the atmosphere. The kidnap craft auto slows to control turbulence. Chiffere shifts to horizontal. The hole leak is enough to stop any thought of exit to space. He needs to find a safe place to hide. The screen panel display shows fleet command close. He cuts the engine. The craft is aerodynamic. Twin toothwings open partially to stabilise an ever unstable flight path. Chiffere drops into a gap in the Drimodle forest. The kidnap craft shape digs into the soft soil. The front dips and the tail rears slightly until momentum is used up. It stops in a resistance mound. On the screen the panel displays a swift automatic reduction of heat on a gauge. Outside, the hull surface changes into camouflage mode to blend in. Chiffere, out of sight under the canopy, hears

Fleet Command flyers zoom across the sky.

Drimodle Forest.

Drimodle make no noise. Twilight approaches and shadows darken. Anxious Chiffere leaves the safety of the cabin to look around at the damage. Drimodle jungle is dimmed by forest canopy. There is no sensation of movement. Several Fronds and Tri-stems quietly re-erect along the damage path of the crash. The sturdy kidnap craft looks undamaged. He steps back inside. The power is down and no lights work. Chiffere looks at the cell. A Frond pokes through the hole. As fast as he might Chiffere grabs a cutter and opens the cell door. The Frond slips back out. He finds tools and repairs the hole to block any more entry. Night approaches. Chiffere manually uses a flexi cover to shut out the forward clear screen. In a foetal position Chiffere waits it out.

Corx Six. Fleet Command.

Nar and six free colonials in military costume meet Fleet Commander Dox in a large room. Two Fleet Officers assist. A wall screen displays the Corx Eleven deep space sector. Xelhn androids work on another Ring of a new trans-universe vessel. A second Ring is visible in space nearby. Shuttles move about from one float container. A skeleton framework builds. On the screen number scrolls of two columns of eight digit population estimates change the weight values of Corx Four and at a near half measure, Corx Six. A weight shift estimate below each column shows Ballast use. Corx Four is near to ten times Corx Six. A bar motion graph shows Ballast production slowly diminishes and is at two percent of demand. The screen focus switches to the Ring of the new trans-universe vessel. There is unidentified activity in one sector. The screen switches to an enlarged image of Xelhn Director Flomiln, once in charge of Corx Five city, now commander of build construction.

Fleet Commander Dox. "Volvulmer?"

Xelhn Commander Flomiln. "We think deceased. No body still we find no list

for seclusion that makes sense for her. Xelhn do not rebirth. Seclusion;
rest; a similar not identical process."

Fleet Commander Dox. "Good work Nar. If there is an action to convert the
Pod into a different technological change Machine Council will approve?"

Wall replies. "There is no plan in place. Machine Council does not approve
this action."

Fleet Commander Dox. "Alien out of system technology in play?"

Machine Council rules can deny alien information about activities to do
with colonial contact.

Crusher Right Chamber Walkway control.

Avaker's Cyborg is head of medical procedure. Pee, Avaker and Doctor Dimef
Dvur intense scrutiny assists. Chief Mechanical Surgeon Molin faces the
other side to monitor the human sequence controls. Below the walkway
filaments drop slowly from a line of small Cyborg operated machines. Robot
arms wait over a very wide soft white preparation table.

Crusher Right Chamber Body Modules.

Filaments connect walkway lines, vats of chemicals, formulae from colonial
upgrades and contemporary technologies to blank body feeders. A right
barrel observation deck high in the chamber gives Eetoo One, Fleet
Commander Vluvlimer, five Fleet Officers and interested off duty Eetoo the
opportunity to watch behind a clear barrier. Lil, her scalp bare, lifts
onto the table. Lil wears only a space suit under soft short. Tape tube
flat catheter straps on both thighs show when she positions herself face
up. Lil shuffles around then lays flat eyes open. Pee is the only witness
to the original BOBA operation.

Pee. "On your left side may be better."

Lil smiles. "Fuck off."

Filaments rise up through the table soft fabric and enter Lil. The cilium
renders Lil unconscious. Catheter pipes worm up along each limb and attach.
Cyborg filaments lower and enter. Robot arm operators descend. A complete

red incision line appears around the cut area that follows where the removal portion of Lil will take place. Her eye is circumvented and most of the skull. The right ear and temple is inclusive with a large right neck and torso area that stops at the hip. A robot arm extends a flexi tape scalpel that inserts under Lil's skin and contour cuts efficiently away and down the incision area. Blood spreads freely.

Observation Platform.

It is difficult to see the flap and guts removal process through the fast tangle movement of robot arms. A screen shows every detail from a discrete distance. A second level thin shiny table now sits over the top of Lil's right arm where the body parts lay. More robot arms work over these parts as more filaments insert.

Wall public address. "Unarmed BOBA shuttle."

Pee. "Let them in."

Eetoo One, Fleet Commander Vluvlimer, five Fleet Officers and two Eetoo turn to leave. They hear Pee.

Pee. "Stop. See? The peritoneal layer is false. See? A slight discolour? This is a Sirdir implant. It's a live decoy cover. Care now."

Deep Space Eetoo Flight Guard.

Crusher approaches the Moson Corporation Pod. Eetoo fighters in shifts fly in a sphere formation around the Crusher. At intervals fighters continuously enter and leave the rear left barrel flight decks. A BOBA shuttle pauses at the outer guard boundary then moves forward with an escort of new fixed wing Corxian fighters.

Crusher Right Chamber Walkway control.

Avaker. "Well?"

On a panel in front of Doctor Dvur a temperature gauge indicates the operation chamber drop to a lower level and all stops. Lil is put into a deeper suspended state as the temperature lowers more. On the table robot arms retract. Different robot arms descend. Lights dim. The screen control

panel colour codes change. More control is given to Avaker's Cyborg. Filaments lower from the walkway and insert into the new robot arms. They light with a tiny glow. Along Lil's exposed innards sensors stop to examine.

Corx Deep Space Anchor Zone.

The orb of the Moson Corporation Pod is over fifty kilometres across. The size dwarfs Crusher. Close, the glow is intense. The target position is a black dot central in the glow of the Pod.

Crusher Left Barrel.

From the rear compartment all Eetoo guard flights launch from every level.

Corx Deep Space Anchor Zone.

Eetoo guard now extends around the Pod as well as it can. The margin is wide and inside this barrier a Corxian freighter drops out of hyper drive. There is a disruption wave that wobbles the Crusher slightly. A shuttle embarks.

Observation Platform.

Eetoo One, Fleet Commander Vluvlimer, five Fleet Officers and interested off duty Eetoo now include a BOBA crew of two who intensely follow the procedure.

Wall public address. "Corx Six Fleet Commander Dox and party."

Fleet Commander Vluvlimer, five Fleet Officers and two Eetoo leave the observation area. Two Eetoo, Corx Fleet Commander Dox, a group of ten Corx Six Fleet Officers, and Nar with six colonials in their own military costume crowds a room devoid of furniture. Fleet Commander Vluvlimer, five Fleet Officers and two Eetoo enter. When the ten Corx Six Fleet Officers surround Fleet Commander Vluvlimer and the five Fleet Officers, Eetoo One interjects.

Eetoo One. "Seal the room."

The Corxians all display anger in their faces. There is no possible way to use weapons. On an Eetoo base their weapons will not operate. Corx Fleet

Commander Dox after a pause is uncomfortable. Nar is very intense. Fleet Commander Vluvlimer is po-faced.

Fleet Commander Dox. "Vluvlimer is an imposter and under arrest."

Eetoo One. "Comrades. We are detained."

The entire assembly slump.

Crusher Helm Screen.

The Eetoo Crusher helm screen shows a depiction version of out front.

Crusher left barrel is a light brown spot. Gently the light brown spot lines up with the larger entry spot on the Moson Pod. The orb is huge and covers all the background screen.

Corx Deep Space Anchor Zone.

The between gap reduces very slowly. Lightning zaps begin to fire out of the orb which now is much brighter and covers all possible views. Crusher retreats until the sparks stop.

Crusher Helm Screen.

On the screen the light brown spot increases in size until it fits to the Pod dark spot.

Crusher Right Chamber Lil's Table.

A fine sensor goes across the surface of the Sirdir implant sheet where there is a grid of light.

Crusher Right Chamber Walkway control Panel.

Doctor Dimef Dvur stands in front of the control panel. In close up on the panel screen the spleen three dimension grid cover is in place. The doctor glows from changes as control nobs alter.

Lil's Table.

In close up a section of the grid lowers toward the alien Sirdir implant sheet and becomes solid as chemical change affects it. Force is applied and the procedure to retract the Sirdir implant sheet delicately goes through the final checks.

The Observation Platform.

Eetoo One, Eetoo observers and the BOBA crew watch with greater intensity

as the screen vision switches. Number groups and a colour code continuously blinks with colour changes. The procedure now is in unknown territory. Vision switches the codes and colour tables off and the picture of whole Lil on.

Avaker's Cyborg, P.A. "All stop."

Lil's table goes dark for a moment with only the dim grid glow visible.

Avaker's Cyborg, P.A. "Resume."

Lights come on again.

Lil's Table.

A second robot arm delicately siphons the alien Sirdir implant sheet away.

Crusher Right Chamber Walkway control.

Doctor Dimef Dvur glows from the changes as control nobs alter. Now a fine filter noise is audible.

Lil's Table.

The robot siphon arm continues along the main filament line until it reaches the temple brain connection. The robot siphon arm retracts.

The Observation Platform.

Eetoo One, Eetoo observers and the BOBA crew emit a loud sigh.

Corx Deep Space Anchor Zone.

Crusher positions its left barrel central to the orb spot, the entry portal for supply. The dark spot on the Moson Corporation orb fogs over, no longer visible.

Crusher Right Chamber Walkway control.

Chief Mechanical Surgeon Molin faces the body blanks control panel.

Molin. "Ready."

Lil's Table.

A robot arm connects one of Avaker's Cyborg filaments to exit fibres that enter from a connection box to Lil's brain. A second robot arm with a wide flat extension sensor activates a light that illuminates the box. Doctor Dimef Dvur speaks from Lil's side.

Dvur. "No change."

Corx Deep Space Anchor Zone.

The dark spot tip of an empty supply ship appears right of Crusher, ejects, and in its own time journeys toward Corx Eleven for resupply.

Crusher Left Barrel Forward Hold.

The left barrel supply ship pulse flap opens. This secures a fine power brake.

Crusher Right Chamber Walkway control.

Avaker's Cyborg P.A. "Connect."

Crusher Left Barrel Forward Hold.

Grabber tubes push at the supply ship hull and the force pressure barrier shows as it increases power.

Crusher Helm Deck.

Helm front view screen reflects a stronger glow on the helm Eetoo controller's face. The eyes of the helm Eetoo controller widen.

Helm Eetoo. "Battle stations."

Corx Deep Space Anchor Zone.

A vast cavity much wider than Crusher opens as a same colour funnel shape that perspectives into the centre of the Moson Corporation orb.

Crusher Right Chamber Walkway control.

Chief Mechanical Surgeon Molin faces the body blanks control panel.

Molin. "No."

Lil's Table.

A fifth filament attaches to another brain connector fibre. The small cylinder connection box opens with a flip. Lights activate along all connection filaments to Avaker's Cyborg technology on the walkway above.

Crusher Right Chamber Walkway control.

Chief Mechanical Surgeon Molin faces the body blanks control panel.

Molin. "Something. Something happening."

Crusher Right Chamber.

The vast chamber fills with activity. All systems activate. Crusher in its entirety blacks out for a moment. An eery spectral glow fills the chamber.

Crusher Detention.

Four Eetoo, Corx Six Fleet Commander Dox, a group of ten Corx Six Fleet Officers, Nar, Fleet Commander Vluvlimer and five Fleet Officers gesture in fear as the spectral light replaces normal illumination.

Crusher Left Barrel.

The forward bulkhead continues to open as the spectral glow changes all illumination in Crusher.

The Observation Platform.

Eetoo One, Eetoo observers and the BOBA crew look about bewildered. The Moson Corporation Bounce Guardian in control is heard by all.

Guardian. "Who enters here? Speak."

Avaker's Cyborg P.A. "All release. Times two. Times two."

Guardian. "One or all its all the same."

The spectral light dissipates.

Corx Deep Space Anchor Zone.

The Moson Corporation Pod funnel closes up.

Helm Deck.

Helm Eetoo. "Action stations."

Crusher Left Barrel.

Grabber tubes and the force barrier releases pressure. The motionless supply ship opens its access door. The transfer tube attaches through the Moson Corp. entry hatch. A pellet of artificial light acquired material blows down the tube and inside Moson Corporation's supply ship cavity.

Supply Ship Machine Connection.

The Bounce pellet enters the machine technology and deposits into a container. Motion sensors activate in the supply ship.

Crusher Left Barrel.

The thrusters light up and the ship launches.

Corx Deep Space Anchor Zone.

The supply ship enters the Moson Corporation Pod hull and disappears with no visual orb hull changes.

Moson Corporation Pod Internal Orb.

The light inside the orb is reflected off the supply ship as it moves to the centre. The supply ship flat round front dissolves. A sphere emerges and expands to double the size and sits. Tendrils appear in every direction. This is the nucleus. Ballast floods out to cover the tendrils and sphere. The new sphere of different translucent colour changes to the nucleus colour gradually.

Corx Five Kidnap Craft Interior.

Grey dawn fills the interior of the kidnap craft. Chiffere with a shrug gets up steps out and walks around the kidnap craft. There is not much damage. No noise. He returns inside. Chiffere risks a power check. The emergency monitor glows green from the control cockpit panel then all systems light up. He switches it off, finds a maintenance box of parts and tools and steps back outside.

Crash Site. Drimodle.

Suspicion makes him turn. Notwil watches from Drimodle thicket.

Chiffere says. "What are you?"

Notwil like the Drimodle is silent. Chiffere is stunned by Notwil's appearance. In seconds behind him the kidnap craft turns to dirty grey sand. He turns around at the sound as the sand dissolves into the ground. He turns back and can not see Notwil. Notwil watches Chiffere move around for the last time. Chiffere's body turns grey, stone like and he dissolves into the ground as sand.

Crusher Antechamber.

Eetoo One, Eetoo observers and the two BOBA crew now wait in an antechamber. Pee comes down the entry walk from surgery. He smiles and nods to all. One hand fist clenched middle finger extended over his thigh indicates to the BOBA crew to follow him.

Crusher Right Chamber Walkway control.

Pee and the BOBA crew walk the overhead walkway. White cover excludes

scrutiny on both sides of the walkway.

Pee. "All's well."

Avaker's Cyborg is head of medical procedure. Avaker, Doctor Dimef Dvur and Chief Mechanical Surgeon Molin continue their intense scrutiny. Artefacts on display in glass cases sit on a riser shelf in front of the Lil control panel. One long case shows the sirder camouflage neatly laid out. In another case there is two container sizes with a line between that sits on a bed of fine hair filaments. Both containers have marks on their surface. Only the temple smaller container is open. Pee gestures to the BOBA crew of two. They nod, look at the offered display and nod again.

BOBA one. "BOBA."

Pee. "Doctor?"

Doctor Dimef Dvur. "No. We're near finished. Pee? She will need you."

Chief Mechanical Surgeon Molin. "No. Perfect. Perfect copies. Go ahead."

The BOBA close to the panel enters a code. The second BOBA team member passes a small disc to the panel operator who lays the button disc on the panel. Both containers show a dim light and smoothly open. Inside the temple container is connection technology to the brain. In the larger spleen container three small artefacts remain. As the panel BOBA operator continues to put codes onto the panel key signs the small artefacts reveal colour code surfaces.

Panel operator BOBA. "The sequencer cylinders. Empty. There is a container. Below. Below Bounce. It is ours."

The second BOBA reaches right over the panel and snatches up the glass case.

Panel operator BOBA. "We will take this. Please. Come with us. We will share. The artefact should be opened in the presence of our BOBA. BOBA wait patiently."

Avaker looks fondly at his Cyborg friend. No response.

Avaker. "I will. I'll come with you."

Crusher Detention.

The BOBA crew carry the glass case ceremoniously in the hall with Avaker behind. They pass an open arch where the large group of four Eetoo, Corx Six Fleet Commander Dox, ten Corx Six Fleet Officers, Nar, six free colonials in their own military costume, Fleet Commander Vluvlimer and five Fleet Officers see and follow.

Crusher Right Chamber Walkway control.

Pee. "Well?"

Chief Mechanical Surgeon Molin. "Copy. Yes complete."

Avaker's Cyborg. "Yes. A Bounce record. I have it all."

Crusher Shuttle Platform.

Fleet Officer Quoshy, Android Terllis and two Fleet Officers exit their shuttle as the BOBA crew of two and Avaker walk past. An armour crate sits on the platform. With a small gesture the nearest BOBA to Terllis says.

BOBA. "This is yours."

Avaker. "Come. Come with us."

The two Fleet Officers join the BOBA crew of two and Avaker and enter the BOBA shuttle.

Corx Five City. Tressah Residence.

Notwil visits his mother regularly. Usually they breakfast or take a meal at EATIN. Today an anxious son sits on one of the comfortable softs head bowed forward and stress obvious. Tressah knows her son is in middle stage Error Wing transition. For Notwil it is unchartered development and monitors from Machine Council record all his activities in Corx City.

Tressah with her public popularity is able to tone wall down for privacy during some visits. Her instinct tells her to be guarded. A device provided to her on wall is activated and wall tones itself down. Tressah goes to her son and touches him with her gift. This intimacy is never shared. With care she chooses her words. A code to alert Notwil always works.

Tressah. "Puff still grows?"

Notwil. "Thank you. Yes."

Tressah. "What is it son? You look well?"

Notwil. "No. Yes. The transition. I feel nothing. I. I need to speak freely?"

Tressah. "Not here Notwil."

Tressah takes her troubled son's arm as he rises and they leave.

Corx City Secure Tower Room.

Tressah and Notwil stand in a room with internal and external armour walls, mechanical sphere blockers situate around the room and two Fleet Officers guard. The room is as safe as possible to divulge information.

Notwil. "Drimodle know my every move. The free settlers may resort to extremes that can not work. It is not safe here any more."

Tressah. "We know these things Notwil. A surveillance block zone is available on six and four."

Corx Eleven Xla Cavern.

In a cavernous dim lit area twenty Xla bend toward a central column. It is a death ceremony for the Corx Five Xla Drimodle kidnapper pilot.

All the Xla chant. "Arr Arr, Arr Arr. Arr Arr, Arr Arr. Oooshxla."

The four arms of each Xla reach out to the circle centre. An orb extends from a rod off the central column and as it circles the Xla touch it. When the orb reaches the last Xla it is the end of the chant. The orb produces a colour cap which is ceremoniously touched by the last four hands.

Corx Eleven Surface.

Rimrock falls at irregular intervals on the bare Corx Eleven rock surface.

A modest round space ship rises from the soil in a screw motion.

Corx Five Fleet Command Satellite.

Fleet Officers work in a large control room. A signal is audible.

P.A. "Beep."

Fleet Commander Vuvlimer. "Where away?"

Fleet Officer one. "BOBA want to resume at the mine. An unarmed drone."

Fleet Commander Vuvlimer. "Signal agreed."

P.A. "Beep beep."

Fleet Commander Vuvlimer. "Where away?"

Fleet Officer two. "The Xla. A Xla ship."

Fleet Commander Vuvlimer. "On screen."

Satellite images of the modest round flat Xla starship position as it slowly tips to angle slip its way through rimrock replaces the screen map. Increase in rimrock displacement is a clear danger.

Fleet Commander Vuvlimer. "Wall. Alert status and options for Corx Eleven SPAK satellite. Activate emergency codes please."

Fleet Officer three. "A SPAK drone in dock."

Fleet Commander Vuvlimer. "Make an order."

Fleet Officer three. "Sir."

Corx Six. Ocn Town Dream Landscape.

The ten kilometre diameter dome surface town is situated along an equatorial line that takes advantage of diminished solar activity, a design from Eetoo architectural files made to suit. With machinery in short supply Ballast producers and converters feature around the perimeter outside the dome. Further away a smooth road surface half a kilometre wide circles the industrial area. On the road a procession of technical carts also provide reconnaissance for intruders. Town Director Nar, in official coat, mingles in with the new residents of the new town of Ocn. Notwil is one amongst many citizens here from Corx Five. The population includes a large portion of free colonials, ex-eetoo, Xepien and Xelhn who will remain here.

Eventually Notwil nears the centre piece of the assembly, a metre square town model on a riser pedestal. Avaker sees Notwil and joins him.

Avaker. "You touch the dome."

Avaker touches the dome and a Glaze with features similar to Avaker stands beside them.

Avaker Glaze. "What area of town would you like to examine?"

Avaker. "The Cyborg residence."

Avaker Glaze. "There is no information for private residences. Cyborg replica tourism sites."

Dots appear on the dome.

Avaker. "Pick one."

The Glaze now resembles Notwil. Notwil smiles and picks a dot at random.

The dome becomes a flat area and central is an entry to a structure. Slowly the Ocn town model building becomes an alcove then a walk around shop style complex with vendor and display walls. The model stops.

Notwil. "Oh."

Avaker. "Did you meet a human? The new ones?"

Notwil. "I saw them together. No."

Avaker. "They do not fit well. I hope you get on."

Notwil follows Avaker through the small crowd. Tressah nods. Tressah is with Muffinor and Flomiln. Nar increases his steps to be with Notwil.

Notwil stops when Avaker does. Nar and one of the new humans turn to greet him. Notwil and the new human stare intensely and smile together.

New human one (unnamed Sor). "Weird alright. What do you think?"

Tressah. "Notwil. Its OK. Notwil."

Corx Eleven.

The Xla starship is through the rimrock into an open space zone.

Corx System Deep Space Anchor Zone.

Next to a line of two small and three larger BOBA space ships the Xelhn skeleton Ring circle of a new starship continues to build. Shuttle freighters deliver technology for the Xelhn android construction crew.

BOBA's mine freighter launches and the weapon drone becomes active.

Corx Eleven Deep Space.

The mosaic of Corx Eleven orbit rimrock is a close visible ball. The trans-universe Xla starship launch force space wobble causes chaos action that

spreads the nearest rimrock into an asteroid dispersal.

Corx Five Fleet Command Satellite.

Fleet Officers work in a large control room. New signals come on the screen. Spots represent a new asteroid cloud in deep space Corx Eleven.

Fleet Commander Vluvlimer. "Yes?"

A fleet officer. "We need an emergency action plan."

Corx Six Underground Residential Room.

Uneven rock surfaces feature in the room with flat walls floor and ceiling dug economically and fast. Notwil, in a cot, opens his eyes. Beside him Tressah sits in a comfort chair.

Tressah. "Notwil. Its OK. A diverter."

Tressah holds out a device and with it in her hand gestures about the room.

Tressah. "This is it. Sorry. These towns exist. Glaze towns. We broadcast dreamer promotions. Decoys."

Tressah puts a hand on Notwil's shoulder near the open strip that lets out the Error Wing skin flaps. They quiver.

Tressah. "Drugs. Does it hurt. Notwil?"

Notwil. "What? No. This is Corx Four?"

Tressah. "Yes. Not Corx City. Corx Six. We will be safe here. The new humans. Pee and Lil. Avaker is in Corx to bring Canter back. This will do. Its not safe. You were right as usual."

Corx Eleven Deep Space.

The BOBA mine freighter drops out of hyper drive a safe distance from rimrock spread that heads its way. Two drone mine craft launch and the freighter disappears in a hyper jump back to the anchor zone. The mine craft open cavity replaces a grind sphere. Induction Ballast converter processors attach directly onto rock. As a boulder passes one BOBA mine drone swings and lands cavity down.

Corx Six Underground Level One Corridor.

The corridor is well lit with smooth bare rock walls and floor. Tressah and

Notwil hear laughter and roller sleds before they see six children scoot past overhead each one face down to look at the Notwil features. Notwil in surprise shakes with nervous tension in reaction to the noise.

Corx Eleven SPAK LAWBOSS Satellite.

Boulders in front of the main asteroid cloud clip the SPAK LAWBOSS satellite. Explosives manufacture and fleet shuttles with dynamic pulse technology stocks pose a threat to Corx Eleven. An ignition could force a billion tons of mine rock back onto Corx Eleven surface.

Corx Five Fleet Command Satellite.

On the screen spots represent an asteroid cloud as it spreads through deep space Corx Eleven.

Fleet Commander Vuvlimer. "Wall?"

Wall. "A simple detonation will not suffice. Loop barrier a possible delay action. BOBA. SPAK surface notified. Loop is a trader technology."

Corx Eleven Hard Rock Surface.

On a flat rock plane a large transport tilts at an angle as rock fall bangs into the surface. Fifty metre boulder hits begin to land at irregular intervals closer to the derelict Becon. A stone shower that spits against the dents and hull corrosion now includes larger rock pieces. Below the transporter thick armour is a black Ballast converter. A shiny smuggler tug style shuttle launches from a tunnel underneath out through the tilt gap.

Corx Eleven SPAK LAWBOSS Satellite Zone.

The shiny smuggler tug style shuttle is on the scene fast. A cloud loop drop spreads over the huge SPAK manufacture centre. Rocks hit a cushion barrier and roll around before they continue on their trajectory.

Corx Six Underground Level One Parkland.

When Tressah and Notwil enter parkland they see Fleet Officers leave from the central area of seats and food vendors. Four Fleet Officer carers, Yerd Lyn, Aenn and Lew remain behind to assist. Children play chase with colour sphere noise balls. Yel, Ze, Kos, Phy sit with Nar and the four new humans.

The four new humans neat clothes and stiff statue freshness describes bodies of younger twenty five year old adults with no physical wear. Nar in new Fleet Officer clothes looks old next to the new humans. When Tressah and Notwil walk close enough one of the new humans turns, smiles, stands and walks toward them.

Middle Moon Stores.

Terllis and an underworld Xepien trolley the armour crate down to Vsrneeka. Terllis is unable to speak and leaves. The underworld Xepien is not able to find Vsrneeka in the shelves and leaves.

Corx Eleven SPAK LAWBOSS Satellite Zone.

Bigdot One and Bigdot Two arrive well away from the SPAK LAWBOSS Satellite. Both Bigdots launch the entire fleet of available tugs from wide Bigdot exit ramps. The tugs spread toward boulder targets.

Corx Eleven SPAK LAWBOSS Satellite.

When tugs reach the closest boulders the loop cloud switches off and the smuggler tug disappears. A small cannon fires a round at one tug.

Corx Eleven Boulder Chaos.

Bigdot tug shuttles push at individual boulders to guide them away or around their impact trajectory of the SPAK LAWBOSS Satellite hull.

Corx Eleven SPAK LAWBOSS Satellite.

Small cannon fire from positions on the SPAK LAWBOSS Satellite hull. These new weapons, low in number, rapid shoot explosives at smaller impact rock that pepper the SPAK LAWBOSS Satellite hull with dents and holes continuously.

Corx Five Fleet Command Satellite.

On the screen spots represent an asteroid cloud as it spreads through deep space Corx Eleven around and into the SPAK LAWBOSS Satellite mark. Fleet Commander Vuvlimer listens to wall as it relays impact data.

Wall. "Impact ten. Twenty. Forty."

Corx Six Underground Level One Parkland.

An old wing Xepien scoots down from roost bars and lands in front of Notwil

to look closer at the fine fur that pokes out of sleeves and shirt collar and his unusual features. The naked old wing Xepien is Xelhn strain with no human modesty. Notwil looks at the wings modified years ago now grey as the creature. The old wing Xepien does a slight head shake, looks again at the tiny skin flaps as they flutter then takes off. Fleet Officer carer Yerd approaches Notwil beside the new human woman.

Yerd. "Hello Notwil. This is the new woman. Sorry no names yet."

The new human woman is the same height as the three new humans. They realise together a significance. The strangeness. New human woman one (unnamed Bo). "You. You look human."

Notwil. "Xepien. Human strain."

New human woman one (unnamed Bo). "Xepien? What's that?"

Tressah. "Hello. I am Notwil's mother. I am Xepien."

The four walk to the group who sit at light weight tables. Yel and Kos bring tables and seats so they all may sit. New human male one like everyone stares a moment at the incredible Notwil features.

New human man one (unnamed Sor). "We got here. Trouble at the mine?"

Fleet Officer carer Lyn, nearest to new human man one notices the vague note in his voice.

Lyn. "Moson Corporation? Not to worry sir."

New human man one (unnamed Sor). "Oh. We. We will change. Like you? Five years adjustment they say."

Notwil. "Five years what?"

Tressah. "He means the change. Error Wings take five years. Notwil is not an Error Wing, exactly. Notwil is like you, new."

The chair back rest makes Notwil uncomfortable. He rises and walks to the nearby stack. Notwil takes a stool, replaces his seat and while he is up he undoes his Xelhn style pants that clasp like a skirt. The tail comes out of its sheath and sits on Notwil's shoulder. Notwil more relaxed sits. The old wing Xepien flies down and lands on the table. It laughs a screechy laugh

and wings back to its roost.

Fleet Officer Carer Aenn. "She likes you. Flyers do not breed. Yet. No zygote gamete."

Notwil is not an adult and the news does not seep into his brain. Tressah smiles.

Tressah. "Five years."

New human woman two (unnamed Tel). "Oh brother."

Everyone laughs.

Corx Eleven Underground Hideaway.

VSVRNEEKA in the hideaway beneath the becon transporter visibly protrudes as an assortment of technology amongst different pieces of new apparatus smuggler treasure that lies around the cave floor. The armour crate sits in a clear area amongst the technology. Xepien Mawks disconnected artificial arm leans on a module stack. No one else is there. Many use this place.

Xepien Mawks. "A box of rubbish?"

Vsvrneeka. "This is Lil. Lil is valuable. More than that trash."

Xepien Mawks looks around for a moment and with a tool in his only hand opens the armour crate. The crate sides fall away. Inside is a clear cabinet that holds the remains of Carista Lil in a thick liquid.

Vsvrneeka. "We can use the technology. Look at the artefact."

Xepien Mawks arm descends into the fluid. Mawks holds up and examines a thick goeey mess with visible grains and grains that sparkle as the thick muck dribbles through his six fingers.

Corx Six Underground Level One Parkland.

A Fleet Officer enters and walks across to Nar who sits with the new humans and whispers into his ear. Nar rises and follows the Fleet Officer out through an exit. Android Terllis waits in the corridor. Nar is stiff with apprehension. The Fleet Officer exits.

Terllis. "Tell me Nar."

Nar. "What? What is it Terllis?"

Terllis. "Treachery. Treachery Nar. I; did it."

Nar. "Lil?"

Terllis. "Treachery. I am not human. Help me Nar."

Nar. "I will."

Android Terllis grabs Nar by the shoulder.

Terllis. "Do it right."

Android Terllis turns and walks away. A chastened Nar returns to his seat, slumps and rubs at his thighs.

Ze. "You want armour for this."

Nar. "Its Carista. I. I better get her back."

Lil moves to sit next to Nar.

Nar. "I need a ship."

As Kos walks past he pauses and says.

Kos. "We'll use one of the old tugs. Some got cannon. I'll get onto Avaker. Get us armour. What else Captain?"

Corx Six Space Ship Stores. Tug Shuttle Hanger.

A group of Fleet Officers with, Yel, Ze, Kos, Phy and Nar suit up at the maintenance hanger. A shuttle tug is one of several fixed with rimrock breaker cannon. While they look them over Avaker lands on the pad out front in a sleek armed freighter. Lander pad lights come on when the top surface vent cover closes. The cockpit is spherical with a clear rotation chamber that sits above a detachable canister. There is a swivel cannon underneath. Avaker is heard on the public address system.

Avaker P.A. "Room for two."

Avaker presses a plate technology on the control panel. The fighter freighter side unclips separate and open on the lander pad. New armour and strange new weapons sit on racks.

Avaker P.A. "How much you want?"

Nar walks out to the space lander pad. He picks armour similar to Fortune.

Nar. "Two for Corx Four. Maybe more for eleven."

Ze. "For that rat?"

Nar. "We need a Xepien for Corx Four. Chiffere is dead. I'll. I'll get someone there. One of you?"

Ze fixes heavy outer armour over the Eetoo space suit and helmet that makes her look Cyborg.

Ze. "I'm in."

Avaker. "We'll take the tug captain."

Nar. "Its Jake. The rat is Jake."

Corx Six Underground Level One Parkland.

Fleet Officer carers Yerd, Lyn, Aenn, and Lew remain with the group at the table. TAG badge plates on each new human light up. Wit, a male, leaves his chair to have a closer look at the grass. He kneels to place his face close to the even cut of grass.

Wit. "It is a fibre and not growth. Did you see this? Anyone? See? Its not grass. Look. Can we have grass? Can we have grass please?"

The new human female Tel opposite gazes at Notwil. When TAG lights her badge she stands in a trance.

Tel. "Forty five. Forty five right three degrees. Differential naught point seven on the grid."

Tel snaps out of it in surprise and sits back down. The new human male Sor and the new human female Bo rise from their seats and walk to the chair and table stack. At the neat stack of chairs, one section with backs, one section of stools, Sor takes a stool at a time and arranges them in a grid pattern. Bo sways and in a trance says.

Bo. "Dynamic right fifty. Differential by five. Seven degrees. Rimrock horizon thirty."

Fleet Officer carer Yerd. "It works."

Fleet Officer carer Lyn. "They'll be fine."

Corx Six Space Ship Stores. Tug Shuttle Hanger.

A larger crowd at the maintenance hanger watch as Fleet Officers trolley

out a tug ram splitter. The tug ram splitter fits as a lock on that stops the bumper rotation. Everyone goes quiet. Pee and Lil enter with the very young Fleet Officer O-ee. The crowd parts.

Pee. "Tell them."

Very young Fleet Officer O-ee. "You need a power drop."

Avaker. "Power drop?"

The very young Fleet Officer O-ee. "On planets with low atmosphere. One battle scenario we done comes out near ground level. You know hyper drive and fires a device to suit. As it detonates the pulse engines act as a buffer and break so we don't smash into the ground. Its a barrier. Bangs a hole in any fortification. A power drop. You can't use this. Heep."

Lil. "He is correct. It will be quick to get in. In time."

Nar and Ze finish armour up and fit themselves into the fleet freight fighter cockpit. Avaker, a larger crowd of Fleet Officers, Yel, Kos, Phy, Pee and Lil follow the very young Fleet Officer O-ee to another part of the hanger. Lights come on as they enter. A new space ship is there. A bus style container with two opposite rows of lock in seats and a cockpit sits on top of a very thick round armour plate. Fleet Officer O-ee touches a wall control and the ship rises to show its under bomb carriage. There is a plate arrangement in the centre.

Very young Fleet Officer O-ee. "Booom. See? Calculations need to accurate up. Its fine."

Kos. "This is a piece of junk."

Very young Fleet Officer O-ee. "No. No. It'll work."

Lil. "Its what we got."

Lil gestures to the very young Fleet Officer O-ee who steps up a ramp.

Pee. "Captain."

Corx Six Space Ship Surface Lander Platform Pad.

There is too many for the full barrier weapon. The remainder go back to the tug assembly area. Three tugs with no rams follow the barrier weapon out

onto the space pad. All vessels pile up with weapons and armour clad soldiers. The three full tugs and the full barrier weapon take off.

Corx Four Secret Tunnel Complex.

Ze, large in heavy over armour, right arm triple barrel long arm carry bracket held forward, follows the tunnel road to a five intersection split. Nar follows behind Ze along the tunnel maze. Nar controls a trolley with a body under a sheet. In one hand is a small carry case. Down the right side of the clear view screen the helmet screen in Ze's cover armour shows a pattern display of Ze's position and a general area where Carista Lil is. Ze's position marker blinks. Ze stops. Nar and the trolley stop. Ze turns to Nar. Nar switches a headlamp on, puts the small carry case on the body torso and opens the lid. The case contains a control plate with an easy to read label of two indicators. WAKE and SLEEP. Nar presses one of the indicator flat dots next to each text. The text label in large letters lights up. 'WAKE'. A cylinder with a very ugly large handle pops up. Nar takes the ugly large cylinder, places the bag on the floor and pulls the sheet back off the body. It is the strapped down unconscious body of Shirnlaam, mouth tightly gagged. Nar presses the ugly large cylinder onto the closer thigh. Shirnlaam's eyes open. Nar shows Shirnlaam his side arm. It is the same pin cannon Fortune used. Shirnlaam's eyes widen when he looks at the open barrel shaft pointed at his face. Nar wipes the gag with his armour glove and it falls away. Nar, very close.

Nar. "Where is Lil?"

Secret Lab.

Nar follows Ze into a spacious chamber. The high roof is covered in scaffold layers of technology. Ten metres left is a blank wall twenty metres long and cuts off at a right angle away from sight. A row of benches with connected apparatus leads midway between Ze and the wall to a central area where tubes feed to the cube holder of Carista Lil. The crate lays open with more tubes to controllers. The Carista Lil remains is lit with

probe lights. Nar overtakes Ze and rushes the container. Nar barely gets in front of Ze. The rapid motion alerts security fire power. There is a hierarchy of shot. Zaps, whings and phoophs come from ceiling weapons continuous fire. The first is a ball pellet that hits Nar in the clear outer helmet so hard it embeds and knocks Nar to the ground concussed. As he falls in quick time a technology round splats his torso armour. A splash round hits NAR in one leg and a smokey jelly spread welds NAR to the floor. A circle of nano mechanics from the technology round gnaws at the armour and layer by layer digs toward Eetoo space suit inner armour layers. Ze, four metres from Nar, takes slow controlled steps as the torso armour rotates in auto with a click return of one hundred and sixty degrees. Long barrel right arm auto sights weapons fire positions and returns their rapid fire rounds.

Ze. Helmet View.

Continuous fire stops as it redirects to Ze and recommences. Ze's helmet screen view shades weapons fire. Sound is made dull. The chamber past Carista Lil is in darkness. Weapons fire shows up as dim flash points from each roof position. Ze reads the indicator range finder on her right line of sight helmet screen and changes weapons list loads to override the auto function on her armour.

Ze. "Reduce rapid fire two rounds. Increase load one naught point five. Auto pistol mid range commence sixty degrees. Medi packs on Nar distance auto. Prepare Lil mortar."

Secret Lab.

Ze swings a third step closer to anchorage over Nar. Cannon fire pounds against the weapons feed back pack and armour. The sound of rounds and fall to the floor empties add to roof shot Rat tat tat and bang bang bang of different size rounds that bang into everything. The left wall behind the apparatus bench lights up. A Ze shot explodes against the light. The wall transfer into fog barrier absorbs the detonation before clear open space

replaces it. The other side of the wall appears as a vast armoury with rows and shelves full of technological weapons. Ze fires a Lil mortar from the second step before Nar. This is hit and drops to the floor inert. Three then fire again and two fall with a damage dull clang when they roll on the floor. The third is a direct shot. The cylinder opens, drops a spike into the floor from a height and central above the Carista Lil works. At the top of the spike a spout exudes a clear umbrella dome protection that spreads rapidly until Carista Lil is covered to the floor where the fluid seeps underneath all to create a force barrier. Three automatic weapon systems leave the armoury warehouse. The first attacker is a slow, hammer glove hand to hand biped combat robot. The Second lever jaw guillotine hops over piles of apparatus on the bench and knocks them away. Its jaw is big enough to cut legs off. Nar lays still. Ze anchors over Nar. Both armour boots sink hook spikes into the floor. Two medi pads drop onto Nar, melt, cover the hole in Nar's torso and the smokey glaze over Nar's leg with soother ooze. Under continuous fire Ze fires a long barrel shot at the pivot axle of the lever jaw guillotine and the machine drops to the floor then Ze returns to repeat fire on new gun locations that emerge as another is knocked out. It circles on the broken pivot. Jaws snap as the combat biped walks between the benches toward Lil. One leg is crushed and both weapon systems fall into a tangle fight. The third weapon is a low dome box on rollers that drives around to the rear left side of Ze and dispenses small flyers in a rotation fling. Formations of five fly and hover close to Ze to be in range. The small flyer formation fires one tiny pellet explosive each into Ze's forearm armour plate. After the explosion flyers slim round shape blade spins into each strike mark. More flyers attack the area. The armour zone of attack is full. The armour layer sheds to express the embedded damage with a sheet net that wraps up the flyer blades. As the net falls it is attacked by more and more flyers. Nar conscious for a moment, fires a burst of rapid pins into the dome box then lapses back unconscious. At the

open wall four hammer glove hand to hand biped combat robots step forward. There is no hurry. The armoury is full. Ze is under constant ineffective fire from ceiling swivel cannon. Roof Bubble weapon excretions on the increase might be enough to overcome Ze and Nar.

A rock flat planet surface plane. Night.

Three tug shuttles land on a barren rock plane in triangle formation, an ample space in the centre. The barrier weapon appears at surface inside triangulation and there is an immediate explosion. The vessel disappears in a dust cloud. Groups of armour clad soldiers weapons ready rush into the dust cloud.

Secret Lab.

Under continuous fire Ze turns and unleashes the long barrel weapon with three shots of three continuous different weapon loads. The room fills with sparks and smoke. A huge explosion sends pieces of apparatus benches and rock debris from opposite and far end of the warehouse into the battle area. Soldiers in heavy armour and huge long arm weaponry fire as they make their way through the dust and debris. First shots hit roof swivel cannon and bubbles spouts. The shot is redirected as the assault team appears out of the dust to fire into the armoury where all weapons there switch on and enter the battle. Lights flicker. Splashes of colour show as explosions go off in lower light. The lights go out. For an instant all is silent. The fight continues in blackout. Different weapons light up the action.

Spheres, bubbles, robots and canister jagers of light show the armour of some soldiers ablaze with technology fire. Eetoo entangle with big robots as bubble flashes encounter shots from weapons. The dome where Carista Lil is pops with reflected light that shows an eery glow the bodily remains of Carista Lil inside and explosions about the outer skin of the sphere. A tangle cord with mine knots rap around armour and fire weapon of a soldier. Battle continues in darkness.

Star Ore Part 4. Everin.

Corx System.

Barely any sign of growth shows on the Moson Five Hundred seed. Starship zone vessels build at an autonomous rate with no Machine Council oversight. When after fifteen years of incremental change the Bounce Two expedition treasure returns, Moson Cell Bounce key program accelerates all Moson Five Hundred development. Unique Moson Cell dynamic technology installs an evolutionary subspace transitional design reality separate from nature. Post particle mesh interweaves connectivity chains. Ubiquitous opaque mists in fog swirl layers multiply until vague shapes emerge. Sections of the space vessel take on substance. An opaque colour glow from early stage nucleus growth shows through on the Pod surface.

Life Quarters.

Translucent colour fields expand into flat dense wall sections. Tubes emerge from horizontal lines. Soft shapes flow out of nucleus tunnels. Walls gain credulity. A screen with margins and columns of data flow explanations and meters with colour bars beside control knobs appear. Below industrial benches that rotate engineer precise float identifier equipment slowly fits into workstations adjacent to the glow of nucleus passages. Equal size panel screens form on transparent case surfaces where text signals reflect rapid changes as symbols and numbers. Tables with concave tops construct in the large enclosures from an artificial light design where Moson Cell fuel rods develop. Minute particles chase around themselves in a nucleus preparation pre-program process of mass development growth. Different early design structures fed via tubes underneath the cases establish new module cells which move through to internal grow tubes deep inside each fuel rod compartment before they escape where fog mesh reconstitutes to accord with immersive design characteristics. The cell structure conversions return back down exit tubes to erect new

architecture.

Corx Six tunnel manufacture sector. Ballast Simulator.

Inside a chamber in complete darkness comes the sound of tiny scratch action from projector apparatus. Reflections from a flash of white light includes Wit then disappears when the fire line concentration dull thud of the system test completes. Six open doors where there is no light take the place of Ballast container transfer locks in a semi circle chamber at the end of a corridor. Wit emerges from a doorway with a thin tube. On the end of the tube is an angle ball angle tube ball and tube screw driver.

Wit. "Moson tech would neck brace and branch the end of this thing."

He looks up. Migyte's mechanical hybrid group of inset facial structures moves in layers erratically to cause a visual unpleasantness. One eye socket swivel turns to look and one sits as a dull white lifeless ball. Migyte guardians Notwil in an adoptive way with a new ugly large pipe arm cannon that replaces one hand and fashion side pistol. Its barrel spits loop segments in small electrical disturbances again and again. An eye socket returns after another swivel over a cavity where its mouth was.

Wit. "Look at this shit."

Wit shows Notwil a burn hole on a nodule.

Wit. "Where can I get Moson quality? I ask you."

Tel exits a black open way and with Notwil says. "Level five mechanics school door One thirty."

Tel. "Hallo Notwil."

Bo and Sor come out together from a third black door.

Migyte. "Disturbance location."

Migyte leads them fast and steady down a complex labyrinth of secret easy collapse and replace thin build liner wall tunnels just below surface that connect via capsule transport carriages. Not far ahead a white sheet barrier leak through from surface appears and with a hiss the fire glow dissipates as it closes off. Migyte steps over a white scar rock line.

Migyte. "Thirty five microns."

Each traveller scrutinises the white streak as they pass.

Migyte. "One fifty kilometre. Heavier shot. They still want Lil."

Wit. "Beam spit. Off the dome."

Migyte shakes his ugly head side to side in a human way.

Bo. "You do that well."

Migyte. "Does apparatus remain? Can you feel it?"

Wit. "No. Our program dissolves into us. We do not produce androids Migyte.

Androids of high standard is difficult for us."

Subsurface Transport Capsule.

The tunnel route ahead collapse due to a new hit halts the transporter capsule.

Automatic speaker. "Sorry. Tube glide delay. Alternative transport due soon."

Migyte. "Impact Twenty metres. Close."

Corx Six Ocn Town Surface and Perimeter.

Ocn decoy towns repeat over the planet where the soil permits terrain crawlers to constantly gouge into the soil plane. Each town square contains a fragment copy of Carista Lil's essential presence in a statue set on a plinth in her honour that attracts trader pirates. Dome technology protects Ocn Town from pirate attacks that cause power downs and results in frequent town relocation over subsoil transport capsule tunnel networks where inhabitants shelter underground from surveillance. One terrain crawler change of course to a ricochet crater that needs attention is a routine where every surface vehicle alters their position.

Subsurface Transport Capsule.

The rumble displacement of soil removal directly above the bus subsurface capsule transporter is loud for an interval. The roof opens. Each seat module rises and is set into a terrain crawler surround wall.

Surface Landscape.

Low atmosphere seat enclosures do not interrupt any conversation.

Migyte "What I mean is. Look at me. Am I not a true machine? Post fractal integer peak is Bounce. You. Will it be possible for me to; fashionize you?"

Tel. "What? We do not come from a machine Migyte. Machines simply store us. We were human before. Before Bounce. Understand?"

Migyte. "No. Instruments. The Droklogh you want. Its machine not human. You. Machine specification. You. I want some of that. Will set me ahead."

Migyte socket lights change tone and size a moment. Transport systems shut down with a dull thud. Rip tear shriek sounds as a section of roof peels away. Floodlights blind everyone. Two flexible tubes enter. One cracks open Migyte's enclosure. Migyte grapples with tentacles that extend from the tube. Smooth flexible arms wrap around the whole transparency shell and take out second target Wit. As Migyte lifts its weapon arm to fire an implosion disconnects head and arm from his android body. The tentacles retreat. Maybe Real Jake walks in, takes a pistol out and fires into Migyte's head to melt shrink it into a plastic black smokey mess. Everyone is stunned as wind and pulse engine noise rushes in from a swift vertical escape craft hidden from view. Faces all focus on Migyte's remains.

Everyone saw Migyte implode.

Corx eleven Anomaly Zone. Pirate Trader Cell.

Inside a pirate trader supply block a bubble technology cell wall encloses Wit. In front of Wit a zap barrier controls the brilliant anomaly plasma eruption that threatens to break in. Zaps travel to the barrier centre and back. Light slices read Wit through the bubble grab from feet to head continuously. Wit wakes in a head cover atmosphere of crystal bubble. A voice with a mechanical edge informs him.

Mechanical voice. "Welcome Lil portion. We examine you and process gives us dynamics that will out perform any system trader. Good. Already we receive number beyond anything in use. You, Lil fragment, show no android auxiliary

units we can measure. Supply us with your Droklogh schematic. We will then determine a trade option for more Lil or Bounce technology. What Say?"

Persistent splash bloom lines radiate light splashes against Wit's skin surface through the bubble technology. Two lines of alien letters symbols and mathematical equation evaluations changes dramatically show as an increase in speed on the screen. The light dims as the zap door closes off. Mechanical voice. "Wit. Part human yes?"

Wit, aware of his prisoner status replies. "I am human."

Smirk giggle sounds follow. "he, hihehehe, hiheeei."

Fleet Freighter Launch Hold.

Two fleet flyers wait at a launch door. Fighter passengers seat around the pilot to engage and comment as a part of command operations.

Fighter Cockpit One.

Bo and Tel wear Eetoo suits. Lew as a Fleet Command Officer wears a different insignia but a same style of helmet space suit. They sit with pilot Aenn. No longer is it possible to hide from the pirate traders. Wit's unique earth sign found on a console Corx system grid map near Corx Eleven blinks weakly before it shuts out.

Fighter Cockpit Two.

Sor, next to pilot Yerd, Lyn behind, comments to both ships.

Sor. "Phenomenon is a good location. Many system entities trade new technology there. Yes?"

Both fighters swoop between space around a settlement of Ballast supply blocks in sight of the distant Eetoo stationary P-finder.

Fighter Cockpit One.

Aenn pilots Bo, Lew and Tel behind.

Aenn. "Flow; check; done."

Corx Eleven Rimrock Spread Anomaly Phenomenon.

The target is a new supply block case close to fleet's border surveillance perimeter. Fleet command flyers seen as moving stars guard from further out

in a quick response deployment.

Pirate Supply Block.

Aenn lands his fighter on a large flat external platform for space craft. A tether tube creates an atmosphere passage. Tel Lew and Bo enter the pirate hold cell. An encasement wall of opaque bubble structure holds Wit's unconscious form. With a gesture Bo ejects the wrist bam wafer blade. It slips out over the hammer fist armour and protrudes in a semicircle in front of the fist. Bo looks at Tel a moment then whacks at outer layer crystals of the wall barrier until it shatters. Lew pulls a medi case out of her suit for Wit who is without atmosphere protection. It inflates. Bo kicks away shatter debris and makes her way round to where she can see Wit's face. She cuts away a crystal panel from the bubble to release Wit's facial features and slips a face mask over his head. Lew and Tel chip crack left over cling fragments from the body of Wit. His unconscious form falls easily onto the medi crib float stretcher. There is no sign of bandit captors. They exit, launch the fighter from the platform and head for the freighter.

Corx Six Underground Level One Parkland.

Sor, Tel and Wit sit amongst Fleet Officers round a group of tables and chairs at the underground level one parkland. Some touch Wit who is despondent with gestures of solidarity. Bo enters from one of the many tunnel entries at the edge of the park. Bo is loud over subdued chatter.

Bo. "I found it. Us I mean."

Bo quickly sits with her comrades.

Bo. "Those names, us. I knew it. Phoney names. A lottery call. No such a name."

Tel. "I know. TAG."

Bo. "Well. What'll we do?"

Tel. "Do?"

An ear splitting primal shriek comes from a tunnel.

Continuous primal shriek. "EEEEEEEEEEEEEEEEEEEEYYYYYYYYYYYYYAAAAAAAAA"

Tressah runs. All rise and run after her. The tunnel noise is extreme; mad and inhuman; then it stops. Tressah stands at the entrance to Notwil's cubicle. Everyone pulls up. Notwil stands near Tressah. The front of Notwil's furless bare torso displays a dribble of red slime. Two Fleet Officers edge around Tressah who is in shock. The room is empty with the exception of a chair and bed. On the mattress is a splash of blood and a small lump on the end of a string of flesh.

Officer One. "Medi Tec."

Tressah. "Notwil."

Notwil with a grimace leaves the crowd and heads off away from the park direction down the corridor.

Tressah. "Leave him. He needs quiet."

A medi tech enters. Probes examine the mattress. Delicate arms place a tube near the mess and it siphons up the lump and every particle of biology.

Tressah turns to Bo and Tel but speaks to no-one.

Deep Space. Pirate Trader Cloud Zone.

No systems fleet ships bother the distant pirate trader technology cloud in an empty space desert. Two sheets of technology set out across the sky catch trans universe ships when they come out of space density into the destination of local real. An x, y axis flat glass transparency impact cracks and jagged white lines show when Frsfriirrnfa drops speed against the first sheet target. When the Aox-bi trans universe vessel parts hit the platform smaller portions of several alien origins spread around to absorb the impact. The second platform forms into solid crystal when the ship embeds. Technology wreckage, bits and pieces of vessels and trade litter the area. Cloud technology reformation distorts any surveillance.

Pirate Freighter Cockpit.

All that is visible is a decadence of alien nick knacks spread about in front of the console. A piece moves to replace another that falls to the

cockpit floor as information requirements change. Frsfrirrnfa an AOX-Bi symbiont is come to trade.

Corx Six Underground Level One Parkland.

Everyone is silent after Notwil's meltdown. Avaker arrives and sits with the group. He rolls a small ball bearing across the table.

Avaker. "It was Migyte. Migyte's skull emits a unique sign. Migyte.

Unkiuimeah, this; sign. We don't pick it up."

Wit. "I bin thinkin. What they done. We should have a go."

Tel. "What?"

Wit. "That thing at Corx Eleven. The traders. They're not after us. They want a way in."

Bo. "We could use a machine?"

Wit. "Androids the best machine in the system."

Sor. "Migyte."

Everyone in the group looks at Sor.

Yerd. "The Pod is open."

Corx System Anchor Zone. Corx Moson Pod.

The complex two hundred kilometre sphere of the Corx Moson Pod hull is near transparent. Angle variation caused by continuous movement of Moson Cell technology reflects an internal glow from the nucleus. Proximity masks the alien craft presence as Frsfrirrnfa appears out of hyper drive. The Pod tunnel capacity is large enough to let in fleet ships. Frsfrirrnfa edges the pirate freighter toward the tunnel entrance. Slowly extender armatures begin to emerge from the pirate hull as it moves to connect with a Pod wall. Moson Cell outer hull technology is a porous mesh that infuses real local material into a pre Ballast state on contact. A series of interchangeable variations of post subatomic design, prepares a first contact zone for foreign and real time local objects and materials with Moson Cell technology. The pirate freighter hull surface cannot connect in a conventional way as there is a separation of space and time not

understood by natural conditions. This shows as a fog light change of translucent material density close around the foreign structures. Minute particle Dots patrol the face closest to the pirate freighter wall and remove a sub structural layer as dust. Samples ingest through the Moson Cells and the foreign matter converts straight to Ballast. The Moson Corporation Pod hull thickens at the area of the pirate freighter until it slowly ejects from the Moson Corporate structure. One side area where armatures extend shows corrosion from Moson cells activity as momentary brightness on the pirate freighter armature surface that folds back inside. Corx Five. Secure Android Tower Maintenance Room.

Moson Cell technology is ancient though similar in comparison to contemporary technology. Materials deconstruct through a process where elemental structures no longer apply and become a ubiquitous source of inconstant fluxion held in containers. The identity Ballast provides a product outside of nature where energy extends mass at an increment of architectural design. Vat technology keeps material unstable and ready to mould. Mechanisms for purpose line a vat outer surface. Control input is through a TAG vendor outlet. Inside the vat variable pressures separate and condition otherwise incompatible elements remade in an unnatural formation mould. Wit's redesign of the Droklogh, a Corxian tool different to the Moson Corporate model, displays as a mechanically drawn image in motion on the glass of the transparency vat observation wall alongside charts of fantastic mechanical complexity. Equations, numbers and symbols swiftly scroll through. This is where TAG records and implements the Wit construction redesign. Wit, android mechanical engineer one and android mechanical engineer two look on. The manufacture variable of Ballast fluxion from any rock through a Droklogh gradient tube is not a Moson construction objective. Wit's design will suit a common use. Xelhn TAG production method uses historic chronicles of mechanism formation in evolutionary gradations of understood technology. In the mould process each

rapid version forms to be undone and remade into the next sequential history until the tool is complete to the present Moson design alteration.

Android mechanical engineer one. "This is different? How?"

Bo speaks from another part of android tower.

Bo. "The separate nodes."

Android mechanical engineer two. "Three?"

Tel is with Bo.

Tel. "Corx Ballast convertors use a single cup. Put the number in."

Android mechanical engineer one. "Any number I select."

Bo. "Pick a number or look up a sheet finder complex numeracy."

Android mechanical engineer one. "I choose a peak curve algorithm."

Tel. "OK. That will be set the module feed variation deepens for each particle. Its not a recorder. Its a separate enclave for each split."

Android mechanical engineer two. "Prime number."

Bo. "The three prongs widen its range. Please note also the stem is heavy. On the Corx stems a fine length is set. The Moson variant gauge keeps temperatures even."

Android mechanical engineer one. "Simple enough."

Smuggler Hideout.

Camouflage dome reflectors hide the pirate and trader camp deep in a moon crater pocket. Frsfrirrnfa wants to use a new human as a conduit to disengage the anomaly and create a pathway through dimension shift. On a pedestal central in a dark room, with the pirates and traders group hidden in shadow around its perimeter, a small box open and dark waits.

Frsfrirrnfa. "With this object we can use any foreign specie. This is Tee GiWHY."

A small technology cube self walks along the demonstration area and stops.

A spike projects out and bends to examine its surround.

Frsfrirrnfa. "The ferricule inserts and transmission of our requirement proceeds."

Murmurs grow to haggard shouts and grunts among the group.

High Plateau Soil plain.

Brackets separate wedges that furrow a below surface path for fungus deposits. Tubes fed by hook rods stretch out toward the main supply block, a chamber that contains a small pulse sheet power unit set underneath the operator cabin. Out of the tube powder spore springs to life or not if germination is from a delay growth type. The free settler plant operator Heen Luxae sits in the high perch of the command capsule able to rotate and watch on the edge of the cabin light for any fast changes in the spread of spore that follows in sprinkles of ground along a remote soil section of plane. Filaments that thicken quickly take over a portion of surface as a mould. The new fungus forms spheres that explode in a puff of dust amongst the surface gas mix and spread ever further. Heen Luxae sees on the viewer TAG alien species reference file changes as different spores feed through. The small supply block is visible through the cabin window as it sits over the feeder tube array. Spore squeezes into plough soil through tubes spread out along the plough. This is a second day night run over the soil. All will not germinate but the free settler hopes enough will grow to assist the atmosphere and planet to build into a habitable space. The console reads another meter flow gauge both full and with gaps between different fungi as their design automatically changes in the supply block section of the tubes. Inside the cabin there is a low hum from the power driver underneath the seat. Fungi growth is an indicator of early changes in the low atmosphere and a console in the cabin shows a map and log of the ground as it is done. There is no close settlements. The carry craft to return him to home base shows on the console map as a small light out of sight back beyond the horizon. A powerful light floods the cabin from above.

High Plateau Soil plain.

Grapple grab straps wrap around the seed planter and lifts it off into a pirate freighter hold. The planter drops back to crash before the freighter

flies off.

Middle Moon. B.W.Seventeen. Maintenance Storage.

Two Fleet Officers drive a carrier down an underground storage road to unload machinery. The carrier stops and turns to face the shelves. Mover arms reverse swing over the two Fleet Officers heads pick up bundle one and place it onto a shelf. The arms refold. The carrier turns and moves down the loader road to a second set of shelves and halts. One of the officers gets out walks around to the back of the carrier and takes a parcel out. It is an unusual block of technology joins. Rough splices hold together and disperse from one container into smaller boxes that dangle loose. The officer puts this on a shelf returns to the carrier seat and the carrier moves down the storage road to the next rack of shelves.

Corx Five Clear Zone Beneath the Tower City.

Notwil and Tressah stand ahead of two Fleet Officers a hundred metres from the dense Drimodle on sandy mudflats where the forest separates from Tower City. Behind them the open gap where Avaker street shows below Tower Promenade is away in the distance. Drimodle Tri-stems tall with age full with Vinvr reach a kilometre in the sky to make a formidable wall. No Fronds show. A vaguely human green figure stands to the side of a forest trail.

City Officer One dressed in uniform. "It waits for you."

Notwil. "Come with me."

The humanoid's full length made of thousands of pieces shape changes as it moves. Everywhere over its leafy surface dark open mouths express wind. As it gestures them forward but takes the lead they see its movement is more of a float motion above the surface with legs motion an ornament of design. The head does not reveal any facial features. Notwil, Tressah, and City Officer One and Two walk behind the creature down green path darkness made by the dense canopy.

Smuggler Hideout.

The free settler prisoner, Heen Luxae, stands alone in a room. "Ward greyer doyn. Grimmin. Gree. Lay miga."

Loud speaker. "It says it is a freeman. Would you plant our selection?"

The free settler prisoner Heen Luxae looks at the bare walls hidden in shadow. A wall shrouded in dim light becomes transparent and around the floor space several species he does not recognise associate with androids and some who look like Xepiens.

Free settler prisoner Heen Luxae. "Peer ash?"

Loud speaker. "For what."

Frsnirrnfa voice from the loudspeaker is clinical.

Frsnirrnfa. "This will be irrelevant."

The Tee Giwyi device, a small mobile prism with an extension needle, lights up and waits on a ledge that juts out for the purpose on the back wall.

Frsnirrnfa is here to sell technology that will cheaply buy a universe.

Corx Eleven Rimrock Anomaly. Fleet Freighter.

The purpose built freighter hull makes contact with rimrock boulders as it approaches through to a visible outer pressure disturbance area of the anomaly zone. A clear passageway with spectacular views of space surrounds the central open section where a detachable laboratory in armour protection is held above an experimental extractor block. Forward a cavity grab is set to attach the P-finder. Avaker and new human rebuild android Migyte walk around to the middle section of the clear view corridor where there is an entry door lock.

Fleet Freighter Laboratory.

The laboratory lights up as they enter. Monitor equipment is everywhere. A screen reads both as they move about. Migyte unclips a hand. A force field around his wrist keeps the unkiuimeah ball bearing in a float space. Migyte first passes his detached hand to Avaker then places his arm section into a purpose built socket on a pedestal. Wall screen data changes to accommodate the unkiuimeah. A new small screen appears on the pedestal switches on and

displays conversion active plane calculation light dots. Avaker checks instruments. Identification and systems check show the equipment is ready. Avaker. "How goes it Migyte?"

Migyte. "Well enough."

Middle Moon. B.W.Seventeen. Maintenance Storage.

Bits and pieces move around shelves to get a closer readout of the new artefact with its attractive dangle pieces that will satisfy Vrneenak's lust for more. The distraction disrupts sensors enough and one of the discard shelf devices force field surrounds a small tech wrench display reader. An unbreakable sphere enclosure creates made from new Dndr design augmentation. This cuts off a part of Vrneenak. Disturbance noises and small smoke spires appear throughout the maintenance racks of shelves. Grown large with all the device attachments to gather Vrneenak tiny screech sounds inhabit the entire storage zone. Piece after piece little devices fall off shelves as Vrneenak relocates to another storage location.

Corx Eleven Rimrock Anomaly. Fleet Freighter.

Cosmic dust crystals surround the unique Anomaly Phenomenon rigid position in space. The distinct colour refractions of crystalline rock is spectacular. Fierce continuous gale conditions bash the fleet freighter with rimrock hail as it descends. An enormous quantity of Ballast additive to supply Corx system and beyond comes from large extractor blocks with space platform lander zones that locate along the solid crystal ridge. Close the freighter stops and guides the P-finder as it rises onboard to the front hold dock. Avaker watches from the access passage the glide over the unique anomaly void. The laboratory disengages from the hull and begins to descend.

Corx Five. Drimodle Path.

The green figure glides along the shadow forest incline. Notwil, Tressah, and the city officers follow through a clearly made tunnel entry. After a short distance the path opens out into a spacious room where a female Dndr

waits. A screen split into two along one wall displays the Xelhn ship build Rings at the anchor zone for trans universe travel on one screen and the deep space portion not far out of orbit near Corx Eleven on a second screen. In the quiet the air push made by the humanoid Vinvr hover is audible. An organ broken reed sound woodwinds the name.

Humanoid Vinvr. "Notwil."

The screen translator repeats the name in text. Dndr with no human speech processes multi performance communication complications felt in the vibration of air and its colour shift rings up and down display of extravagant beauty also translates in sound and text on the screen.

Dndr. "No fear. Safe. Safe."

Notwil grabs one of Tressah's hands to enhance his perception.

Notwil. "Why did you bring us?"

Dndr. "Eetoo look for an indicator of Xelhn wrong through TAG. Not possible. This segment under construction; Do you know why they build it outside the zone?"

Tressah. "We assume its to reduce time for Ballast supplies from Corx Eleven."

Dndr. "The domain; you call anomaly, is to become Xelhn. This is evolutionary ambition. The Ring section will house the power supply. It will affect the Corx system and may destroy the Drimodle."

Notwil. "What is the Dndr involvement?"

Dndr. "Gahmghir, Mollusc, is us. Our species connect through Gahmghir to Drimodle, a symbiosis. This is our home. TAG is an incremental evolutionary developer and Machine Council does not recognise its purpose. Eetoo do not see evidence of this. Avoid TAG."

Corx Moson Pod. Industrial Centre.

Fleet Commander Hilflihhm controller stands with a young officer trainee as another fits into a work station. The palm grip alters to accommodate the six finger configuration of Xelhn. Screen activities show as a series of

roll through tasks but very soon it is all stop and back to the start. The officer registers on the screen as crew tech trainee seventy five.

Young officer trainee seventy five. "No TAG Commander."

Fleet Commander Hilflihm controller. "Different system. You should be safer here."

Young officer trainee seventy five. "Crew two hundred rooms for fifteen hundred sir."

Corx Five Sky Tower Riser Space Platform.

Notwil, Tressah, City Officer One and Two walk to their fleet fighter across the high riser platform above sky tower. The empty hangers and only three space craft tells the status of the population on Corx Five.

City Officer One. "What was that?"

Tressah. "The surface dead."

Space. Corx System. B.W.Seventeen Bubbles Satellite Facility Space Platform.

Fleet freighter armour includes extra turret weapons at regular intervals.

Inside Fleet Officers guard a tech box carrier of the bomb box container that holds the Vrneenak piece.

Corx Eleven Rimrock Chaos.

A supply block launches from the fleet freighter carrier open lock.

Fleet Freighter Cockpit.

Wit, Bo, Tel, Sor, Yerd, Lyn and Lew gather behind Captain Aenn in the freighter cockpit. The screen console shows the supply block glide into view amongst a faster flow of boulders. The target boulder is large and in an erratic tumble. A few chips break off as the supply block engages and sticks to a ridge of one surface plane.

Captain Aenn. "Contact."

Their smiles disappear when the freighter and contact boulder buffets in the backlash of another ship as it enters nearby from hyper space.

Bigdot Two.

The fleet freighter sits on the floor of Bigdot Two grab hold. The entire

freighter crew includes Wit, Bo, Tel, Sor, Yerd and Lyn behind Captain Aenn step onto the extensive spacious mesh floor grab area then cross to enter a quarantine corridor. Lights show quarantine technology in action as colour bar change gradients red through to blue along the armour corridor walls. Fleet Officers in technology security over covers carry technical hand devices and scan each of the group as they pass along levels of colour grade beams that strip away surveillance. As each individual files down the corridor one after another enters a solitary cubicle. Aenn begins to strip down. Intense wall technology continues to look him over. The freighter drops out of Bigdot Two's hold under no sign of power to become a wreck in the rimrock chaos.

Bigdot Two Inspection Room Surgery.

Technology equipment lines line either side of Aenn, Wit, Bo, Tel, Sor, Yerd, Lyn and Lew. Thin black binder restriction straps grip skull shoulders arms and legs with force in a rigid position of readiness.

Automatic Speaker. "Hold still. Steady."

Tech box machines appear front and back of each body tall enough to curve over their heads and join in the centre. Very large needle tips that emerge from the technology point at laser target positions on each body.

Tech box. "Blockers on."

Automatic speaker. "Think of a number."

Before the end of the command there is a swift jab and withdrawal. It is quick.

Corx Nine Eetoo Crusher Base Assembly Hall.

Parade Eetoo uniforms with communicator cone death mask war hero side flap beret sits to hear orders from an old female Eetoo with grey hair.

Woman with grey hair. "I am Eetoo One. This is an earth two sovereign base. Don't get comfortable you will guard our two Corxian fugitives. Tressah and Notwil who you know will attach to Moson Corporation indoctrination village for the foreseeable future. The Corxian group is Eetoo secure. Your TAG no

longer will respond. Implants for combat response is in place. Eetoo is not a democracy. For safety reasons guard in eight rotation. The new humans. One of you will be with Notwil at all times. Stay at your anonymous Eetoo four stations."

Corx Moson Pod. Dock Entrance.

Xelhn Fleet Commander Hilflihhm waits with a group of Fleet Officers at the wide space craft dock entrance.

Corx Moson Pod. Platform Dock.

The Eetoo transport ship ramp is down. Eetoo embark in a parade march column of two.

Corx Moson Pod. Industrial Section.

Wall shuts out the Xelhn Fleet Command group.

Wall. "Crew quarantine stage one."

Corx Moson Pod. Rescue craft One. Eetoo.

Commander Burgn Woo walks into her billet where armour displays as a two dimensional image on wall. The front of half the armour opens as a walk in. Burgn Woo steps in. The armour closes onto her. Inside the armour Commander Burgn Woo sees through the helmet as a transparency an over view of the armour characteristics as a quick scroll of details.

Helmet screen text with sound. "Weapon arm cannon. Loop limiter."

Commander Burgn Woo views a pipe cannon with a splayed delivery vent for an array beam clipped to her forearm.

Helmet screen text with sound. "Detection scanner auto response capable."

The weapon flattens out and appears as a design on her right sleeve. A small visual suit on her helmet screen shows scanner positions on the armour.

Helmet screen text with sound. "Hammer gloves. Override."

Commander Burgn Woo views her hands as they turn into fists. The gloves look light. Every screen switches off.

Helmet. "Welcome Burgn I am yours. Relax."

Space. Corx Eleven Area. Xelhn Ring Segment.

The great Xelhn circle is in the process of construction. A BOBA shuttle arrives at a portion of the Xelhn Ring where there is visible activity. The Fleet Command shuttle docks alongside.

Xelhn Ring Segment. Quay Platform.

Freighter activity is constant on the loader platform. One freighter at anchor in space waits to dock and one at the Xelhn Ring platform with pre construction parts from the Corx system unloads. The BOBA cable join two human crew and four Fleet Officers with Glaxis in command meet Xelhn Commander Flomiln on a platform inside one segment amongst the conveyance of building materials. Androids perform all labour with robots and machinery in their charge. Flomiln wears an open jacket that holds technology controllers.

Xelhn Commander Flomiln. "Hello Glaxis I know your mother well."

Glaxis. "I remember you too Commander. Different times."

Xelhn Commander Flomiln. "Time indeed is short. You want to show me some thing?"

The group walk to an inner foyer where a wall is available. BOBA approach with one of the Fleet Officers. Both produce small hand held devices and place them against the wall screen. Tumbles of numbers and calculations revolve alongside a Xelhn computation. Xelhn Commander Flomiln sees the results comparison on a small screen on his jacket.

Xelhn Commander Flomiln. "This is an idea I admit we did not consider. You think this likely?"

Glaxis. "Dndr. Here I believe?"

The screen switches to satellite motion images that show four Dndr blueball spheres as they attach to different positions on the Ring. Each sphere sinks slightly into a Xelhn segment.

Glaxis. "Dndr confirm it. Xla prepare re-entry right in this sector. An anchor procedure will be catastrophic to the Xlehn construction. Dndr ships

and our P-finder complex will establish and assist in the movement of the Xelhn Ring. Time is short indeed."

Xelhn Commander Flomiln with gestures begins to turn away toward a more central part of the Ring segment. "It will take time to process this information. Excuse me Xelhn androids who construct the Ring do not have any sophistication. I must proceed to greet our Dndr visitors."

Fleet Command Shuttle Cockpit.

Glaxis with the fleet command crew sit in the shuttle cockpit. "Think he bought that?"

Fleet Officer. "Soon fine out."

Deep Space. Corx Eleven. Fleet Freighter.

The shuttle enters a fleet command freighter dock. From a rear hold the P-finder ejects.

Deep Space. Corx Eleven. Xelhn Ring. Central Space zone.

The P-finder launches technology balls. The technology balls set up in orbit to follow the internal structure of the Ring. The effort to disrupt emissions makes each sphere intermittently light up.

Corx Moson Pod. Rescue craft One. Flight Deck Corridor.

Commander Burgn Woo beside sergeant Jimmy Nute in an eight Eetoo combat group all in anonymous armour march double line down flight deck away from the cockpit.

Commander Burgn Woo Helmet Screen.

Commander Burgn Woo follows a direction arrow on her helmet screen. All the troop has this signal.

Helmet screen voice and text. "Obstruction alert."

Corx Moson Pod. Rescue craft One. Flight Deck Corridor.

A row of four tanks, small versatile weapons carriers with medivac capability, sit in the central area between two road width pathways. The turret pin or ball cannon and pop dart missile mortar may fire front or back one at a time or simultaneously as it rotates. Tank One unfurls its armatures out from between its telescopic leg curves. On the end of each

arm is a concave disc multi use technology saucer which converts to a bam load missile. Tank One rank of sergeant lights come on as Commander Burgn Woo draws near.

Commander Burgn Woo. "With me."

The Tank One box area command centre switches on and arms lock for travel. Tank One wheels out side on as rear guard. Its springer legs arc outward and down to wheels that move to its direction. In this way Tank One at two metres height maintains the width and block of a double file line. They approach the barrier at the end of flight deck. Its sign lights up to be read.

Species chamber barrier overhead text. 'Species Quarantine.'

The troop turns left into a very large elevator that easily accommodates the double file line.

Corx Moson Pod. Industrial Level One. Hanger Section.

Helmet screen voice and text. "Industrial level one hanger section."

This is a repair, remake or rescue area where space is essential to dismantle any type of craft. Combat footwear is silent on the hard mesh floor of a spacious row of hangers. Spread out in a skirmish line Tank One behind several paces they turn around a hanger wall. Young Xelhn Fleet Officer Filfrmun has a TAG badge stuck to a wall with an open space and technology that shows some attempt at interference.

Commander Burgn Woo. "Well soldier stand to."

Young Xelhn Fleet Officer Filfrmun drops a tool to stand to attention.

"Officer Fiflrmun. Sir."

Sergeant Jimmy Nute. "No TAG here."

Fleet Fighter Cockpit.

The fleet fighter console lights the face of Avaker.

Migyte over the loudspeaker. "Its on."

Deep Space. New Pirate Space Craft.

Between hull sections of heavy armour buttress that surround the pirate

space craft top and bottom technology lights glow. The craft is vast with a large chamber toward the centre higher than floor level.

Forward Chamber.

The large room is empty except for the free settler Heen Luxae fungus farmer prisoner. A rod rises from the floor attaches to his garment between the shoulder blades and opens into a neck clamp. His arms in loose restraints, Heen Luxae constantly makes a grab for the Tee Giwyi. It moves across his hair line to find a good injection spot. A bright glow flash lights the room. In front of Heen Luxae is a pulse sheet. The power on charges a piece of crystal Anomaly Phenomenon extract set in its centre. White blinding glare envelopes the free settler who glows bright in a flash of power and disintegrates. A small puff of smoke spirals where he once was.

Frsnirrnfa. "Close. Get another."

Corx Moson Pod. Charts Room.

Commander Waza Chit looks at one screen in a room that is circular with screen sections at waist height to roof all round. Commander Waza Chit pauses to look at one of the Moson Five Hundred architectural images. He turns to the sound of partition lines formation of light translucent barrier segments. The central area of the room shows the ghostly apparition of the free settler prisoner under constraint in a struggle to get free.

Heen Luxae hologram. "Doyn. Doyn mi. Hip. Hipp Iye. Hipp."

The ghostly apparition is gone.

Xelhn Ring Segment. Dndr Section.

Xelhn Commander Flomiln, two Xelhn and six android workers walk through a transparency into chaos. Dndr blueball entrance emersion technology moulds the hull into the Xelhn Ring to protrude onto the main passage where a male Dndr in battle tube armour cuts the legs away from one last android who attempts to detain it. The android collapses amongst its fellows who wriggle or lay still in pieces.

Xelhn Commander Flomiln. "This is outrageous."

The male Dndr auxiliary translator states urgently while it retreats to the Blueball entranceway.

Dndr translator. "Emergency alignment shift. Xla approach imminent."

Xelhn Commander Flomiln checks the communicator in his jacket. Across the screen in large letters is a text.

Jacket screen text. 'False.'

Three outside fingers tap rapidly onto the screen. A gas barrier transparency wall erects around the general area of the blueball. The gas rapidly solidifies and the Dndr sector segment of the Xelhn hull cracks and begins to break away into space.

Corx Eleven Rimrock Anomaly Phenomenon.

The fleet command fighter auto docks on the laboratory platform and clamps to the door within seconds. Within the Anomaly Phenomenon boundary a dense atmosphere becomes darker with less glow.

Fleet Fighter Cockpit.

Avaker watches a screen as four Fleet Officers in space suits rush through the hatch to the laboratory.

Corx Eleven Rimrock Anomaly Phenomenon. Fleet command Armoured laboratory.

Migyte leaves the alien unkiuimeah bearing in the instrument cavity. The laboratory moves and shakes in small increments. A Fleet Officer passes Migyte his hand. Migyte is unsteady and as he sways two Fleet Officers handle him out toward the exit while two officers quickly remove button discs and small rod sticks before they follow Migyte out.

Corx Eleven Rimrock Anomaly Phenomenon. Lander Platform.

The fighter detaches swiftly from the laboratory platform. All fleet command ships retreat a safe distance then disappear in a deep space hyper jump.

Corx Eleven Rimrock Anomaly Phenomenon.

Across the Anomaly Phenomenon zone crystal growths crack. Supply blocks

begin to shake loose and mix with a maelstrom of crystal dust and larger shards that increase in speed. The laboratory armour bends and stretches until the void finds an open way. Strobes splash across far out into space. The void once a crystal cavity splits with elastic properties. Shards disperse and embed into the laboratory armour. Mechanical alien tendrils emit from a central glow. Crystals crack shatter with the intense heat and pressure. The laboratory splits apart and spins as it disintegrates. Large crystal parts of the area converge on the void, hit the laboratory and parts break off to join the debris. Everything switches off and once crystal fragments alter to again become a part of the rimrock material. The whole loose mess is in orbit with the Corx Eleven rimrock. An artefact shed of crystal camouflage shows with a new shimmer glow that increases as the laboratory, crystal shards and rimrock spin off and away from its secure anchor. It is large as a supply block with bent mechanical alien tendril emitter spikes that look broken. A new vent passage opens. A command fleet pinfighter enters local real time space close to the chaos laboratory wreckage. Pulse active shields deflect shards and whirl ricochet pieces of laboratory sparks off the small craft. Barrel pin weapon sphere forward set half of the craft stumpy fuselage spits out a separation shimmer as its pulse activates its hyper jump capability to escape out of the mess. The technology sphere form absorbs all the alien artefact identity and solidifies with a Dndr augmentative formula base outer skin that stops zap ray strobe bursts from their journey into deep space.

Corx Moson Pod. Industrial Level. Instruction cubicle Corridor.

Eetoo in parade dress file along the industrial corridor where Fleet Officers sit in a line of connector operation cubicles they believe is for them to train on to learn about the nucleus connection to crew. The screens operate. The fuel rod activity controls remain power down. Eetoo One, Captain Yulg Hoizy stops next to Controller Hilflihhm.

Captain Yulg Hoizy. "Eetoo One. Rotation shift Controller Hilflihhm."

Hilflihm. "Thank you soldier."

Eetoo replace Fleet Officers in the small cubicles. Nobody notices Sergeant Vilolt Phyzcky stand behind as Commander Ship Bithum takes a seat. The cubicle lights up and a text sign proclaims.

Cubicle console screen text. 'Welcome Commander Ship Bithum.'

All fuel reaction control consoles at the side of each cubicle light up. Transparent cases send fuel rods in tubes toward the nucleus then sink into the floor in a space for a new fuel rod assembly to begin. Communicators from the nucleus commence data flow streams of files as a direct machine communication to Moson Corporate Machine Council.

Vessia's lair.

Fleet Officer O-ee meets two Xelhn at Vessia's lair. Hmluglann and Kyflnny request future seclusion in Corx Five city. The Xelhn population is a few hundred here as most leave for Corx Four or the Ring development at the anchor zone.

Fleet Officer O-ee. "You both want to stay. This is more difficult now the new Xelhn Corx Eleven features may cause distress or danger to this environment. Both of you spoke with Terllis."

The young male and female look at each other.

Kyflnny. "We will need to be careful. Seclusion is a formal condition. First to get on the Ring without suspicion."

Hmluglann. "Migration is common. We want to stay on Corx Five and no longer feel this is possible. We volunteer for the new project?"

Fleet Officer O-ee. "Take your androids they agree to implants. We can monitor through them."

Fleet Officer O-ee points to another tech box. Its is large with a door. O-ee opens the door to reveal a spacious area with a seat. "Your androids will each use this."

Corx Eleven Xelhn Circle Seclusion New Arrival Centre.

Many Corx Five Xelhn gather freely in a central area where they expect to

be shown Xelhn Ring seclusion environment transitional accommodation. A small crowd of young Xelhn sit about as a group. Food sticks rise from small eatin style table dispensers. Hmluglann and Kyflnny sit in sight of each other at different tables. Android Lumlkis and android Yieenla come alongside next to each other not far from their Xelhn friends accompanied by large tech boxes. An exchange of machine code blips. Android Lumlkis displays some accessories on one part of its arm where a Xelhn hand is separate to a robot type forearm pistol grip. More machine blips follow. Android Yieenla opens her tech box door to show different change effects inside her tech box. The seat area is hidden. Hmluglann and Kyflnny call to each other over the background noise.

Hmluglann. "Yieenla is your friend?"

Kyflnny. "Lumlkis?"

Hmluglann. "They get on well?"

Kyflnny. "Do you look at me?"

Hmluglann. "Look?"

Kyflnny. "A breeder?"

Hmluglann. "That is a mammal word."

Kyflnny. "We are mammals?"

Hmluglann. "You like them. Seclusion."

Kyflnny. "I don't have a spot."

Hmluglann and Kyflnny. "hahahaha."

Hmluglann. "They say it happens."

Kyflnny. "We could ask. For fun."

Hmluglann. "Mammal again."

Hmluglann and Kyflnny. "hahaha."

Ring androids approach many new Xelhn arrivals and together they disperse in a partnership of two to travel ways on the circle. Ring androids take Hmluglann and Kyflnny separately by their elbows from the group and guide them away with the other new Xelhn arrivals to different travel exits. Many

Xelhn leave companion androids in the arrival area. Groups of Ring androids crowd the companion androids and they disperse to travel exits. Tech boxes brought by many remain in the new arrival area like luggage left behind.

Xelhn Circle Seclusion Access Corridor.

Hmluglann follows one Ring android with two Ring androids behind out of the travel module and along a corridor. Work activity is not apparent in this older sector. All turn through into a fog transparency.

Xelhn Circle Seclusion Cubicle Antechamber.

Seclusion is a long term commitment. The large room is plain blank; empty. Another fog transparency opens through to a smaller room where the Ring android leader steps aside and bows slightly to usher Hmluglann forward. Hmluglann walks into an empty closet space and back out. The room shadows momentarily. A drug fog grows over Hmluglann and thickens into a web that the two Ring androids push back into the space of the seclusion where it becomes the wall.

Xelhn Circle Seclusion Access Corridor.

Kyflnny follows one Ring android with two Ring androids behind along a corridor until all walk through a fog transparency.

Xelhn Circle Seclusion Cubicle Antechamber.

Ring android one about turns. Kyflnny and two Ring androids behind halt. Wall. "Welcome Kyflnny. Seclusion shall be yours. Please answer. Why do you come to spy on us?"

Ocn Town.

Ocn Town is a broken ghost town with no dome. Two Fleet Officers in space suits stand next to the plinth of Carista Lil. In its centre the disc cavity is empty. The statue lies on its side.

Fleet Officer One. "What now."

Corx Five Fleet Command Satellite. Operations Room.

Xepien Fleet Commander Dox, Fleet Officer Nar, O-ee, Quoshy and several Fleet Officers look as Heen Luxae's small hologram repeat plays on a table. Nar. "Heen Luxae."

Corx Moson Pod. Corridor.

Eetoo Four, Commander Tiy Glollof, walks in two file alongside friend Notwil. Eight Eetoo in parade uniform and six Fleet Officers in uniform escort Notwil who is behind Tressah also in city dress.

Wall public address speaker. "All commanders chart room."

Eetoo One, column of two leader, follows an arrow that appears on wall in a curve of the path on the right side that diverts down a side corridor.

Corx Moson Pod. Charts room.

The chart room assembly mingles around a full size central hologram of Heen Luxae that repeats with no sound. Commander Waza Chit, four commander squads, Controller Hilflihhm with a large group now in Moson Five Hundred technical work clothes, Tressah and Notwil in civilian dress with six Fleet Officers all converse quietly there. The wall screen curve middle section lights up and a gravity counter none recognise displays the room as a weight and distance from earth one. A mass position top layer of digits in eight segments is set. Each number enclosure may be different in colour and at a different position within each margin. Digits beneath calculate and correct mass for individual positions that use Moson Cell technology to hold at earth one gravity. The gravity counter appears as a small strip lit up across every chest on each crew with Moson apparel on. A wall screen shows individual gravity counters as they monitor everyone not yet in Moson Corporate dress.

Wall public address speaker. "Anchor off."

The room goes quiet. Everyone looks at each other.

Corx Five Fleet Command Satellite. Operations Room.

On the wall screen Corx system tiny dots get big for show notice positions of interest. When the Moson Five Hundred pod disappears a blink dot appears and enlarges. There is a public address speaker soft beep.

Commander Dox. "Pirates?"

Wall. "No."

Glaxis on Wall public address. "Sign is late."

Commander Dox. "Contact Terllis. Ttacy. Hoosha."

Corx Eleven. Xelhn Circle. Dock.

Terllis, Ttacy and Hoosha walk off the transporter among many Xelhn with android friends, luggage tech boxes, android assistants that push small trolleys, goods carriers and androids with carry parcels. Terllis walks ahead of Ttacy and Hoosha to the Xelhn Circle.

Xelhn Circle Seclusion New Arrival Centre.

Terllis walks across the new arrival centre. A crowd of Xelhn and android assistant arrivals congregate around an information wall. He exits through to the Xelhn Ring travel way.

Corx Eleven. Xelhn Circle. Dock.

Ttacy and Hoosha walk out of the transporter onto the dock platform, pause and stand as Xelhn passengers and android assistants pass them. Hoosha follows the last Xelhn and an assistant android through the arrival centre entry barrier. The platform air lock closes. The air lock closes off from the now empty transporter and it moves away off the platform. A freighter outside edges past to dock. An exit to Xelhn Ring external hull opens on the platform and androids begin their cartage of supplies directly onto an outer surface of the Ring. Ttacy approaches the freighter and enters.

Xelhn Circle Central Travel Way.

The travel way is a central corridor with split lanes that go both ways around the Ring. Each road moves at a walkers pace. Terllis chooses anti clockwise and runs at a steady pace. He sees no androids.

Corx Eleven. Freighter Hold.

The freighter hold is very busy. Androids file out of corridor spaces to make away with various vehicles or to carry stocks like sheet filter frames manually two by two in a line that stretches now to the Ring hull. Ttacy extends his arm in a boxer motion. Wrist folds Ttacy's glove in. A plate extends across to cover the wrist as the forearm weapon mount, a large

pistol bore cannon rod with a direct round feed from Ttacy's suit at its rear and a slider dial on its upper surface to control shot explosive content set at its lowest, fires its first round with a dull twang thud sound. Ttacy shoots as he walks. Androids take no notice and stop when the explosive hit discharge detonates with a dull sound. Each Android is stuck to the floor with their adhesive technology feet. Ttacy edges past hit androids who wobble sway inert to shoot along the corridor until he reaches the corridor end. He turns and picks up his pace to get out.

Corx Eleven. Xelhn Circle. Dock.

Ttacy walks out the dock toward the outer hull.

Xelhn Circle Seclusion New Arrival Centre.

Hoosha enters as Terllis goes through the travel way fog barrier. Hoosha shoots each android in a slow methodical way. The Xelhn arrivals off the same transporter all in shock stand over against a far wall and the Xelhn already in the centre stand still with no capacity to act. Worker androids do not take any notice and fall as they work. A slow stream come in through an open fog barrier and Hoosha walks toward the open way and shoots all the androids as he walks.

Xelhn Circle Seclusion Travel Way Corridor.

Inside a corridor leads away clockwise with a column of android workers in file. Hoosha walks then picks up the pace and runs at a steady pace. Hoosha fires as he runs and shoots the androids in the corridor.

Corx Moson Pod. Charts room.

The repetitive Heen Luxae in the chartroom centre exchanges for a column of black. A sharp white line shows with a dot bulge in the centre 1.2 metre high inside the black column. Everyone's attention is on this and the room is quiet. Three Moson supply ship civilian technical assistants with a technician leader in strange though recognisable tech casual clothes enter, soft footsteps clear in the quiet. The small group walks to a wall section near the entrance where it produces clear barrier divisions. The technician

leader pulls out several arms length size segment displays of cosmic star clusters.

Leader. "Looks OK."

The Moson supply ship technician leader folds the chart back in and turns to everyone in the charts room who now attend to this new group of technicians. In a clear loud demonstrative voice the leader says.

Leader. "Bounce mission supplies. One hundred kilometres more hull. Five kilometres more nucleus layer. New navigator. New guardian. One hundred Cyborgs."

Check list done the three Moson supply ship civilian technical assistants follow the leader in an about face and head back out of the chart room.

Moson Five Hundred Supply Ship Corridor.

The group walk along a blank connector corridor back inside their space ship boundary. The leader shakes his head.

Leader. "Press gangs. Let me outa here."

Deep Space Moson Five Hundred Rendezvous.

Moson Corporation supply mine craft in deep space where no star or solar system will interfere. The Corx space vessel dot is beside the enormous dull sheen of Moson Corporation supply ship larger dot. They separate further before the large dot disappears.

Xelhn Ring Circle. Seclusion room.

Terllis enters a Xelhn seclusion chamber through a fog barrier. On the left side of the chamber under a gossamer fog a Xelhn lays. A wall catheter arch support mound is for the tail. Facial features barely visible do not disclose its gender. At the head end of the bed after a support column one inactive android friend is set into an alcove made for the purpose. The room is spacious and empty. Another support column separates the android from a corridor to what appears to be an exercise space. The room turns after another support column and Terllis faces the second inactive android friend set into an alcove. Terllis turns back to the Xelhn sleeper and

bends down. At the base along the bed control dials and display meters sign the condition of the room.

Xelhn Ring Circle Hull. Corx Eleven Face.

Ttacy continues along a wide outside hull roadway beside a line of androids who carry new filter shield sheets to counter the effects of the spheres that block action toward the Anomaly Phenomenon. Ttacy shoots each android until he reaches a group of androids who fix the first sheet to the hull. Ttacy shoots them and begins to run with long leaps over enclosures of technology. With each lunge into the air Ttacy looks right and left, lands and lets his capture footwear grab hold. Not far ahead a group of androids stand at an open technology box. Ttacy shoots them. He walks between the bodies. They sway in the low gravity stuck to the walkway mesh by their grab footwear. He bends down and opens a maintenance access lid on the box surface. Inside the maintenance access lid there is a small monitor screen. Ttacy records data through finger touch. Lights come on and a meter data flow rotates swiftly through numbers symbols and diagrams.

Space. Planet Yonders. Zaidhayth System.

The Moson Five Hundred rescue flat saucer bottom ninety degree side on design functions to secure and return BOBA technology. Its forward helm view wraps around and over the vertical rotation power system. A BOBA Frigate containment hold is set into the cup, a gash down the convex hull.

Rescue Craft Helm Deck.

BOBA One crew taps out a code from helm deck console. Approach attitude visibly shows a correction alignment as the Binba wreck comes on the screen.

Space. Zaidhayth System. Debris Zone.

Soon the BOBA guard frigate slim lines moon curve weapons system manoeuvres automatically to glide to the front gash of the rescue saucer and anchors into the slot of the cavity sheath. The Moson rescue saucer now all slow, engages its front hold onto the Binba entry platform. Below the helm a long

cavity chamber opens and wraps around to enclose the broken entry area until secure with grapple stretch technology. BOBA Two team without cable attachment, Eetoo One Captain Kloph Faahl, Commander Waza Chit and bodyguard Eetoo Three Sergeant Xhinlu Vninga with a five squad enter through the lander platform. The BOBA crew know the way. In darkness with no system lights helmet floodlights reveal nothing. They stop in an open area. BOBA one speaks an unlock function code.

BOBA One. "In Giaglo."

When lit the area shows no reflective colour. A shiny prism reaches high to scaffolds.

BOBA one. "BOBA."

BOBA two crew member touches a blank wall and a panel vendor full of dials and touch controls appears out of the wall. Deft fingers complete instruction and the BOBA crews woken from deep freeze in a few moments appear in suits. They replace pistols into suit holders.

Binba crew BOBA one. "Where away?"

Captain Kloph Faahl. "We took passage from Moson Guardian files to find you. BOBA onway to get sign. Leave notice. Come we must be gone."

Binba BOBA crew two find a vendor plate on the black prism wall and tap in a code. A huge black prism manoeuvres into the open area when the float shift auto function releases the block from its connectors. The block sensors recognise and respond to the BOBA crew motion controller. Binba blips. Binba signature sounds are different to machine blips common communication, tiny pops dings and bass notes combination flow slowly with melody. The black prism container moves with grace through toward the passages to the exit. The BOBA creature inside the deep freeze is not visible.

Planet Yonders.

A large convex top saucer flyer with turret vent weapon and flat bottom lander surface touches down on the new earth clear area for space vessels

built by Eetoo survivors. The wall separator between top curve and flat base that circles the vessel to provide a central power complex shuts down. An open way appears. Eight space suit soldiers in anonymous armour, side by side, file out and march toward the wilderness boundary perimeter circle road. A second sixteen soldier detail in anonymous armour, side by side, file out and march straight up to the gap in the Eetoo fortress wall enclosure. One Eetoo stands in silence, space suit on helmet on the ground. Four Eetoo in space suits with helmets on join the solitary guard at the entrance to greet the new arrivals. Eetoo One, Kernt Nlymmer beside Tressah ahead of Notwil and Eetoo Four, Commander Tiy Glollof and a five squad, anonymous in Moson armour, double file along the perimeter road that separates the Eetoo fort from the natural wilderness. Notwil stops. The retinue stops. Notwil bends down to look at sign. Through the helmet screen clear view Notwil sees small scat and the trail of three toes feet broken by the soldier footsteps come out of the forest and return after the deposit. Notwil straightens up and they continue to march.

Planet Zaidhayth. Hunters Camp Space Port.

Trans universe space travellers do not enter planet atmospheres. Hyper jump technology uses short powerful bursts of worm hole action to reduce time between planet and space. Three large alien vessels of different design anchor on the space port perimeter ground. Although alien all the system space craft with hyper drive capability use power initiatives Moson Corporation identification codes upgrade can read. One vessel shows the creases and dents of its crush and inflate design for gas species. A mineral species vessel with overlap plate fold pressure hull resembles BOBA technology. The larger craft further over in a clearer area of the space lander zone uses a concertina pulse power block wedge shape. The Moson craft docks away to make a clear field barrier on ample bare ground that stretches to the horizon. Number two rescue vessel is a long version of the large convex top saucer flyer with turret vent weapon and flat bottom

lander surface planet Yonders craft. Six sphere moulds three opposite three bulge out to disturb its saucer smooth shape. The Dndr Blueball protrudes visibly along one hull curve side as one of three spheres. Clearway doors open to let flight capable Salvager One exit. Salvager One auto control cabin is out front and above the power supply block. The Hemisphere cup behind to hold Bounce is central to mechanical arms inset along the chassis. Large bubble wheels with tractor cover plate for difficult terrain rolls the vehicle out. An extension attachment carry platform that trails behind carries the Zaidhayth rescue team. The new sleek Moson armour includes contour helmet seen from the outside is an anonymous metal grey. The slash colour bar insignia across the chest plate of Eetoo Three Commander Burgn Woo separates her from the Eetoo team, an eight mix of Cyborg and Eetoo. Eetoo Four Sergeant Jimmy Nute is beside her and Eetoo One Captain Fern Mlichmmorn commands from near the head of the trailer. The BOBA crew without a cable join look on from either side of the Corx ZHT (Zirhirterh). A Dndr male in tube armour stands on the away edge of the platform. Salvager One passes the hunter platform craft clear buffer zone between the space craft and terrestrial area. Corners uneven lift off round curves of absent hunter trackers pattern a large area of ground. Several flat hunter craft lay in the dirt.

Planet Zaidhayth. Hunters Camp

Bounce comes into view above the rooftops then drops below out of sight. There is a dull slow roll stone sound as they approach the camp where ramshackle dwellings, old crates, boxes and cloth hangings line the road behind a gather of alien creatures hidden in robes. A dust cloud from perimeter sweepers spreads and falls among rooftops further away. The dull slow roll stone sounds is continuous. Nenith mineral species mineral skins produces gas separation chemically in a central intelligence sack. Their flexible bodies take a crude human form adaptation with arms and legs in a simulation that results from the discovery of biological life forms. The

Nenith who begin to line the road hold the Zirhirterh lance in alert position with the active tip coil knob rod an angle lean. Salvager One navigates a bend in the dirt. Ahead the Bounce monument boundary blocks the dirt road. DORS lays side on the pedestal with a circle track around. A cockpit simulation set up walls against a large power curve charger. DORS inset is vacant. On the curve Bounce rolls slow along the sweep bend and up one incline to stop and return and roll past again the cockpit imitator and on to the opposite bend peak. Crunch stone sounds are loud on the smooth gutter smile sweep of the curve. A small crowd of hunters throw small technology pieces into the smooth gutter part to offer up luck for the hunt. Salvager One stops. The road is now blocked fifty metres from the Bounce power charger monument. Yells from the crowd get loud while the dull slow roll stone sounds continue. Hunters and Nenith guards line up across the road four deep. The carry platform detaches. Power auto controls swing the platform around to edge a path beside Salvager One. The Zaidhayth team walk a ramp down to ground level. The Moson eight squad forms a wedge to push open a gap to make way for the platform to proceed. A Nenith guard whacks at Eetoo One and the contact creates a power flash and smoke spiral. Sparks fly. The glow creates fear in the crowd. With nowhere to go the crowd presses back onto itself. Eetoo One drops to one knee. Red alert colour blinks on and off across the screen of Eetoo One.

Eetoo One. "I'm hit."

The Nenith guard lifts the lance for a second blow. Eetoo Two cannon arm sweep edge slices off the Nenith probe lance below the bulb glow. Eetoo grab at lances before another contacts and the yells of the crowd get loud. Further back the Dndr tail slices across Nenith guard probe lances over the heads of the Corx wedge of armour. The bulbous lance heads spread fall about the ground around the feet of the protagonists. The Dndr swing turns toward the other side and in one fling cuts those lances within range off at the tips. For safety the Dndr retract folds the whip tail blade made

secure by the skin fold clasps on its head. Two soldiers stand against a push surge of Nenith. The ZHT steps forward at the apex of the wedge, extends a crude limb form and grabs lance tips between the two soldiers. Its mineral physical self absorbs the bulbous knobs that disintegrate to half way down the pipe. The crowd quiets and steps back. The soldiers position themselves to widen the road gap for Salvager One. Eetoo One Captain Fern Mlichhmmorn under damage control moves to a rear guard position with the Dndr. The ZHT stands and waits forever while motion goes on around it. Salvager platform edges around Salvager One where Nenith guards now make a body barrier to stop the crowd. The area around the gutter monument is clear. Salvager platform moves in adjusts to height and creates a wide ramp access for Salvager One. Eetoo Three Commander Burgn Woo with Eetoo Four Sergeant Jimmy Nute beside her leave the wedge formation and cross to the DORS pedestal and cockpit simulator. A Xla of the morph Tord in anonymous hood cloak stands with a Maybe Real Jake android and several Nenith who take defensive positions in front of the DORS pedestal. Eetoo Four Sergeant Jimmy Nute ignores their barrier and they get close to the cockpit. A control screen and console lights up. Fleet Command Shuttle.

Glaxis with the fleet command crew of four stand at the shuttle cockpit console with Terllis, Ttacy and Hoosha. Complicated calculation text and symbol diagrams scroll on the screen.

Terllis. "Xelhn seclusion is typical. No machine connector. No sign of Hmluglann or Kyflnny."

Ttacy. "The converter says the Ballast is in the inner hull."

Hoosha. "The cabinets we got. Lumlkis and Yieenla. Recycle."

Wall creates vision of the new dome guard around the artefact in the Corx Eleven rimrock. A zap connector repetitively sparks from the dome surface into an open access hole in the container. Another calculation text and symbol diagram combination scrolls next to the vision on wall.

Wall. "Navigator confirmation."

Planet Zaidhayth. Hunters Camp.

The ZHT leaves the monument and walks ahead of a five squad of anonymous soldiers with a crowd of hunters and Nenith who follow them along where camp tents empty containers and trash litter the road side until they reach the cavern. This cave is where hunters keep ZHT essence. Only the Moson rescue team and two Nenith enter. Nenith guards and hunters who struggle to see block the entrance.

Planet Zaidhayth. ZHT Cave.

The cavern is vast. Inside the first chamber there is a crude fake crystal human figure near a far wall. All follow the ZHT who moves stiffly with a crackle of sound in the quiet and smoothly so not to step on any short tubes spread across the cavern floor. Small bracelet size tube rings lay everywhere. These hold early stage mineral growth that may become ZHT. Three stalagmites of different heights grow out of tubes near the fake crystal human. The Corx ZHT stops as it passes to touch one. Gases infuse into the minerals underneath the ZHT point of touch. The centre of the stalagmite expands to become glassy and visible grows quickly and resembles the corx ZHT in all aspects but size. The cavern ZHT waits forever. The Corx ZHT (Zirhirterh) stops in front of the fake crystal human. A cry is heard from one of the passages that lead off further into the cavern.

Unidentified biological cry. "EEEEEEEEEEYYYYOOOOWW."

Two soldiers in anonymous armour walk down a passage where the sound comes from to investigate. A rod of stone comes from the rear of the fake crystal human into its back. One stump elongates from the ZHT over the crystal fake arm as it rises to point. The translator dangle amplifier indicator lights up.

ZHT. "I trade me for this junk. This Cirdr rock is dead."

The entire fake crystal human crack shatters and lays on the ground.

Planet Zaidhayth. Inside Cavern Chamber.

The two soldiers in anonymous armour stop. Hnluglann and Kyflnny stand back from a shimmer wall. On the ground around them skeleton dry mummy bodies lay about. The shimmer wall dissolves. The Xelhn collapse. Auto response stimulus raises both soldier weapon arms. The sleeve cannon erects. Two rounds fire. BANG. Gas emission shrouds each Xelhn and body bags solidify over the unconscious pair.

Planet Zaidhayth. Hunters Camp. Bounce Monument. Cockpit Simulator.

Eetoo Three Commander Burgn Woo leans over the console and places an armour glove flat onto the screen display. Eetoo Four Sergeant Jimmy Nute faces out back to Commander Burgn Woo in sentry at ease. A Xla of the morph Tord in anonymous hood cloak stands with a Maybe Real Jake android and several Nenith guards who watch and wait. Eetoo Four Sergeant Jimmy Nute sees a new star form and disappear in the day sky through his helmet clear screen.

Jimmy Nute. "BOBA."

Space. Corx Eleven. Xelhn Circle.

Numbers of Corxian technology work drone space craft approach the Xelhn Ring. Armatures begin to fold out.

Space. Corx Five. Fleet Command satellite.

The Corx Five command satellite orbits Corx Five like a second moon.

Fleet Command satellite. Operations Room.

Fleet commander Vluvlimer, Fleet Commander DOX, Fleet Officer Glaxis and Fleet Officer Nar with Fleet Officers attend. A quarter wall screen shows the half figure of Flomiln about to speak.

Flomiln from the P.A. "This is an outrage. Humans do not understand Xelhn. Sanctions will follow. Corx Five no longer will tolerate human habitation. Corx Four expels human and Xepien activity. You have one week to withdraw." Vluvlimer. "Corx Fleet Command will begin to remove fifty percent Ballast volume from the Xelhn construction at Corx Eleven. There is no specification that can allow the disproportionate use of Ballast on this project. You know there is a shortage."

The Flomiln screen goes black. A new larger screen displays a cosmic map. The motion map is deep space. Further toward the edges of the screen there is a few star clusters. A dark swirl of dust revolves around one black sphere in the centre. On the screen a text appears.

Screen text. 'Slingshot passage.'

Avaker and a female Dndr enter. The Dndr accesses the screen to translate. Dndr translation text with sound. "Slingshot passage. We use this to accelerate our ships. This is the Corx galaxy central gravity stabiliser. It is a high pressure zone."

The screen goes black. A new screen displays a cosmic map. The screen fills with the motion image of two separate dark swirls of dust. In the centre of each swirl of dust is a black sphere. Each black sphere is a different size. The two different size black spheres slowly revolve around each other in the centre of the screen.

On the screen a text appears. 'Artefact fragment section. Sheer constant.' Space. Yonders Debris Zone.

Folds of the rescue Binba warcraft envelope the broken Yonders Binba wreck which rotates as it enters the warcraft field of entry. The rescue Binba vessel on the outside widens as the whole wreck fills a space on complete entry. The folds revolve and close up to begin the wreck transfer to a BOBA safe space zone merchant vessel. The Binba warcraft dispenses a shuttle to connect with the Moson Five Hundred.

Corx Moson Pod. Charts Room.

Commander Waza Chit and Eetoo Three Sergeant Xhinlu Vninqa enter the charts room. A Moson Cell insignia appears on the roof centre. Moson badge systems use a machine code complex to operate in a faster manner. No restriction for location means a calculation for action 'a to b' is an in situ relay action. A green physical line, an establishment of construction, is a line of Moson Cell design that resembles light without the physical natural properties of light. It flows from the cell central communication transfer

feeder to the centre of the chart room. A floor disk marks the connection zone. Along the green light line a small visible prism swiftly moves and stops 1.5 metres above the central floor disk. An artefact appears. The chart room wall screens that boundary the room displays numbers as they begin to scroll with symbols and patterns that dissociate the calculation blocks until 3D overlay transparencies fill the chart room chamber. It is the alien anomaly artefact architectural image in pieces. Complex shapes and gas issue control emitters show as a series of connections with fleet command machine interposition line markers. This dissolves and a cosmic map appears. 3D motion of two separate dark swirls of dust revolve around two different size black spheres which slowly revolve around each other in the centre of an otherwise black chart room chamber.

Zaidhayth System Moon. Crater Valley.

Salvager Two soft track rollers wheel over an even sweep of the crater valley plane surface to park side on to Bounce in a small crater. Front and rear armatures unfold from each side of the cavity seat. The cavity begins to expand to a four metre diameter square to accommodate the ten metre sphere.

Cyborg Standy Ufls Mishmon. "Battle stations. I got an open hatch."

Eetoo One Captain Yulg Hoizy. "This is it. Sign location is accurate. A second Bounce. Standy Leave it. Hold."

Battle stations releases Moson Cell energy stores to one hundred percent for the period. Salvager Two armatures find equidistant points on Bounce. The Moson Cell immediate transfer activates Bounce through the hull. Bounce adjusts gravity mass to near zero absolute real time local. The armatures easily lift Bounce into the cavity.

Ship Bithum. "Got it. Let's get out of here."

Moson Treasure Secure Space Craft.

The Corx Moson Pod anchors in black. Machine Council Moson navigator guidance sets rendezvous where the black of deep space shows no star light.

A Moson Five Hundred appears beside the Corx Moson Pod, glides toward the smaller vessel and erects a connector tunnel inside the hull mesh from the Moson Corporation Five Hundred treasure vessel tear drop life area through the hull across space and into the inside hull mesh of the Corx Moson Pod to its tear drop life area. Two containers full of motion clusters of technology visible through the container wall transparency keep each Bounce ten metre sphere in a float situation with motility cells that detect and alter the space between the box boundary and sphere so there is no recognition of where it is and therefore no signal to cause change. Carriers convoy the containers from the Corxian craft along the connector tunnel road to the treasure ship.

Deep Space Black. Pirate Raider.

Out of the black a shooting star streaks into the Moson treasure craft hull mesh.

Moson Corporation Treasure Vessel Hull Mesh. Pirate raider.

The pirate space craft convex and concave oval armour opposite sections hull supports a central large tunnel extension through the vessel to protrude front and rear. The forward tunnel tapers to give the craft a wedge point that spreads toward the back. A funnel ram tube. The central ram tube pushes into the gigantic treasure craft hull. The pirate raider is tiny inside the Moson Corporation vessel. Hull mesh sucks out the ram tube with force enough to cause momentarily a dispersal of its mesh capability. Toward the forward tear drop where the hull mesh thickens the pirate raider sink force slows.

Moson Corporation Treasure Space Craft. Collision barrier. Treasure Store.

Thick pressure gradient areas of hull wall connects treasury via barrier corridors to a Cyborg crypt sector armoury. Entry zap barriers bar life from deep cold zone access. Cyborg cadavers keep forever at a constant temperature. Moson Cell hull structural architecture redirects under Guardian command to make tunnels through the tear drop collision barrier

part of the hull. Two tunnels swiftly form out from the cold zone armour barrier corridor to either side of the pirate tube penetration hole. Cyborgs in anonymous armour file out to line the armour corridor from new crypt supply passages. Flat wall tank images appear along the armour corridor walls. As they eject to form fully operational weapon systems another image forms. The Cyborgs quick step to be in between each new tank. Once inside both tunnels tanks and Cyborgs swiftly shift with move road technology to the target area.

Pirate Craft Penetration Tube.

As it slows the pirate raider front tube taper cloud technology shimmer further weakens Moson Cell hull mesh connectivity. Dark new armoury tunnels approach either side of the pirate tube through dense hull mesh fog glow. Moson Tank weapon system upgrades operate efficiently to penetrate cloud technology and shimmer barrier to access the pirate hull. Tanks springer legs connect to the hull through a surround cloud sea. Weapon system arms lower and stick bam saucer mines over a large surface area. Mine sensor action switches to bam. All tank saucer bam mines implode in a connection of destruction. Dark greasy pit holes show everywhere on the raider hull. Bubble technology thrusts out of the blast holes to press bubbles that change in consistency to crystal hard barriers that lift the tanks and as bubble size increase pushes out the hull mesh pirate headway forces forward toward the treasure store wall. Tank pop dart mortar weapons ignition fails to launch in the confines of an ever denser hull mesh fog linkage.

Moson Rescue Pod hull and Moson Corporation Treasure Space Craft hull connection.

The space connection road reduces to merge Pod and Moson Five Hundred hulls. Tunnels feed through to the battle zone. Corxian soldiers anonymous in Moson armour jet pack fly in file with tank reinforcements and assault the crystal bubbles with hammer glove fists. Tank bam saucer modifications set cup edges to blade. Tanks weapon arms swing at the crystals to crack shatter at every blow.

Moson Corporation Treasure Space Craft Defensive Tunnel.

Moson Five Hundred treasure vessel Cyborgs hammer fist hard at bubble surfaces as tanks float out of the technology cloud under bubble ooze pressure into the tunnel. Foam fills the tunnels space engulfs the hull mesh, tunnel walls, Cyborg and tank defence. Expansion rush threatens the tear drop collision barrier. Bubble thick piles solidify at the shut off barrier tunnel.

Moson Corporation Treasure Wall.

Denser mesh fog of the treasure wall slows the pirate raider. Through a hatchway a new craft expresses down a crystal cloud platform over the external ridge front of the taper shaft. Its drill bevel blade with an anomaly sheet liner melt spreads the Moson Corporation denser hull barrier like a butter knife.

Moson Corporation Guardian.

The Moson Guardian shuts off all Moson Cell activity around defences. Hull retraction leaves space between both vessels and the collision wall shrinks away from the bubble crystal. Crystal bubble cloud technology with no reactive barrier halts with immobile soldiers and tanks stuck inside.

Treasure.

The drill craft holes the Moson treasure chamber. A shaft extension tube opens and a very flexible capsule enclosure, gas creature inside, wriggles through and suctions up the treasure store glass block. The drill shaft extension tube retracts back through the tear drop wall the mesh the pirate raider and the weaker tunnel hull mesh refuse mixture. A star streaks into the black of space and disappears.

Moson Cell Hull Mesh Battle Zone.

A transfer sphere erects around the static area of the the entire frozen battle zone and uses Moson Cell technology to relocate to a position in space outside the hull. The sphere dissolves. Reduction of pressure breaks the shut down bubble technology in stages of crack shatter. Tanks and space

suit soldiers remain inactive. Dot satellites, rescue shuttles, and maintenance craft fly out to retrieve the inert soldiers and tanks.

Moson Corporation Space Treasure Vessel gather area.

Corxian crew in uniform and Moson Five Hundred technical crew in different technical and casual dress gather at one of the treasure ship recreation long vendor bars with overhead screens.

Klaxon. 'beep.'

On the screen two bomb boxes wall technology becomes transparent in an open clear area of the industrial zone. The two Bounce ten metre spheres remain intact.

Public Address speakers. "Bounce seals intact."

A still image of maintenance areas full of tanks and suit armour that stands open like luggage comes on the screen momentarily. The screen switches to a 3D motion cosmic map of two separate dark swirls of dust that revolve around two different size black spheres which slowly revolve around each other in a continuous loop display. Three Moson supply ship civilian technical assistants with a technician leader from the Moson Five Hundred treasure vessel approach Eetoo Four Commander Ship Bithum and Eetoo Three Sergeant Vilolt Phyzcky as they mingle.

Technician Leader. "Transfer two hundred kilometres extra hull mesh. Your navigator is sufficient. New main ship survivor creches will increase your chances and a flight capable crew carrier. Fare well. We will wait for resupply."

Public Address speakers. "Corxians please make your exits."

A treasure crew member passes a device to Eetoo Four Commander Ship Bithum. Corx Five. Fleet Command satellite. Operations Room.

Wall screen displays the loop 3D motion of two separate dark swirls of dust that revolve around two different size black spheres which slowly revolve around each other. Fleet Officer O-ee stands to one side of the wall screen. Xepien Fleet Commander Dox, Fleet Officer Nar, Fleet Officer

Quoshy, Avaker, BOBA two crew with no connector cable, a male Dndr in tube armour and several Fleet Officers attend. A detail of a section central to the maelstrom becomes full screen. Wall inserts a 3D cube outline at the approximate centre. The cube becomes full screen.

Fleet Officer O-ee. "Full screen image is not real time or local."

A spot appears and disappears in the centre of the 3D cube.

Fleet Officer O-ee. "Critical angle determines direction. Hull integrity decrease transfer pressure needs to read a sufficiency for the Corx anchor."

Space. Aox Galaxy. Gas planet proximity Bounce launch zone.

The Moson Pod skip strategy reduces the risk of collision and interference. First contact in the galaxy is a brief and swift ejection of the pursuit sphere. An external pulse flare curve expansion sheet flight capable motion wing is new to the space craft Everin. In an instant the Moson Pod disappears.

Space. Aox Galaxy. Moson Pod anchor zone.

The Moson Pod appears at anchor in deep space outside of the gas planet system.

Space. Aox Galaxy. Gas planet proximity.

Sphere flare curve wing skirts elevate off the flat surface, glow with pulse ignition power increase and surge rotates to direction toward the nearby huge gas planet big as any star. Atmosphere cloud turmoil storms show discrepancies in the gas content and surface colour tone shifts warn of ferocious chemical anomalies.

Bounce Helm Deck.

Everin Bounce conversion is an assault weapon system. Fifty metres diameter of sphere hull necessarily uses more energy. The new power supply is a Ballast block processor. Contemporary technology upgrades in situ. DORS is an internal operator, flight control. Moson Cell active capability includes gravity controls to supplement any pulse engine shut down. Eetoo Commander

Ship Bithum, Eetoo Sergeant vilolt Phyzcky, Eetoo Commander Waza Chit, Eetoo Sergeant Xhinlu Vninga, Eetoo Commander Tiy Glollof, Eetoo Sergeant Monllonshu Llon, Eetoo Commander Burgn Woo and Eetoo Sergeant Jimmy Nute stand apart single file in the middle of helm deck. Moson armour rigid stand is 250 millimetres leg spread arms straight down 150 millimetres from the body fist armour slightly open set. Open screen view takes up a large portion of the front. Behind them the prospector drill and DORS unit is gone. In its place is an extractor hold and technology weapon system. The extractor will remove and contain the stolen treasure. The weapon is a miniature upgrade of a Bigdot pulse bam. There is no external action vehicle.

DORS. "Welcome to Everin. Weapons systems active."

Aox Gas planet.

A panel situates either side of the open view. On the console sensor map conversion grid overlays converge to track position and gravity. This shows as an unstable display on the gravity clock console. Layers shift colour and numerical displacement on the eight digit surface. Gravity clocks do not appear on the anonymous suit armour. Entry sensor indicators of fierce surface turmoil interference activates controls to stabilise gravity at earth one and the clocks readjust back to normal position.

DORS. "Cloud cover. One thousand kilometre density zone."

Pulse thrust reduces for atmosphere. Everin flys into thinner cloud density. Power glow intensity depends on cloud ingredients. Technologies begin to appear. Alien cable extender grabs like whip structures fling from clouds as they pass close to darker cloud formations. The lightning technology cables increase in number and lash the Everin hull. Each touch produces spark flare responses with no hull damage.

DORS. "Target signal confirmation. Extrusion function active. Ship take the helm."

Ship Bithum armour colour bar lights up. DORS Moson Cell security codes

access the human sequence interface. Everin passes through a technological shift into a spherical open clear travel space containment technology cloud reconstruction of atmosphere. Fog glow shrouds the clear view Helm display. Instrument panel calculations freeze. Everin stops.

DORS. "Target confirmation."

Ship Bithum. "Grab active."

DORS. "Disturbance Packet."

Ship Bithum. "Action stations."

Clear screen switches to the treasure grab. A cube with tiny worm line strings in motion over its surface shows in the confines of a store container.

Burgn Woo. "Contamination."

DORS. "Stage one expulsion."

Dndr code barrier active spray coats the container. Small zaps increase over the cube surface. Light increases when container atmosphere and the Aox cloud technology interacts.

DORS. "Lock on."

Everin pulse flare swings over in a rotation action to disturb the technology cloud. The sphere expands and contracts to crack any substance hull attachments. Zaps flare up on the hull as speed increases. More technology cloud disturbance in the form of swirl cloud storms shape solidification blocks and visible wire lengths throw sparks of technology light across the forward trajectory as they leave the planet atmosphere. Space. Aox Galaxy. Gas planet proximity.

Ship Bithum. "Battle stations."

Waza Chit. "Load bam."

Tiy Glollof. "Fire bam."

The fire bam initiative ejects a bam energy surge from the grab external access gateway. The energy calculates supply block depletion as it issues in proportion to the Everin best guess travel needs for Moson Pod anchor.

Bam creates a pressure zone in the area where Everin is to make the hyper jump. The calculation for hyper space is a relationship between real time local mass and distance. Moson Cell technology contact and relocation conforms with an out of real time concept. Pulse active speed determines distance from the Aox gas planet before relocation. Everin approaches calculation ready for the jump. The bam surge reaches a group of armour Aox design heavy vessels that appear and surround Everin from hyper space. The surge dislodges true real time and a visible ripple destabilises the Aox vessels as Everin disappears.

Space. Aox Galaxy. Moson Pod anchor zone.

Aox space ships surround the Corxian at anchor and fire hundreds of pirate raider taper drones. Black pin holes appear on the Moson Pod hull surface hull mesh. Three large Corxian convex top saucer flyers with turret vent weapon and bam pulse conversions transfer beyond the Aox armour vessel perimeter. The inversion bam process reverses pulse thrust and fires disruption technology against the armour raiders. Space ripples dislodge the raider vessels static attack positions. The turret vent array breaks signal integrity to the pirate taper drone activity. Moson hull restructure upgrades expel the energetic pirate raider taper drone impacts. Dot satellites crowd the intruders at the Moson Pod hull surface and convert any foreign material to Moson Ballast.

Sheer constant.

The empty chart room displays anchor delay as a readout in large digits across the screen. Minus zero is point five seconds with an eight digit quick adjustment scroll to its right. The scroll slows to again approach zero. Everything begins to white out.

Public address system. "Sheer constant."

Star Charter.

Machine Council Star Charter intercept of Moson Corporation's Pod and supply Five Hundred places crews on a field in grey Ballast cover suits.

The retinue wander aimlessly amongst white drug mist clouds.

Machine Council Star Charter. "Protocol domain and injuncture. Perfidy in Boundary. Impound all. Penn sentence."

Corx Four. Nufor city.

Tressah and Notwil stand out as they walk through Nufor free state park. Civilians notice the drab grey Ballast suits and dazzle reflections of the clear prison shimmer. Lil and Pee who stroll beside them act like it is not unusual. Prison is unheard of in the Corx system.

Lil. "There she is."

Ahead a wall juts out from the nearby institute onto the park. A girl marks the wall with colour chalk. Wall in response adds or detracts equivocal statements. She sees them approach and waves then recommences another drawing. A prism takes shape with a star shape on the end at an angle. Cez. "I am Cez. Glad to meet you. Notwil help me will you? See the statement is value driven. I am good at this."

Notwil is close to Cez when she reaches out to grab the shimmer. It stretches and when let go goes back onto the surface with no sign of interference. Cez taps his chest. It is like armour and pings dully.

Cez. "This is it you know? Next step. Look here."

Cez quickly writes several unusual and rough geometric patterns with math and words along between.

Notwil. "Stop. No go back it is wrong. There that word is not conform. Use a structural retention."

Cez nods wipes the word out and places a scribble in its place. Wall fills in the blank with a memorandum of physical law. Lil shakes her head and guides Pee and Tressah toward the institute. Tressah looks over her shoulder.

Tressah. "See you later."

Notwil. "The symbols. New?"

Cez. "Yes I. I get them."

Notwil. "You name the symbols with a word enigma. This provides wall with a variable base line."

Cez. "Oh? I can do that."

Cez scribbles more words and symbols onto the wall.

Corx Four. Nufor city. A room.

City administration officer Bflinn waits until the group is ready. Tressah, Nar, Lil, Pee, Professor Molin, Muffinor and Glaxis sit with human couple father Rshna and Trmeel mother of Cez.

Bflinn. "Cez is ahead of wall. Her capacity is accidental and fills us with hope."

Rshna. "She says she can break Machine Council codes. She is mad."

Nar. "There is no nucleus now Moson Corporation is shut out."

Tressah. ""There is. Drimodle through Dndr. Notwil is capable. It wont be simple."

Cez enters.

Cez. "That's right I can bust the code. I am close. There is an alien context. Notwil saw it. I will go with Notwil to Corx Five."

Rshna. "Nonsense. You don't attend school Cez."

Trmeel. "Cez does not attend Space Cadets."

Corx Five.

Notwil and Cez leave sky tower. A crowd is there. Everyone knows of Notwil and many city dwellers who remain on Corx Five come to take a close up look at the mutant. They walk the sandy flats. Cez left her helmet at the space port. Tri-stem Vinvr flyers gather overhead. Fronds visible along the edge of the forest sway and flute noise in the wind. They hear the sound of Tri-stem prong claps. Sightseers leave a clear space around them. Cez continues preparation dialogue to be fluent at the Dndr interface.

Cez. "Fibv interlace wriggle math, math symbol blobby with spike. No blob with spike twice. Math square piece out three by hervrerness platitude symbol gap severe bend in numerical slider."

Notwil. "Some of that is rubbish Cez."

Cez. "I am a bit nervous. Bendy soft and curve, three. Dimension kinetic severance twice math math symbol wall interject prism and taper bevel too three or diversion plane separator. Themit ghastriffiffig laws math."

Cez keeps at it until at the forest edge where a permanent screen interface for visitors to communicate is beside a tunnel. At the interface a female Dndr waits. Notwil knows the tunnel leads underground to the lake.

Numb inside his prison shimmer he is afraid the Drimodle will take them forever as dust. The crowd mix of city folk and Tri-stems some with Vinvr on one stem like a flag slow and stop a good distance from the tunnel. It is a celebratory time. More Tri-stems stand at the forest edge where shadow gloom breaks the strong sunlight. The green leafy humanoid is there.

Cez "Minus the stripey turn see a messy shape and two quaters then the cube first ghmigh shape inside globular mass the wave of motion spartration by fifteen couple math two."

Cez stops. There is no response on the screen. The Dndr unfolds its blade and swipes a line on the ground. Instinctively Cez removes a glove and writes like it is wall on the smooth sandy surface. Each sign repeats on the screen as Cez continues in a long line of shapes and math symbols. Several lines down she pauses to look at the screen. There is a complete copy but no commentary.

Cez. "It doesn't work."

Notwil is more afraid.

The screen creates a text and says. "Do not fear all is well Notwil."

Cez shrugs and they turn. Gahmghir Mollusc head to rear in a semi circle fence them off from the clear area given them by the crowd. Small Vinvr in their thousands float fly around. The green humanoid disperses into similar tiny flyers that gather over the crowd around the edge of the circle. Drug scent powder falls from the flyers who become a beautiful pink colour. City dwellers who smile and laugh in the heady atmosphere clap to Tri-stem

rhythms. In front of the two visitors the ground begins to crack. Bluish growth pushes out from under the ground. Stems blue glisten in the light. Same colour leaves form and tendrils poke out. Small round blue spheres grow into beautiful red globes that bulge and bob with weight and hang as fruit in a tree. Cez is not aware of her intoxication. Notwil immune in his shimmer cloak is in shock. Cez smiles and approaches for a better look. The red globes outer top curve syrups with beautiful flakes on top that look like candy. Cez arms stretch out swirls and nods at Notwil. Before anything else can happen Cez with a fantastic smile touches a fruit decoration and puts the residue to her tongue. Her face lights up.

Cez. "Mytolgious five trynphtisatic by prime."

Cez falls unconscious into the arms of Notwil. Two Tri-stem near tilt an outside stave toward each other to form a stretcher. Vinvr extend over as a litter bed and two Tri-stem help Notwil lay her there.

Corx Four.

Cez wakes on a hospital bed, sees Notwil beside on her left and with a smile sits up. Across on the right side of the bed parents Rshna and Trmeel hold hands in delight as their child wakes. Notwil no longer in prison shimmer is comfortable in his fur. Next to him several Tri-stem and Vinvr stand. Slight glitter shimmer shows as each Drimodle moves in the light. Notwil. "Look."

Notwil extends his right hand. Cez struggles to focus, grabs the hand then sees on the end of a finger a tell tale spot.

Cez. "What is that?"

High on a bare rock plateau where the atmosphere barely covers the ground a Vinvr wing dangle touches the ground with two of its Tri-stem staves while the third is held inside the great puff shape. Shimmer reflective characteristics give the Drimodle a ghostly appearance. Filaments spread rapidly in every direction across the planet surface. The wedge gas containment release lifts the Drimodle away to another location.

STAR ORE
PART 1 CORX

science fiction

Film Script

by

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unpublished copyright © 2020

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Prehistory: A worm hole made in space produces pressure too great for biological travel. Trans Universe travel from earth uses a number sequence to build people at the target location for safety reasons. Moson Corporation's Five Hundred space craft is different. Human crews live out eternal generations in the safe environment made by Moson Cell technology. A Science fiction future speculation: 100 tons of water = 100 cubic metres. A 1 kg cheese made of ubiquitous Ballast could weigh 100 tons, be the size of a cheese, cut like cake and taste like any cheese with a calorie of design. A gram of Ballast can make by volume 1000 cubic metres or more. It is then changed to design specification weight and material of synthetic reality. The limit is how much Ballast may be used for what. Ballast is purpose designed by machines.

A **Moson Five Hundred** mothership conveys BOUNCE. The architecture operates like an enlarged Moson Cell to navigate, control, create and distribute particles throughout from a central nucleus, a sphere. Over 100,000 individual humans live out their lives protected from the actions of a synthetic shift out of reality created by the technology of Moson Corporation. Two teardrop shapes tapered toward the separated navigation machine sphere are human sector hulls. During space transfer the force of the back wash turns the teardrop hull surface into a forest of pressure spikes. These two weights act like a rudder on the nucleus. BOUNCE is a ten metre diameter sphere and maintains one ton earth gravity always. It may flex or expand and synthesises in the Moson Cell mode and absorbs and stores external force as energy. The mechanisms of control includes a remote operations system called DORS. A bore cylinder extracts materials and propels the craft. There is public and secret storage. BOUNCE is a vehicle made to operate in extreme conditions and as unbreakable as any known space craft. BOUNCE samples and makes a numerical code for each found substance through DORS assaying equipment. No authority including Moson Corporation is able to break into a DORS human sequence security code.

DORS: A kite shape. A colour spectrum bar with a diamond back. D.O.R.S. Deoxyribonucleic Acid Organising Remote System. Commander of BOUNCE. A single bar of light derived synthetic material designed with a Moson Cell structure of numbers. Half way down a human sequence code is stored in the diamond shaped laboratory. K-FIVE is a part of DORS housed in the hull. It is a circular scout rover with flight and carries pin weapons, detonators and small auxiliary dot spotters. DORS can clip into the centre of K-FIVE to increase speed and fire power.

Corx Introduction: SPAK tunnels and blasts. SPAK; a machine, prepares chosen planet mines blasting the top mantle into space, a ring orbit of rock to be made into Ballast. Moson Corporation is a mine contractor for the Corx system. BOUNCE, the best machine prospector in existence, drops to a quarry prepared at Corx Eleven. As it descends it is informed of a previous mission failure where BOUNCE ONE is lost. BOUNCE TWO is to recover the wreckage after a successful commercial sweep and return. Military style Cyborg teams assist. Things go wrong. In come the cavalry.

1. MOSON CORPORATION FIVE HUNDRED BOUNCE LOADING CHAMBER. LIGHTS. INT.

(FILTERS) BOUNCE COCKPIT (VISUAL FX)

From inside the BOUNCE cockpit MOSON CORP. is a visible stamp on the open fold out cargo hatch.

(FILTERS) CHAMBER BARRIER (SPECIAL FX) (SOUND FX)

Outside is a contamination barrier. Two horizontal lightning bolts join. A hole appears at the centre join. A line of light with a light prism mission statement packet fires into BOUNCE.

1. (CONTD)

horizontal zap, light line zing sounds

(FILTERS) BOUNCE COCKPIT (SPECIAL FX) (SOUND FX)

BOUNCE cargo hatch closes.

a slight thud of unnatural solid material sound

BOUNCE is a ten metre diameter sphere sitting on a ledge.

2. LAUNCH TRAY. LIGHTS. INT.

(FILTERS) BOUNCE (SPECIAL FX)

BOUNCE rolls down a gutter incline to fall into the
centre of an abyss.

3. LAUNCH CANYON. NIGHT. INT.

Gravity control is on one industrial side of the abyss.

(FILTERS) POWER BARS (SPECIAL FX) (SOUND FX)

Vertical Moson Cell technology bars extend out to
capture loose particles and guide BOUNCE.

discrete awesome power hum

(FILTERS) VIEW STATIONS (SPECIAL FX) (SOUND FX)

A cliff of modular safety stations opposite lit up
to see BOUNCE drop in low gravity shut off their

3. (CONTD)

lights.

Distant cheers sounds

(FILTERS) EXIT TUNNEL (SPECIAL FX) (SOUND FX)

There is darkness when a tunnel opens below. Then a fantastic ritual show of ember light from the bars and reflections of trapped particles is on display.

ember crackle sounds

There is darkness when BOUNCE enters the launch tunnel.

(FADE-OUT)

4. BLACK. INT.

(FILTERS) OVER BLACK (VISUAL FX)

Two vertical colour lines meet and retreat.

(FILTERS) BOUNCE (VO)

DORS DORS

(FADE-IN)

5. BOUNCE. LIGHTS. INT.

(FILTERS) BOUNCE COCKPIT (SPECIAL FX) (SOUND FX)

5. (CONTD)

Cockpit lights flicker before lights come on. First the eG counter, a location constant to earth as mass clock, is stable. Panel flat symbols follow check after check. Small dents and protrusions appear in side walls of an enclosed clear screen access. 3D images begin to emerge of structural design particles. DORS TWO releases from its cavity lock where there is a red dot safety wall light. whirr play of new equipment activity sounds

(FILTERS) FRONT VIEW SCREEN (VISUAL FX) (SOUND FX)

Colour coded text mission statements with symbols flow beside the live image of the Corx Eleven quarry area that sits in a ring of orbit blast rock. The target is replaced by the grey sphere of a BOUNCE icon.

blip machine code sounds

(FILTERS) TEXT OVERLAY (TEXT FX)

RECOVER BOUNCE ONE REMAINS

(TITLES)

6. SPACE. EXT.

(FILTERS) LAWBOSS MISSILE (SPECIAL FX) (SOUND FX)

A missile in orbit for twenty years passes Bounce

6. (CONTD) and changes course to head for the mine lease.
smooth leak of jet propulsion sounds

7. BOUNCE. LIGHTS. INT.

LAWBOSS is SPAK's replacement security entity. Public access and communication establishes.

(FILTERS) FRONT VIEW SCREEN (VISUAL FX) (SOUND FX)

A still of the rocket is captured on the screen. It is an ancient design solid fuel rocket with decay obvious at its surveillance bulb, discoloured, mesh dented, LAWBOSS is stencilled down its fuel bar. the image exchanges for a colour coded text of the mission contracts that scroll flow machine code exchange flurry of click blip sounds

8. SPACE. EXT.

(FILTERS) DISTANT QUARRY (SPECIAL FX)

The rocket explodes over the Moson quarry, a portion of the spread of rimrock boulders and rocks that lay in orbit around Corx Eleven.

The explosion meant to expose intruders is typical SPAK. Moson Corporation only contracts to mine empty lifeless planets.

9. MOSON FIVE HUNDRED RECREATIONAL AREA. LIGHTS. INT.

9. (CONTD)

On level seven villager CROWD EXTRAS in the background at recreation centres watch.

(FILTERS) OVERHEAD SCREEN (VISUAL FX) (SOUND FX)

Big overhead screens clearly show BOUNCE fall through scatter debris from the rocket explosion. BOUNCE uses a plunger to thrust off boulders in the rimrock mine. Artefacts pass BOUNCE that look like SPAK surveillance boundary Becons with more debris from the blast.

rumble of the rimrock sounds, debris sounds ,
bounce plunger against rock sound

In the foreground a crowd EXTRAS yell excited when a collision occurs.

(FILTERS) CROWD (SOUND X)

yells of excitement sounds

CREW MEMBER (VO)

Yeah. See? Needs an override.

10. EARTH THREE MOSON CORPORATION INDUSTRIAL COMPLEX. A ROOM. LIGHTS. INT.

On the back wall is a mine lease map. A Moson Cell connector communication carrier is live to Corx Eleven. TARG VENDUM is at a pedestal console.

10. (CONTD)

(FILTERS) MOSON CELL (SPECIAL FX) (SOUND FX)

A line of colour shoots in from the Moson Cell to the console and radiates the room with light for a moment.

weird moson cell technology sounds

Controller EO LIM and Moson military commander EMILY NILTON at the left wall window watch physics consultant DR. THOMAS FORGE through a clear barrier window.

(FILTERS) YEEG CHAMBER (SPECIAL FX) (SOUND FX)

DR. FORGE smiles as he controls a Yeeg lever. The Yeeg lever is a funnel shape with a blade that cuts small samples away while it sucks at a metre size floating globe dispatch just arrived through the Moson Cell's live connector and created by machine process.

weird moson cell technology sounds

(FILTERS) BARRIER WINDOW (TEXT FX)

ACTINABROPHILAT OPHINACINACIDE

scroll of percentage numbers

(FILTERS) MOSON BACK WALL MAP (VISUAL FX)

A video feed projects over the back wall map. A DNDR alien is in a LAWBOSS prison cell that orbits

10. (CONTD)

Corx Eleven. The DNDR in its protective shell oozes a dark secretion.

VENDUM

There's a military note, an alien intercept by LAWBOSS and this DNDR communication?

LIM

A moment.

SIMEON WODER enters in the foreground. A 3D motion image revolves above his head.

(FILTERS) 3D FLEKLOUD AND WEAPON (VISUAL FX)

3D rotation still image of a FLEKLOUD, an organisation of gases that ingest dust form hard gel areas and excrete valuable product. A dart projectile image is beside it.

EMILY NILTON turns to see.

WODER

Its armed with Dartbang warheads.

NILTON

10. (CONTD)

Smugglers.

(FILTERS) MOSON BACK WALL MAP (SPECIAL FX)

Boundary markers called LAWBOSS becons outline the mine lease on the map. K-FIVE spatter sign of BOUNCE One begins to grow as a colour change with a position marker dot and text caption display. Locations for BOUNCE TWO, DORS TWO, K-FIVE, a DNRD craft and FLEKLOUD appear as markers with text captions. A text caption 'unknown phenomenon' shows with a line near the DORS One remnant splash.

(FILTERS) 3D FLOAT IMAGE (SPECIAL FX) (SOUND FX)

A 3D projection of a hydrogen molecule floats over the map with the text atomic weight beside it. Three variations of hybrid hydrogen combinations takes up map space. An eight digit gravity counter from Corx Eleven displays next to it.
hydrogen atomic motion sounds

(FILTERS) EMERGENCY SIGN (TEXT FX) (LIGHT FX)

ALERT

flash dot blinks red

11. SPACE. EXT.

Outside the Corx solar system is the the trans universe space ship anchor

11. (CONTD) zone. A BOBA space ship enters a distance away from the Moson Five Hundred.

(FILTERS) BOBA SPACE SHIP (SPECIAL FX) (SOUND FX)

A BOBA space ship appears and folds open to let another vessel land inside. The second arrival exits the BOBA space ship. The BOBA new arrival space ship now located in real time disappears starship fold technology sounds

12. MOSON FIVE HUNDRED INDUSTRIAL AREA. LIGHTS. INT.

(FILTERS) MOSON WALL VENDOR (SPECIAL FX) (SOUND FX)

An imposing machine wall projects power and information as design. Two humans EXTRAS interact with it to check every mission detail.
real time intervention industrial power sounds

(FILTERS) LAUNCH CANYON (SPECIAL FX) (SOUND FX)

An Escort real time space craft rotates into position against the CYBORG zap bar barrier exit.
hum of pulse engine sounds

13. HALL OF THE DEAD. LIGHTS. INT.

At the barrier where the Escort waits is a choice of corridor or vault gate to the hall of the dead.

13. (CONTD)

(FILTERS) HALL OF THE DEAD (SPECIAL FX) (SOUND FX)

A small sphere floats under machine guidance through the heavy cold door open vault gate to the hall of the dead deep freezer storage for CYBORGS, a cold and quiet hall lined with sarcophagi. At the end where the small sphere stops on a mark is an outline of a human figure, the GUARDIAN.
cold glum serious numb silence sound

Ceremony is important to machines here.

(FILTERS) SMALL SPHERE (VO)

Dead Call. We ask a decision. Add a civilian specialist to salvage. What say?

(FILTERS) GUARDIAN (VO)

Already ten marines to count. Any or all its all the same.

14. CORX FIVE ORBIT SPACE. EXT.

(FILTERS) LAWBOSS SATELLITE (VISUAL FX)

A huge moon size industrial satellite with a LAWBOSS letter logo and star badge orbits the green covered Corx Five planet.

(FILTERS) CORX FIVE (VISUAL FX)

An elevated city is visible on the Corx Five planet above a green canopy.

(FILTERS) TRANSFER POD (SPECIAL FX) (SOUND FX)

In the between of realtime and local space Moson Corporation's military Escort craft arrives. A Moson transfer Pod is a containment sphere built to decay. It breaks up. The outer shell turns to black dust and will soon disappear. Pod's centre shrinks as it sheds. Halons measure dissipation rates of synthetics so no damage is caused to the vessel or to space particles of local real. The Escort shines, a silver sky jewel. Immediately radiation and dust shadows its surface. The hull goes dark metal grey.

real time transition decay rate synthetic sounds

15. ESCORT CRYPT. LIGHTS. INT.

(FILTERS) CRYPT ROOM (SPECIAL FX) (SOUND FX)

CYBORG CAPTAIN GBOL is made awake and must step out of the sarcophagus. Quickly GBOL slips over a prosthetics vest in the cold. The human sequence attachment on his CYBORG attaches. He steps into his armour space suit that dispenses from the wall

15. (CONTD) and closes around him like a suitcase.
 dress movement sounds

Encased GBOL is supplied for a duty roster of twenty days, sixty back up.

16. ESCORT CONTROL ROOM. LIGHTS. INT.

(FILTERS) CONTROL ROOM (SPECIAL FX) (SOUND FX)

The wall slides open and GBOL enters the control
room. The wall closes.

whoosh synthetic motion sounds

FADE OUT FADE IN

(FILTERS) CONTROL ROOM (SPECIAL FX) (SOUND FX)

The wall slides open and SURGEON DIMEF DVUR,
CORPORAL STANDY AVAKER and SERGEANT TOVERB SEOH
enter the control room. The wall closes.

whoosh synthetic motion sounds

In the control room on the view screen the text objectives show.

(FILTERS) WALL SCREEN (TEXT FX)

INFORMATION MAP FOR CORX-5.

LAWBOSS / NO JURISPRUDENCE.

WILDLIFE = DRIMODLE ! SURFACE

PROHIBITION PARALLELS COUNCIL

16. (CONTD)

PENALTY BANISHMENT

CORX CITY. 3 SPECIES

1. XELHN
2. HUMAN
3. XEPIEN

(FILTERS) MACHINE CONTROLLER (VO)

Orders are to find a connection with the lease area
the Dndr the past incident. No trouble. Casual
protocol and leave.

17. CORX ELEVEN. SPACE. EXT.

(FILTERS) RIMROCK (SPECIAL FX) (SOUND FX)

BOUNCE ranges amongst the rimrock now after a
successful sample run.

rumble of the rimrock sounds

(FILTERS) BOUNCE (SPECIAL FX) (SOUND FX)

BOUNCE plunger is an internal cylinder that
expresses force to move BOUNCE. BOUNCE launches
toward another rimrock blast boulder. Once the
launch status equalises it is slow ahead.

plunger thwap push sound, rimrock background sounds

18. SPACE. EXT.

18. (CONTD)

(FILTERS) TEAM DESCENT (SPECIAL FX) (SOUND FX)

Salvager and an Escort is in space above the Corx
Eleven mine lease.

hum of the Escort sounds

19. BOUNCE COCKPIT. LIGHTS. INT.

DORS TWO stands in readiness forever. The front clear view screen is open.

(FILTERS) BOUNCE (VO)

Samples complete. Check for remains. Salvager
approaches.

(FILTERS) BOUNCE SCREEN (TEXT FX)

ALERT JETTISON HYDROGEN ! ABANDON SHIP

20. STORES. LIGHTS. INT.

(FILTERS) BOUNCE WALL CAVITY (VISUAL FX)

In BOUNCE select cavities exist for mineral sample
stores. An illegal vial of earth water, a talisman,
is there placed by human builders.

21. RIMROCK SPACE. EXT.

21. (CONTD)

(FILTERS) BOUNCE (SPECIAL FX) (SOUND FX)

BOUNCE finds a suitable gap amongst the rimrock rubble and rotates its sphere to point the plunger.
rimrock background sounds

(FILTERS) PLUNGER (SPECIAL FX) (SOUND FX)

The plunger expels a wad to clear small rubble.
a puff of thrust sound, rimrock background sounds

(FILTERS) RIMROCK (SPECIAL FX)

The small vial pumps out spinning away from the BOUNCE hull. It passes amongst the rocks motion with no contact.
rimrock background sounds

(FILTERS) BOUNCE (SPECIAL FX) (SOUND FX)

DORS TWO exits from a slide door and with its small jets begins to propel to K-FIVE.
small jet puff sounds, rimrock background sounds

(FILTERS) RIMROCK (SPECIAL FX)

Above DORS a cluster of spike mines appear.

(FILTERS) ABOVE THE RIMROCK (SPECIAL FX) (SOUND FX)

21. (CONTD)

K-FIVE sprays detonators from above.

rimrock background sounds

(FILTERS) RIMROCK (SPECIAL FX) (SOUND FX)

Detonators explode ineffectively in their effort to distract the mines from DORS TWO. The spike mines explode around the inert BOUNCE to no effect.

detonators explosive sounds, spike mines explode sounds, rimrock background sounds

22. CORX ELEVEN BOBA LEASE SPACE. EXT.

(FILTERS) SPACE (SPECIAL FX)

A BOBA frigate is a curved ship with two active horns and controls the mine drone from a secure distance above.

(FILTERS) RIMROCK (SPECIAL FX)

The BOBA mine drone has a rotation ingestion ball grader to engage rock. Waste powder disperses and suitable material is stored.

grind of ball on rock sounds, rimrock sounds

23. CORX ELEVEN ORBIT SPACE. EXT.

(FILTERS) MISSILE SATELLITE (SPECIAL FX) (SOUND FX)

23. (CONTD)

A LAWBOSS satellite houses missiles. One fires at the spike mine's launch position on the surface.
synthetic jet propulsion sound

24. ESCORT CONTROL ROOM. LIGHTS. INT.

SURGEON CYBORG LOAK remains on the control deck of the Escort.

(FILTERS) WALL SCREEN (VISUAL FX)

A map of the quarry and a complete vision map of Corx Eleven continues to update.

25. CORX ELEVEN ORBIT SPACE. EXT.

(FILTERS) SALVAGER (SPECIAL FX) (SOUND FX)

Surface team; COMMANDER CAPTAIN CHARLES SIMERON, CORPORAL STANDER BRISH, CORPORAL LEAD BANTUM, BERSERKER COMMANDO SERGEANT BASHER KROUKER and TANK is towed behind Salvager to save energy as it powers toward the BOUNCE ONE splash zone.
Salvager hum of Moson technology power sound

(FILTERS) CORX ELEVEN (VISUAL FX) (SOUND FX)

There is mortar fire flashes from the surface.
pop of distant mortar rounds

25. (CONTD)

(FILTERS) SALVAGER (SPECIAL FX) (SOUND FX)

The surface team detaches from Salvager.

Salvager hum of Moson technology power sound

(FILTERS) DIVE BELT (SPECIAL FX)

SIMERON adds dive weight to his team by touch to a belt on his space suit.

(FILTERS) SPACE (SPECIAL FX) (SOUND FX)

The CYBORGS free fall to surface at speed. TANK uses flight option to divert and speeds ahead at an angle for a closer look.

tank synthetic power thrust sound

26. CORX ELEVEN SURFACE. DAY. EXT.

Corx Eleven loose rock spread away into orbit by continuous SPAK tunnel blasts leaves the planet terrain a flat rubble grind.

(FILTERS) SURFACE (SPECIAL FX) (SOUND FX)

COMMANDER CAPTAIN CHARLES SIMERON, CORPORAL STANDER BRISH, CORPORAL LEAD BANTUM and BERSERKER COMMANDO SERGEANT BASHER KROUKER hit the ground hard, armour boots jar slide on the smooth gibber surface. Amour hinges absorb the shock.

vicious boot to ground slide sounds

27. CORX ELEVEN ORBIT SPACE. EXT.

(FILTERS) MISSILE SATELLITE (SPECIAL FX) (SOUND FX)

The LAWBOSS missile satellite explodes as a second missile launch gets away.

huge explosion in space sounds

28. CORX ELEVEN SURFACE. DAY. EXT.

COMMANDER CAPTAIN CHARLES SIMERON, CORPORAL STANDER BRISH, CORPORAL LEAD BANTUM and BERSERKER COMMANDO SERGEANT BASHER KROUKER watch the inferno.

(FILTERS) MISSILE SATELLITE (SPECIAL FX) (SOUND FX)

The LAWBOSS missile satellite begins to fall toward the planet.

huge explosion in space sounds The screech and tear of the structure awesome sounds

29. CORX ELEVEN ORBIT SPACE. EXT.

(FILTERS) MISSILE (SPECIAL FX)

The LAWBOSS second missile burns up

(FILTERS) TANK (SPECIAL FX) (SOUND FX)

TANK accelerates toward the mortar fire target and

29. (CONTD)

launches a dagger pop mob.

synthetic power thrust sound, cannon projectile

launch sounds

(FILTERS) LOAK (VO) (OOV)

No. Not mines. They went off. The missiles just

blew up. No signal from Bounce. Well enough.

SIMERON (VO) (OOV)

Spike mines. We can see them. SPAK.

30. ABOVE THE MORTAR TARGET. DAY. EXT.

(FILTERS) MORTAR SITE (SPECIAL FX)

The roof below of the mortar site is a lid. The
ground glaze from the first missile is off target.

(FILTERS) DAGGER POPS (SPECIAL FX) (SOUND FX)

Pops eject the dagger propulsion cells.

jets turn off sound

The pops tumble fall. At a set altitude real time
local change begins to react to fuse the surface
rock. Pops become inert.

real time local rock to glass synthetic sound stops
with a fizzle out sound

31. CORX ELEVEN AMONGST THE RIMROCK. SPACE. EXT.

DORS TWO detects a Moson cap on a boulder with a camouflage top coat of blasting from an explosion.

(FILTERS) BLAST BOULDER (SPECIAL FX)

Visible on a boulder on a circular rock lid below is a MOSON CORP. stamp.

(FILTERS) BLAST BOULDER (SPECIAL FX) (SOUND FX)

DORS TWO manoeuvres the lid with puff jet power. The lid is Moson material light weight, shifts without much effort and flips open easily to uncover a large drill bore passage underneath. jet puff sounds, lid low gravity flips open sound

32. BOULDER CAVITY. LIGHTS. INT.

The passage expands into a large chamber. DORS TWO is careful not to touch wall surfaces.

(FILTERS) DORS TWO (SPECIAL FX) (SOUND FX)

DORS TWO cross bar uses a half jet to keep off the walls and vertical bar puffs to float travel through the rock chamber that is lit with radiation glow. There is an end wall hollow where brackets fix to rock and melded onto a bracket is DORS ONE.

32. (CONTD)

occasional puff jet in cave sounds

HENRY DUGSOAR is the DORS TWO human sequence.

(FILTERS) DORS TWO

I am Henry Dugsoar Moson Corporation. There is an Escort waiting to take us from here.

BOUNCE ONE DORS unit SANDI IDLS human sequence voice is clear but unworldly.

(FILTERS) DORS ONE (SOUND FX)

There are some things going on here Moson Corporation cannot know anything about. Dimension fissure. It's for all of us. intermittent blip blur interferes with SANDI sound

(FILTERS) DORS TWO

Remain then. Any business can be dealt with. Your essence is ready for some leave now.

(FILTERS) DORS ONE (SOUND FX)

Now I am DORS. I can reboot my K-Five. We left Bounce. Interest in the mine is diverse now. Be of care in the Rim. We think an Assassin is in amongst the rocks.

32. (CONTD)

intermittent blip blur interferes with SANDI sound

(FILTERS) DORS TWO

Will it be safe for us to depart? Moson Corporation can leave Bounce for you. There is a salvage crew here. We will get you out.

(FILTERS) DORS ONE (SOUND FX)

Our cave is Moson Corporation. A dimension. It shift, shifts. A long stay, close. Be of care in the Rim. An Assassin is in amongst the rocks.

intermittent blip blur interferes with SANDI sound

The DORS ONE human sequence SANDI IDLS prism packet is held in the diamond laboratory midway down the light bar.

(FILTERS) PRISM SPHERE (SPECIAL FX) (SOUND FX)

A tiny spherical light floats out of DORS ONE back lab and DORS TWO sucks it into the DORS TWO lab. synthetic sphere float and suction sound

33. CORX FIVE ATMOSPHERE. DAY. EXT.

(FILTERS) TANK (SPECIAL FX) (SOUND FX)

TANK hovers as rear guard in the air at the Corx City space riser platform.

33. (CONTD)

wind sounds, synthetic power thrust sound

(FILTERS) RISER PLATFORM (SPECIAL FX) (SOUND FX)

The CYBORGS CORPORAL STANDY AVAKER and SERGEANT
TOVERB SEOH, land on the tower riser platform.

back pack jet sounds

34. CORX CITY TOWER RISER PLATFORM. DAY. EXT.

TOVERB gives his jet pack to AVAKER. AVAKER becomes sentry. The three door
label lights come on.

(FILTERS) DOOR SIGNS (TEXT FX) (LIGHT FX)

door 1. XELHN door 2. HUMAN door 3. XEPIEN

door signs light up

GBOL (VO) (OOV)

Good luck.

(FILTERS) PLATFORM DOOR (SPECIAL FX) (SOUND FX)

The HUMAN entrance becomes a transparent fog mist
entry and move floor technology moves him inside.

smooth glide on air sound

TOVERB hears an internal voice.

34. (CONTD) (FILTERS) INTERNAL VOICE (VO) (OOV)

Alright, alright. Alright good. Doing.

35. HELMET SCREEN. LIGHTS. INT.

(FILTERS) HELMET SCREEN (TEXT FX)

WARNING

Code reel blur scroll of numbers fast roll

36. DECONTAMINATION ROOM. LIGHTS. INT.

TOVERB'S filters work to capacity. Room filters same.

(FILTERS) AIR RUSH (SOUND FX)

air rush sounds

(FILTERS) FOG SHEET (VISUAL FX)

a solid wall becomes a fog mist entry exit

37. CORX CITY RECEPTION. A ROOM. LIGHTS. INT.

A group of eight EXTRAS and MUFFINOR, all in casual dress wait for TOVERB.

38. EYE VIDEO SCREEN. LIGHTS. INT.

(FILTERS) TEXT (TEXT FX)

38. (CONTD)

DUST. HUMAN BIOLOGY. TEXTILES. NEW INCOMPLETE.

39. CORX CITY RECEPTION. A ROOM. LIGHTS. INT.

MUFFINOR steps forward.

MUFFINOR

Hi! Welcome to Corx City.

TOVERB

Greetings yourselves.

MUFFINOR

I am Muffinor.

TOVERB

I am Cyborg Sergeant Toverb Seoh from Moson Corporation, mining expedition two. They call me Toverb.

MUFFINOR

Please. To enter the city, ordnance remains here. You may deposit the pistol in a store. The suit can go as well. I am to be your assistant; guide, if

39. (CONTD) you will.

40. A ROOM. LIGHTS. INT.

(FILTERS) ARMOUR (SPECIAL FX) (SOUND FX)

TOVERB'S armour opens like a suitcase. He steps
out. His weapons will not operate for anyone else.
Prosthetics are attached on a waistcoat.
armour hinge synthetic instrument sounds

(FILTERS) MOVE (SPECIAL FX) (SOUND FX)

move floor technology moves TOVERB out to
reception.
smooth glide on air sound

(FILTERS) FOG SHEET (VISUAL FX)

a fog mist becomes a solid wall

41. CORX CITY RECEPTION. LIGHTS. INT.

The crowd of EXTRAS is surprised at the clumsy primitive CYBORG.

(FILTERS) TOVERB (SPECIAL FX) (SOUND FX)

A strapped video feed covers one eye with wires
that dangle and loosely connect to ear and throat
pieces then dangle down his waistcoat filters.

41. (CONTD)

MUFFINOR takes a badge out of a wall vendor. She steps up and TOVERB attaches it to his waistcoat. This close MUFFINOR sees the complicated CYBORG apparatus.

(FILTERS) TOVERB CYBORG (SPECIAL FX) (SOUND FX)

A bumpy strip cooler on the chest part of the waistcoat lays next to containers and two rows of filters. They move slightly.

creepy soft jelly gurgle wobbly sounds

(FILTERS) TOVERB (SPECIAL FX) (SOUND FX)

When TOVERB turns away from the EXTRAS crowd to accept the TAG down his back a torso shape plate with holes and several vents curve round his waist stopping for his arms to move shows.

The crowd of EXTRAS mouths drop open and eyes widen in disappointed surprise.

42. PUBLIC AREA. LIGHTS. INT.

(FILTERS) MOVE (SPECIAL FX) (SOUND FX)

Vendor move wall recedes into the background
smooth glide on air sound

MUFFINOR steps back to give TOVERB personal space.

42. (CONTD)

MUFFINOR

We sort of expected human.

43. WALKWAY. LIGHTS. INT.

Behind the crowd of EXTRAS grows.

(FILTERS) REAR WALL (SPECIAL FX)

The rear wall changes into a twentieth century street vista. A sense of distance includes a real look sky.

(FILTERS) WALL (SPECIAL FX)

The front wall maintains a gap between them it decides is suitable as they walk.

44. EYE VIDEO SCREEN. LIGHTS. INT.

(FILTERS) EYE VIDEO (TEXT FX)

FLOOR. DATA INCOMPLETE.

45. WALKWAY. LIGHTS. INT.

MUFFINOR

45. (CONTD)

We don't get too many off worlders. We never got a
Cyborg.

TOVERB

Our crew are all Cyborg, except the machines.

MUFFINOR

HUH? Sorry. TAG register. Quarantine's over.

TOVERB

I am we. I am several donors. Besides Cyborg.

MUFFINOR

HUH?

Two shadow XELHN EXTRAS follow. TOVERB notices three XELHN fingers.

46. CORRIDOR. LIGHTS. INT.

The corridor swings around in a wide curve and the crowd is cut off by a
move wall barrier. Ahead a child leans against the now bare wall just in
front of a door.

MUFFINOR (CONTD)

Glaxis.

46. (CONTD)

GLAXIS rushes off. He is not permitted to be too near yet.

MUFFINOR

Not to worry. Things are pretty slack around here.

There's a parade. Alright?

TOVERB

Triffic.

47. BRIDGE TAXI. LIGHTS. INT.

MUFFINOR, TOVERB and the two shadow XELHN EXTRAS go through a door to a raised platform. This is a travel bridge that float moves. GLAXIS runs back through the door and grabs his mother MUFFINOR.

48. LANDSCAPE VIEW. LIGHTS. INT.

(FILTERS) CITY LANDSCAPE (SPECIAL FX) (SOUND FX)

Puff clouds look real on a blue sky and a new ornamental city background produces an outdoor artificial distant perspective.

background city festivity sounds

(FILTERS) CITY CROWD (SPECIAL FX) (SOUND FX)

Crowd EXTRAS appear in number beside the taxi

48. (CONTD)

bridge. It is obvious some are repeat holographs.
Movement is controlled and distance artificially
enhanced with move circular Corx City mechanics.
feastive music sounds

49. PARKLAND VIEW. LIGHTS. INT.

(FILTERS) BRIDGE CROWD (SPECIAL FX) (SOUND FX)

Either side crowds of EXTRAS keep back as the
bridge approaches a wider expanse illusion. Three
ANDROIDS dressed with colourful festival costumes
step onto the bridge front to broadcast music,
cheers and some local song from carry bags.
ANDROIDS broadcast city festivity and music sounds

(FILTERS) CITY LANDSCAPE (SPECIAL FX) (SOUND FX)

Town square is ahead. The Bridge stone side walls
begin to lower. City building profiles alter shape
into lower odd glass roof looks to reflect cloud
and an artificial sun. An outdoors parkland slants
down to the crowd of HUMAN, XELHN, XEPIEN, ANDROIDS
and HOLOGRAPH EXTRAS. The bridge level drops and
move road rises to bring level up to wall height
where now there is a knee high fence of stone.
ANDROIDS broadcast city festivity and music sounds

As the three FESTIVAL ANDROIDS exit for the Town Square a trip rains light.

49. (CONTD)

(FILTERS) TAXI BRIDGE EXIT (SPECIAL FX) (SOUND FX)

Woohlah! Light is sent down in a brilliant cascade illusion curtain. Emitters drop colour light rods at intervals to provide an illusion of soft rain.
soft rain sound

50. ESCORT CONTROL ROOM. LIGHTS. INT.

GBOL

This is a good time. Ready?

(FILTERS) MACHINE CONTROLLER (VO)

Agreed.

51. TOWN SQUARE ENTRANCE. LIGHTS. INT.

(FILTERS) TAXI BRIDGE EXIT (SPECIAL FX) (SOUND FX)

When TOVERB follows MUFFINOR into the shower of light it changes into a spectacular display of globe flowers floating light and luminous splashes spread out around above, a fantastic, pleasurable surprise. TOVERB stops bathed in light.
The EXTRAS crowd cheers louder, louder.

52. MOSON FIVE HUNDRED RECREATIONAL AREA. LIGHTS. INT.

52. (CONTD) Every one of the CREW EXTRAS in the Moson Five Hundred background know something is about to happen and stop to look at screens. Some EXTRAS hold hands. The feed from Corx City shows the festival parade from a distance.

(FILTERS) OVERHEAD SCREENS (SPECIAL FX) (SOUND FX)

screens show live action at the Corx Five Taxi bridge.

background crowd sounds

53. ESCORT CONTROL ROOM. LIGHTS INT.

GBOL

Emergency drill action stations.

54. CORX FIVE ATMOSPHERE. DAY. EXT.

(FILTERS) TANK (SPECIAL FX) (SOUND FX)

TANK turret swivels.

rush of motion sounds

(FILTERS) CYBORG AVAKER (SPECIAL FX) (SOUND FX)

AVAKER is next to TANK, jet packs lit.

jet power sounds

55. IN THE LIGHT SHOWER ON CORX CITY BRIDGE EXIT. LIGHTS. INT.

55. (CONTD)

(FILTERS) LIGHT RAIN (LIGHTS FX)

lights colour globes and flower illusions

TOVERB listens.

(FILTERS) MACHINE CONTROLLER (VO) (OOV)

Three. Two.

56. ABOVE THE BRIDGE. LIGHTS. INT.

(FILTERS) MOSON CELL LINE (SPECIAL FX) (SOUND FX)

The ESCORT transmits a Moson Cell light feed.

TOVERB'S human sequence prism is drawn out onto the
line of light and pauses above.

weird moson cell technology sounds

(FILTERS) CITY LIGHT (VISUAL FX)

The Light effect creates an eery glow throughout
Corx City.

GBOL (VO) OOV)

Stand down. We got no hostile readings. Well
enough.

57. CITY FESTIVAL AREA. LIGHTS. INT.

(FILTERS) FESTIVAL AREA (SPECIAL FX) (SOUND FX)

Illusions break down. Crowd EXTRAS run straight through partly hidden folding building illusions. The Moson luminous feed line quickly switches off. EXTRAS knock about EXTRAS who run behind wall screens. Sensor walls shrink into floor and roof. Activity areas lose their pageant displays. Screams of townsfolk panic sounds

58. BEHIND MOVE WALL. LIGHTS. INT.

EXTRAS out of breath hide behind shut down walls and laugh in fear and excitement.

59. TOWN SQUARE. LIGHTS. INT.

TOVERB takes a few steps off the bridge. He watches MUFFINOR chase after GLAXIS who runs through the crowd.

TOVERB

Must be something wrong. I checked everything before I left. It's Ok. I'm alright.

The three FESTIVAL ANDROIDS lead TOVERB to an empty Town Square. Signs over buildings read EATIN and EATOUT, TAG is opposite and TRAUK a ceremonial building, is at the other end from the bridge. In front of TAG the three

59. (CONTD) FESTIVAL ANDROIDS begin a new dance with calmer music.

(FILTERS) BROADCAST MUSIC ((SOUND FX)

quiet dance music sounds

A XELHN CITY OFFICIAL followers comes over to stand with TOVERB.

XELHN CITY OFFICIAL

OK. Doesn't matter.

The XELHN CITY OFFICIAL, TOVERB and the three FESTIVAL ANDROIDS go inside TAG.

60. TAG FOYER. LIGHTS. INT.

(FILTERS) FOG SHEET (VISUAL FX)

MUFFINOR walks in through a solid wall that becomes a fog mist entry exit.

The XELHN CITY OFFICIAL, TOVERB and the three FESTIVAL ANDROIDS follow MUFFINOR through another entry to a large recreation room.

61. A ROOM. LIGHTS. INT.

A group of chosen citizens are there. Naturalist VANVHN XEPMANY, linguist SOPHIA XEPETTE, XELHN CITY OFFICIAL PROHN and XEPIEN SAVANT TRESSAH, a famous performer. In a corner four EXTRAS hold vibration table tassels, a

61. (CONTD) game. EXTRAS watch on.

MUFFINOR

How was it?

TOVERB is chemistry calm, watches MUFFINOR messily eat a synthetic burger style food.

MUFFINOR

Hungry? Muck roll. All the eat outs have them.

Taste? Its fun to eat.

MUFFINOR has sauce on her blouse and food in her mouth.

TOVERB

No.

One of the three FESTIVAL ANDROIDS, ANDROID ROSE FLOWER, plays soft slow rhythms next to TOVERB.

ANDROID ROSE FLOWER

I am Rose Flower. We want to meet DORS.

TOVERB is caught off guard. Do Corxians know about our DORS unit?

TOVERB

61. (CONTD)

DORS? Henry you mean?

ANDROID ROSE FLOWER

Sandi. We want to meet Sandi.

MUFFINOR

Its true!

PROHN

Just through. Parallels approved.

With a nod from PROHN, the select group leave.

62. CORX CITY TOWN SQUARE. LIGHTS. INT.

(FILTERS) FOG SHEET (VISUAL FX)

MUFFINOR leads TOVERB, VANVHN XEPMANY, SOPHIA
XEPETTE, XELHN CITY OFFICIAL PROHN and XEPIEN
SAVANT TRESSAH through a solid wall that becomes a
fog mist exit onto town square.

MUFFINOR

I'm not for surface. I'll see you when you get
back.

63. MOVE ROAD. LIGHTS. INT.

(FILTERS) MOVE (SPECIAL FX) (SOUND FX)

XELHN LEADER PROHN, VANVHN, SOPHIA and TRESSAH
travel with TOVERB on move road technology. Trauk
steers away to the left. Their move road takes them
toward gigantic double doors.
outdoor glide road sound

PROHN

Its you. We are granted limited surface. Its you.

TOVERB still taken aback by the disclosure of the ANDROID ROSE FLOWER
follows all. The building is above one of the towers holding up the city.

(FILTERS) MOVE (SPECIAL FX) (SOUND FX)

As move road takes them through, the giant doors
close up quietly.
outdoor glide road sound

64. ROOF HIGH ABOVE. LIGHTS. INT.

An outline figure shadow EXTRA surveils the group from high in the roof
structure above. The group is seen on move road as they stop at the outer
circle entrance steps of Sky Tower.

64. (CONTD)

(FILTERS) SKY TOWER (SOUND FX)

wind increases dramatically sounds

Winds pick up. This is a filter for surface air to the city with a food grow and cleaner hollow centre tower.

65. A ROOM. LIGHTS. INT.

TOVERB follows XELHN LEADER PROHN, VANVHN, SOPHIA and TRESSAH into a change room. The group take very loose spacious XELHN environmental suits from a wall and easily slip them over their garments.

PROHN

You'll like this. Vanvhn and Sophia are experts.

66. SKY TOWER. LIGHTS. INT.

PROHN, TRESSAH and TOVERB fall behind VANVHN and SOPHIA. They all look the same now in the anonymous suits.

(FILTERS) SKY TOWER (SPECIAL FX) (SOUND FX)

PROHN, TRESSAH and TOVERB fall behind VANVHN and SOPHIA on a wide ledge that swings out over the high precipice of the hollow Sky Tower. The wind picks up in the hollow tower to a gale. Clumps of algae slush blows past.

wind grows to gale force, algae contact slap sounds

66. (CONTD)

(FILTERS) SUIT VIEW (SPECIAL FX)

TOVERB sees through the suit's transparency feature. The flight is a recreation for Corxians. PROHN speaks into TOVERB'S headset.

(FILTERS) PROHN (VO) (OOV)

Food. Our food.

(FILTERS) SKY TOWER (SPECIAL FX) (SOUND FX)

The walkway ledge tips. They fall. Auto sails slide up the suits of PROHN, TRESSAH and TOVERB. VANVHN and SOPHIE with sails under them begin to surf the up current. TOVERB, PROHN and TRESSAH sails above, drop amongst the green slush.

gale force wind sounds, algae contact slap sound

All asleep near the bottom get a wake up a call.

(FILTERS) AUTO VOICE (VO) (OOV)

Flight call. Good luck on your quest.

67. GROUND LEVEL. LIGHTS. INT.

(FILTERS) GROUND PLATFORM (SPECIAL FX) (SOUND FX)

67. (CONTD)

PROHN, TRESSAH, TOVERB, VANVHN and SOPHIA land on an elevated ground platform. The sails fold into the suits. Tower blow holes adjust and rotate the platform to another position round and down to ground level.

gale force wind reduces, platform rotation sounds

(FILTERS) EXIT TUNNEL (SPECIAL FX) (SOUND FX)

The light tinges to a surface aqua as they enter a grow bag.

soft footsteps in dirt sounds

68. SURFACE GROW BAG GARDEN PATH. DAY. INT.

SOPHIE

There's my hut.

The earth and alien thick grass and shrubs garden is pleasant. PROHN, TRESSAH TOVERB, VANVHN and SOPHIA remain in their over suits as they travel a bend in the scrub track.

(FILTERS) BUSH TRACK (SOUND FX)

soft footstep in dirt sounds

(FILTERS) GROW BAG EXIT (SPECIAL FX) (SOUND FX)

Around a corner a technology stack operates next to

68. (CONTD) the woman DIAZ. A man SINGER is further along next to what looks like a technology door.

The woman DIAZ smiles when they get close enough.

DIAZ

We won't need suits. Singer. Scout.

SCOUT SINGER waits. They remove their suits. The gate operates like the vapour doors at TAG.

(FILTERS) FOG SHEET (VISUAL FX)

a solid wall becomes a fog mist exit

SINGER, PROHN, DIAZ, TRESSAH TOVERB, VANVHN and SOPHIA pass through onto Corx Five surface, forbidden until now, in single file.

69. EYE VIDEO SCREEN. LIGHTS. INT.

(FILTERS) EYE VIDEO SCREEN (TEXT FX)

DATA INCOMPLETE

a quarantine symbol appears

PARALLELS COUNCIL WARNING. SEE ONLY MODE.

70. CORX FIVE SURFACE. DAY. EXT.

The DRIMODLE leafy VINVR FROND hollow tubes and a combination three stick

70. (CONTD) portion of the creature called a TRI-STEM all act independently. A path for the Corxian colonists is made ahead of the group at a similar pace to their walk speed by FRONDS that withdraw into the ground ahead of the group.

(FILTERS) DRIMODLE (SPECIAL FX) (SOUND FX)

Immediately VINVR TRI-STEMS slap sticks lightly. It sounds like ritual clapping. SPIKE FRONDS recede into the ground opening a path through dense foliage in front. The hollow FRONDS make wind instrument whispering sounds as the FRONDS retreat into the soil.

TRI-STEM claps, FROND wind sounds

TRESSAH

Spiny bits make the noise.

The group spread out to watch FROND motion. It permits a similar distance before the FRONDS disappear into the ground.

DIAZ (VO) (OOV)

We are pretty sure Vinvr is intelligent.

If I am not mistaken it is applauding the spaceman.

An honour. Have no fear.

PROHN

70. (CONTD) This sweep is for us. Always follow Vinvr's path.

71. ESCORT CONTROL ROOM. LIGHTS. INT.

AVAKER and TANK stand beside GBOL and DVUR.

(FILTERS) FLOAT MAP (SPECIAL FX)

A 3D float map of the Corx Five surface trek map is on display. A dot shows over the surface group position in the DRIMODLE forest.

(FILTERS) WALL MAP (VISUAL FX)

A Corx System chart with a course arrow on B.W. Seventeen a moon of planet nine is on wall.

72. CORX ELEVEN MAINTENANCE ENTRANCE. DAY. EXT.

The mortar foxhole roof is a tunnel maintenance cover.

(FILTERS) SURFACE (SPECIAL FX) (SOUND FX)

The area is fixed with pop glaze that crack shatters underfoot when the CYBORGS gather at the entrance.

crystal breakage under footstep sounds

SIMERON

72. (CONTD)

Open it Sergeant.

(FILTERS) MAINTENANCE LID (SPECIAL FX) (SOUND FX)

CYBORG KROUKER'S articulated hammer glove comes down with a force that breaks the hinge weld shut with dagger pop glaze.

A loud crack sound

CYBORG KROUKER and BRISH shift the roof to one side. This jams it motionless.

BRISH

Mortars welded the hinges alright.

They hear swish and whizz.

(FILTERS) SHIM WAFER (SOUND FX)

whizz and swish sounds

SIMERON

Have a look.

73. MAINTENANCE TUNNEL. LIGHTS. INT.

KROUKER goes down a short line of steps to a tunnel corridor and peeks around. There are distinct sounds of ricochet and thuds.

73. (CONTD)

(FILTERS) SHIM WAFER (SOUND FX)

whizz and swish ricochet and thud sounds

74. MAINTENANCE ENTRANCE. DAY. EXT.

KROUKER

Shim Wafers sir and sign of ground roggles. Lights.

SIMERON

Base. Connect me to SPAK please Dapter.

75. ESCORT CONTROL ROOM. LIGHTS. INT.

(FILTERS) ESCORT POWER (SOUND FX)

There is a low constant power hum sound

CYBORG SURGEON LOAK concentrates.

(FILTERS) WALL SCREEN (VISUAL FX)

LAWBOSS central, a prison and manufacture base in orbit near the mine site is on a wall screen.

LOAK

75. (CONTD)

SPAK services down. Corx Five is still in operation. Prison cells and Becon networks severely damaged. No response there. One lodger in the cells, a Dndr. If the station is shut down? Sir?

76. MAINTENANCE ENTRANCE. DAY. EXT.

SIMERON has a projectile scenario to encounter and there is evidence of an attack in progress against LAWBOSS and the down team. They must enter the planet mantle tunnels to look for antagonists.

SIMERON

Well. Shit. OK Dapter you go. Drop a medivac to Henry on the way. Tank? Tank?

TANK

Definitely saucer bams; loading.

SPAK constructs the second labyrinth of tunnels. It stretches under a vast expanse of the planet mantle. Explosives could be laid. How far? What limits?

SIMERON

Five Kilometres.

77. MAINTENANCE TUNNEL STEPS. LIGHTS. INT.

77. (CONTD) Down the steps the sound of pinging and footsteps increases.

(FILTERS) SHIM WAFER AND FOOTSTEPS (SOUND FX)

whizz and swish and footsteps sounds louder

There is a platform midway. KROUKER and SIMERON take TANK saucer bams.

SIMERON stands on the stairwell platform. He looks at wall pipes.

SIMERON

See that? Simple enough. An A B tube feed. Standard SPAK. They divert tubes to this vent. Boom. Change of plan. Tank. Put a hundred metres on Krouker's Saucer bam. Corporal Bantum. You set up with Corporal Brish. Tank. I want you to head for Henry DORS. They could be in more trouble. Sentry there. Sergeant. With me.

78. MAINTENANCE TUNNEL CORRIDOR. LIGHTS. INT.

SIMERON and KROUKER descend into the tunnel corridor. KROUKER throws the light weight saucer shape.

(FILTERS) SAUCER BAM (SPECIAL FX) (SOUND FX)

The saucer bam engine fires up as it spins through the air and picks up speed.

whizzer sound

The saucer bam wobbles with contacts of shim wafers

78. (CONTD)

collision ping sounds

At the distance it sets up on the tunnel floor. A
blue array spreads out.

SIMERON throws his saucer bam. The two soldiers head toward corridor lights
near where the SIMERON thrown saucer bam lays. Shim wafers fly into them
and past them.

(FILTERS) SHIM WAFER AND FOOTSTEPS (SOUND FX)

whizz and hiss contact thuds and footsteps sounds

They hear hissing sounds the whiz of flying shim wafers and contact thuds.

79. FACTORY WAREHOUSE. LIGHTS. INT.

SIMERON and KROUKER pass the saucer bam. A factory and stores spread out.

SIMERON

That is not SPAK. That is a moulding vat. Not Moson
Corp that one.

KROUKER

No Sir.

(FILTERS) HISS (SOUND FX)

leaky stack feeder hiss sound

79. (CONTD)

A shim wafer leak hiss is from on a stack feeder, wrench beside. The warehouse complex is huge. Machinery is switched on and active. They move down a level.

80. WAREHOUSE LOWER LEVEL. LIGHTS. INT.

(FILTERS) MACHINERY HUM (SOUND FX)

hum of machinery sounds

SPAK tunnel equipment looks altered. Many non SPAK pieces of machinery hum. SPAK is beyond the contract guidelines.

(FILTERS) ROGGLES (SPECIAL FX) (SOUND FX)

Some roggles run across the floor.

run slither sounds

SIMERON

This is big time. Is it bigger than back there?

KROUKER

Its bigger.

SIMERON

I'll have to talk to Moson. Let's get back. See the

80. (CONTD) roggles?

KROUKER

Yeah. Creepy little suckers. Sir.

81. MAINTENANCE TUNNEL ENTRANCE. DAY. EXT.

BRISH and BANTUM stand on the Gibber ground surface. SIMERON and KROUKER exit the maintenance tunnel.

SIMERON

Dapter. Can you send to Moson Corporation? We need some new orders.

82. ESCORT CONTROL ROOM. LIGHTS. INT.

SURGEON DAPTER LOAK redirects the Escort toward LAWBOSS. LOAK watches Salvager on the screen retrieving debris and hears fast click sounds.

(FILTERS) WALL SCREEN (VISUAL FX)

Salvager amongst the rimrock is on the screen

(FILTERS) BLIP (SOUND FX)

blip sounds

83. LAWBOSS CENTRE. LIGHTS. INT.

83. (CONTD)

LAWBOSS Centre is automated.

(FILTERS) LAWBOSS CENTRE (SPECIAL FX) (SOUND FX)

LOAK triggers the control for species over machines. Doors open and LOAK walks in. Corridor signs light up on approach and there is a map of the complex on the wall screen.

clunk of mesh doors, heavy machinery sounds

(FILTERS) HELMET SCREEN (VISUAL FX) (SOUND FX)

LOAK'S sees herself as a dot on the LAWBOSS MAP. The DNDR cell has a as a dot. Operators work for her. Mesh gates open.

clunk of mesh doors, heavy machinery sounds

(FILTERS) WALL MAP (VISUAL FX)

Surgeon Loak watches her dot on the wall map enter stores.

(FILTERS) MACHINE (VO) (OOV)

Connected.

84. LAWBOSS CENTRE STORES. LIGHTS. INT.

(FILTERS) STORES (SPECIAL FX) (SOUND FX)

84. (CONTD)

LOAK gets a tecbox with wheelless glide over. It
tows a big translator out.

85. PRISON CELL CORRIDOR. LIGHTS. INT.

The left wall is constantly a flat map.

(FILTERS) WALL MAP (VISUAL FX)

LOAK is a central dot that follows alongside the
cells corridor of folded mesh.

(FILTERS) CELL DOOR SCREEN (VISUAL FX) (SOUND FX)

On the door view a DNDR with its protective shell
up no longer secretes. There is a growth, a ball,
on its single muscular foot.

background mesh wall rattle sounds

(FILTERS) DNDR TRANSLATOR (VO)

I am Birthing.

(FILTERS) TECBOX (SPECIAL FX) (SOUND FX)

Tecbox mechanical arms attach to the cell door.

Cog and mesh rattle sounds

LOAK

85. (CONTD)

I am concerned about SPAK.

(FILTERS) DNDR TRANSLATOR (VO) (OOV)

Let me out.

(FILTERS) TECBOX (SPECIAL FX) (SOUND FX)

Tecbox tries to rip off the cell door.

Cog and mesh rattle sounds

LOAK

Move back.

(FILTERS) PRISON CELL DOOR (SPECIAL FX) (SOUND FX)

The prison cell door tears open.

rip tear sounds

LOAK is not prepared for the astounding appearance of an alien completely different to her own physiology.

(FILTERS) DNDR (SPECIAL FX) (SOUND FX)

The massive DNDR shell retracts into a large muscular foot. The DNDR is beautiful. It has a gelatinous upright central stem with visual connections at intervals along it. Around its body are spike fixtures. At the peak where a head would

85. (CONTD)

be is a muscular feature furled around a sharp edge blade held by a prehensile whip tail wound twice around the body. Eyes set in claw spikes dot the tail. A solid ball sits on the foot. Colour tones rapidly and slowly ascend and descend constantly. The DNDR gets out and rushes off down the corridor. muscle foot slither motion sounds

LOAK follows.

86. LAWBOSS SATELLITE SPACE PORT. EXT.

The DNDR enters a Becon shuttle.

87. ESCORT CONTROL ROOM. LIGHTS. INT.

(FILTERS) WALL SCREEN (TEXT FX) (SOUND FX)

RECALL

blip sounds

(FILTERS) MACHINE CONTROL (VO)(OOV)

I birth on Corx Five.

88. CORX ELEVEN MOSON LEASE BOULDER CAVITY. LIGHTS. INT.

(FILTERS) MECHANICAL ARMS (SPECIAL FX) (SOUND FX)

In the cavern mechanical arms slowly siphon rock as

88. (CONTD)

powder around DORS ONE.

synthetic suction sounds

(FILTERS) K-FIVE (VO) (OOV)

Shadow approaching.

89. RIMROCK SPACE. EXT.

(FILTERS) TANK (SPECIAL FX) (SOUND FX)

TANK leaps off a boulder with springer legs and
fires a Dagger Pop.

rimrock background sounds, cannon shot sound

(FILTERS) RIMROCK BOULDER (SPECIAL FX) (SOUND FX)

The pop rams into a large rock in a cluster. A
saucer bam follows to spin wait above.

rimrock sounds, stuck in stone sound, spin sound

(FILTERS) DORS TWO (SPECIAL FX) (SOUND FX)

DORS TWO plots a way from the mist now over
Salvager and the DORS ONE cave. DORS TWO drops
amongst a gap in the floating blast rock.

rimrock background sounds, puff jet sounds

90. ESCORT CONTROL ROOM. LIGHTS. INT.

90. (CONTD) LOAK notes on the wall screen map that BOBA has a new blink dot.

(FILTERS) WALL SCREEN (VISUAL FX) (SOUND FX)

Rimrock map. The BOBA lease is on the opposite side of the planet rimrock. A new dot blinks.

background hum of the Escort

91. CORX ELEVEN BOBA MINE LEASE. SPACE. EXT.

(FILTERS) BOBA MINE LEASE (SPECIAL FX) (SOUND FX)

BOBA's remote mine drone is controlled by its frigate guard with a visible ray. A craft near is barely visible in fog. The mine drone lifts from its purchase on blast rock and moves out of the ray beam and in the craft's direction.

rimrock sounds, synthetic ray beam sound

(FILTERS) BOBA FRIGATE (SPECIAL FX) (SOUND FX)

BOBA fires a binary system weapon. The weapon is two containers one fired from either curve of the frigate that join in flight and separate.

fizz wow phawang synthetic sound

92. SPACE. EXT.

(FILTERS) BOBA FRIGATE HYPER JUMP (VISUAL FX)

92. (CONTD)

The BOBA frigate appears in space.

(FILTERS) BOBA FRIGATE (SPECIAL FX) (SOUND FX)

A second flash is larger than the first
fast synthetic bang sound

93. BOBA LEASE. SPACE. EXT.

(FILTERS) MINE CLOUD (SPECIAL FX) (SOUND FX)

Where the mine drone was is replaced by a vast mine
cloud spit out from the SPAK tunnels and hidden in
fog. First bang makes a cup in the mine cloud.
detonation of large explosive sound

94. CORX ELEVEN SURFACE. DAY. EXT.

(FILTERS) BLAST (SPECIAL FX) (SOUND FX)

The second detonation vaporises the area causing a
shield of thrust onto the Corx Eleven surface. A
canyon is created where tunnels have a wide
connection to spike mine pipelines. This crush
pushes along the planet in a glancing blow. Debris
runs inside the tunnels so fast it clogs. Rock
blasts the surface along into rimrock orbit space.
overwhelming rumble of blast boulder crash sounds

95. MOSON LEASE MAINTENANCE TUNNEL ENTRANCE. DAY. EXT.

At the maintenance tunnel entrance the CYBORG down team of COMMANDER CAPTAIN CHARLES SIMERON, CORPORAL STANDER BRISH, CORPORAL LEAD BANTUM and BERSERKER COMMANDO SERGEANT BASHER KROUKER stand.

96. SPACE. EXT.

(FILTERS) ESCORT (SPECIAL FX) (SOUND FX)

The Escort craft approaches the Corx surface to pick up the CYBORGS.

pulse sheet synthetic sound

97. CORX ELEVEN MOSON LEASE MAINTENANCE TUNNEL ENTRANCE. DAY. EXT.

(FILTERS) PLANET HORIZON (SPECIAL FX)

COMMANDER SIMERON can see a glow spread of horizon light in the direction of the BOBA lease.

SIMERON

No time Dapter. SCRUM.

They get into a circular huddle posture arms grasp heads low.

(FILTERS) BLAST (SPECIAL FX) (SOUND FX)

The front rush of wind and rock batters the CYBORGS

97. (CONTD) and throws them across the desert gibber plain.
wind rush then fast boulder rumble sounds

98. ESCORT CONTROL ROOM. LIGHTS. INT.

(FILTERS) WALL MAP (VISUAL FX)

The grid map of the surface shows the CYBORGS as
dot markers. The dots disappear.

LOAK

Oh. Oh wait, no. Wait. Tank. Rock wave your way.

99. CORX ELEVEN SPACE. EXT.

(FILTERS) RIMROCK (SPECIAL FX) (SOUND FX)

DORS TWO flies down between floating boulder
clusters to look for a safe way to BOUNCE.
rimrock background sounds, jet puff sounds

100. ESCORT CONTROL ROOM. LIGHTS. INT.

(FILTERS) WALL MAP LIVE MOTION (VISUAL FX)

an Assassin ribbon blade is a visible blur close to
the DORS TWO position dot.

LOAK

100. (CONTD)

Assassin!

101. CORX ELEVEN RIMROCK SPACE. EXT.

(FILTERS) ASSASSIN (SPECIAL FX) (SOUND FX)

An assassin is an immense ribbon blade that vibrates to cut rock into easy to process crumbs. Motion made by the fissure and cloud disturbed by the push of the BOBA wave causes a ripple that turns the assassin auto control box on. TANK is pushed aside as the ribbon flows up. The assassin grinding metal then begins to drop slowly. TANK fires saucer bams and heavy pin and a bolt constantly from the turret into the assassin. K-FIVE above DORS TWO, spins fire up in a cover of pin rounds. This holds back the ribbon fall. The assassin falls into the flekcloud. It twists in response. Dartbangs are flung with great force and hit TANK and the assassin. TANK is blown to bits. A piece of Assassin blade lodges in K-FIVE. rimrock sounds, scissor sounds, rapid fire sounds, scissor metallic breakage sounds, synthetic dart bang explosion sounds

(FILTERS) DORS TWO. K-FIVE (SPECIAL FX) (SOUND FX)

DORS TWO rises and cuts the blade away. This breaks K-FIVE. DORS TWO drags K-FIVE over its control bar

101. (CONTD)

and they drop down into decreasing rock gaps.
rimrock sounds, scissor metallic breakage sounds,

(FILTERS) LOAK (VO) (OOV)

Bam lit!

102. BOUNCE. LIGHTS. INT.

(FILTERS) BOUNCE PLUNGER (SPECIAL FX) (SOUND FX)

Bounce plunger fully retracts ready to wad launch
suction sounds, synthetic clunk sound

103. CORX ELEVEN RIMROCK SPACE. EXT.

(FILTERS) RIMROCK (SPECIAL FX) (SOUND FX)

The dagger pop stuck in target rock goes off with a
bang. Small rocks push out to make a cavity hole in
the float rock. The saucer bam falls directly into
the space where the rocks push away from the dagger
pop. The bam woomph inversion wave blows through
to a layer space below. The mist is drawn in.
woomph inversion wave sound

(FILTERS) DORS TWO. K-FIVE (SPECIAL FX) (SOUND FX)

K-FIVE slung over its backlab DORS TWO does not
have good propulsion. A large boulder jams against

103. (CONTD)

the one they use for shelter.

rimrock sounds, boulder crunch sounds, puff jet
sound

104. BOUNCE. SPACE. EXT.

(FILTERS) BOUNCE LAUNCH (SPECIAL FX) (SOUND FX)

BOUNCE fires out the compact and drives in an arc
toward the DORS TWO.

rimrock sounds, dull pump out thump sound

105. CORX ELEVEN RIMROCK SPACE. EXT.

(FILTERS) DORS TWO. K-FIVE (SPECIAL FX) (SOUND FX)

K-FIVE scrapes the boulder as DORS TWO jets lift
for escape. K-FIVE flaps about over the DORS TWO
forward post limply unable to keep any rhythm.

rimrock background sounds, puff jet sounds

(FILTERS) BOUNCE RENDEZVOUS (SPECIAL FX) (SOUND FX)

DORS TWO with K-FIVE reaches BOUNCE. BOUNCE sensors
rotates to accept. DORS TWO releases the broken K-
FIVE to float fit into the BOUNCE hull chamber.
BOUNCE rotates and opens an inbuilt slit door for
DORS. DORS TWO enters.

puff jet sounds

106. ESCORT REPAIR CHAMBER. LIGHTS. INT.

CYBORGS gather in the repairs chamber. COMMANDER CAPTAIN CHARLES SIMERON, SURGEON DAPTER LOAK, CORPORAL STANDER BRISH, CORPORAL LEAD BANTUM and BERSERKER COMMANDO SERGEANT BASHER KROUKER look over the translator.

(FILTERS) WALL VISION SCREEN (VISUAL FX)

BOUNCE on wall screen shows in a hull semi-sphere cavity.

LOAK

We have a problem. The DNDR believe it was locked in. We may be surveilled.

(FILTERS) MACHINE CONTROL (VO)

Deployment of deflector sheet under way.

(FADE-OUT)

107. CORX FIVE SURFACE. DAY. EXT.

TRESSAH, outside the tent, waits for DRIMODLE approach.

(FILTERS) TRI-STEM (SOUND FX)

Quiet claps continue in the background.

108. CAMP TENT ONE. LIGHTS. INT.

PROHN, CYBORG TOVERB, DIAZ, SINGER, VANVHN and SOPHIA sample a complete breakfast. TOVERB'S filters continue to clog with a gurgle that is clearly audible in the tent.

(FILTERS) FILTERS (SOUND FX)

gurgle sounds

DIAZ

Those leaf shapes look like plates when they separate.

TOVERB

Mmmm. Triffic.

109. VINVR PATH. DAY. EXT.

Background sounds of claps continue.

(FILTERS) TRI-STEM (SOUND FX)

continuous clapping sounds

The surface group spread out.

109. (CONTD)

(FILTERS) DRIMODLE (SPECIAL FX) (SOUND FX)

FRONDS in front go into the ground with a wind instrument sigh. They follow along the path the FRONDS create.

continuous clapping sounds, FROND whistle sound

Ahead sandy shallows appear.

(FILTERS) DRIMODLE (SPECIAL FX) (SOUND FX)

VINVR thins out along a shore line. In the shallows is the second species, MOLLUSC.

wind replaces the continuous clapping sounds

TOVERB and TRESSAH go on a side trail.

(FILTERS) DRIMODLE (SPECIAL FX) (SOUND FX)

VINVR closes behind them

continuous clapping sounds, breeze in trees sounds

SINGER (OOV)

Not to worry! We set up camps. See you there.

The swamp path narrows.

(FILTERS) DRIMODLE (SPECIAL FX) (SOUND FX)

109. (CONTD)

A beached MOLLUSC lays on the trail.

continuous clapping sounds, breeze in trees sounds

TOVERB

Is it dead?

TRESSAH

Not yet.

They get within a metre and stop.

(FILTERS) DRIMODLE (SPECIAL FX) (SOUND FX)

On the MOLLUSC small holes open up and wet puffs with a moist sound express like steam. The startled MOLLUSC moves rapidly away into the denser swamp over parts of VINVR, FRONDS and stems that lay for a second then snap back in a comical way swaying until stable.

continuous clapping sounds, express steam sounds, swamp bush breakage sounds

TRESSAH AND TOVERB

Hahahahaha

(FILTERS) TRI-STEM (SOUND FX)

109. (CONTD) Sounds falls silent and then after a moment the
 claps and lyrical winds sounds return.

110. SANDY SHALLOWS. DAY. EXT.

TOVERB and TRESSAH are on a sand bar that extends into shallows. There is
no VINVR growth in water over ankle depth. Either side the bar drops away
to deeper shallows.

(FILTERS) DEEPER SHALLOWS (VISUAL FX)

MOLLUSC swim like sea snails close to the shoreline

Across the water is a camp site. They wade toward it.

(FILTERS) TOVERB and TRESSAH (SOUND FX)

Feet slosh and breeze is the only sound.

There is a lake expanse past the sand bar.

(FILTERS) CORX FIVE (VISUAL FX)

VINVR have no canopy over water and a blue mingles
in with the turquoise sky. Corx City now is visible
across from the lake.

111. CAMP TENT TWO. LIGHTS. INT.

TOVERB and TRESSAH are in the vacant grow bag tent. Technology shows at a

111. (CONTD) central table with a group of kitchen provider vendors and a small screen. Doors separate into cabin style rooms around the opposite entry side.

(FILTERS) TABLE SCREEN (VISUAL FX)

An audio button lights the screen for sound only.

(FILTERS) MACHINE CONTROLLER (SOUND FX)

beep beep beep beep sounds

TOVERB

We're in.

(FILTERS) PROHN (VO) (OOV)

Glad to hear it.

TRESSAH

We've seen one. Right up close.

TOVERB and TRESSAH

TRESSAH and TOVERB start laughing with a mixture of relief and fun. TRESSAH and TOVERB gulp down giggles, a little nervous and too happy.

111. (CONTD)

(FILTERS) PROHN (VO) (OOV)

Seen one?

(FILTERS) PROHN (VO) (OOV)

Not to worry you know. Vnvr have not done this before. Did you; touch anything?

(FILTERS) TABLE SCREEN (VISUAL FX)

The audio button goes blank.

TRESSAH

Pardon?

Non human Corxians conceive by touch when a gamete spot appears on them.

TOVERB

Sex? You know what I am?

TRESSAH

What you are? Oh, oh yes I understand.

TRESSAH AND TOVERB

TRESSAH and TOVERB start to laugh again. Hahahahaha

111. (CONTD)

(FADE-OUT)

112. SANDY PROMONTORY DAY 3. DAY. EXT.

TRESSAH wades shallows.

(FILTERS) DRIMODLE (SPECIAL FX)

Three DNDR who look like MOLLUSC when they swim,
approach from under water.

113. CAMP TENT TWO DAY 3. DAY. INT.

TOVERB is at the tent exit.

(FILTERS) PROHN (VO) (OOV)

Dramatic news. Our camp. Drimodle closed the path.
A medical specialist and a Xepien Counsellor, will
arrive by hover soon.

114. SANDY PROMONTORY DAY 3. DAY. EXT.

TRESSAH steps onto dry land.

(FILTERS) TRESSAH (SOUND FX)

TRESSAH leaves the water sounds

114. (CONTD)

(FILTERS) DNDR (SPECIAL FX) (SOUND FX)

The three DNDR swim like sea snails until they reach very shallow water. They reform as they rise to take their upright shape to exit the water. sleek DNDR bodies leave the water sounds

TRESSAH is pleased.

(FILTERS) DNDR (SPECIAL FX) (SOUND FX)

DNDR circle her, draw their dagger points vibrating and menacing in a ritual dance. Rings of colour vibrate up and down the body stalk. weird air movement vibration sounds

TRESSAH reciprocates in a clumsy folk shuffle.

(FILTERS) DNDR (VISUAL FX)

Blades change colour. DNDR change hue different to reflect their change of environment. Rings of colour vibrate up and down the body stalk. weird air movement vibration sounds

TRESSAH sees in the clear lake areas.

(FILTERS) DRIMODLE (SPECIAL FX)

More DNDR swim along the lake water edge. Shadow

115. (CONTD) shapes of swimming MOLLUSC gather in the shallows.

115. CAMP TENT TWO DAY 3. LIGHTS. INT.

TOVERB is at the tent exit.

(FILTERS) PROHN (VO) (OOV)

There's MOLLUSC everywhere. Look at the sky.

116. SANDY PROMONTORY DAY 3. DAY. EXT.

TRESSAH is on the beach shore line.

(FILTERS) DNDR (SPECIAL FX) (SOUND FX)

One DNDR leaves the lake and another DNDR leaves shallows take their upright shape and join the three DNDR with TRESSAH.

zephyr sounds

TOVERB is on the beach and sees toward the city.

(FILTERS) LAKE (SPECIAL FX)

A hovercraft in the distance from the city side of the lake leaves the shoreline.

(FILTERS) CORX FIVE ATMOSPHERE (VISUAL FX)

116. (CONTD)

The sky greys.

(FILTERS) LAKE (SPECIAL FX) (SOUND FX)

As the hovercraft approaches XEPIEN MEDIC VINGRER appears to wave constantly beside XELHN CITY COUNCILLOR VIFRER. Deeper below the lake surface is the dome top of a DNDR space craft is a visible shadow.

winds sounds, hovercraft smooth synthetic sounds

(FILTERS) LAKE BEACH (SPECIAL FX) (SOUND FX)

MOLLUSC gather along the shores. XELHN CITY COUNCILLOR VIFRER and XEPIEN MEDIC VINGRER arms permanently up embark the hovercraft.

The hovercraft shuts down sound

XEPIEN MEDIC VINGRER

We are Space cadets. I am medical officer, Xepien Vingrer. This is Xelhn City Councillor Vifrer. We are assigned to you. We will get you back to the city.

(FILTERS) TENT KLAXON (SOUND FX)

outdoors klaxon continuous sound

(FILTERS) MACHINE CONTROLLER (VO) (OOV)

116. (CONTD)

Please evacuate to your tent enclosure. Please
evacuate to your tent enclosure.

COUNSELLOR VIFRER

Don't worry make haste.

TRESSAH ,a DNDR, TOVERB, XELHN CITY COUNCILLOR VIFRER and XEPIEN MEDIC
VINGRER head for the tent.

(FILTERS) DRIMODLE (SPECIAL FX) (SOUND FX)

One DNDR accompanies the city dwellers to the tent.
The reminder of the DNDR enter the water. Numbers
of MOLLUSC in leave the water onto the sand. FRONDS
bury the hovercraft under the sand.
klaxon continuous sound, sand sift sounds

117. CAMP TENT TWO DAY 3. LIGHTS. INT.

In the tent TRESSAH ,a DNDR, TOVERB, XELHN CITY COUNCILLOR VIFRER and
XEPIEN MEDIC VINGRER stand around.

(FILTERS) TENT KLAXON (SOUND FX)

The Klaxon cuts off when they enter the tent.

(FILTERS) MACHINE CONTROLLER (VO)

117. (CONTD)

Bag sealed. Decontamination.

TOVERB

I better change my filters.

(FILTERS) TENT FILTERS (SOUND FX)

Tent wind noise sounds

(FILTERS) TOVERB FILTERS (SOUND FX)

balloon squeak sounds

COUNSELLOR VIFRER

Your TAG. We got the signal.

XEPIEN MEDIC VINGRER smiles. TOVERB adjusts his video eye piece with stiff facial movement, one arm lifts slightly.

(FILTERS) TOVERB FILTERS (SOUND FX)

balloon squeak sounds stop

(FILTERS) TENT FILTERS (SOUND FX)

Tent filters continue to fill the room with the rush sound of wind then slow and stop.

117. (CONTD)

TRESSAH

My TAG? I didn't notice.

COUNSELLOR VIFRER

Look at everyone. We all smile. A drug of some kind. Vinvr. Pleasant anyway.

XEPIEN MEDIC VINGRER

Tell him. Its OK.

TRESSAH is pleased. She can hardly believe it and laughs again.

TRESSAH

laughs

XEPIEN MEDIC VINGRER smiles, red in the face. He is at his official duties.

XEPIEN MEDIC VINGRER

Tell him.

(FILTERS) MACHINE CONTROLLER (VO)

Room sealed.

(FILTERS) DIAZ (VO) OOV)

117. (CONTD)

Can you see screen? It clears quickly.

(FILTERS) TABLE SCREEN (SPECIAL FX)

Outside, red falling powder clumps and drops to land as small red shapes. Above it is clear. Lake foreshores sand mounds appear. Water recedes from the lake edge. MOLLUSC congregate in groups of three on the sand swells in ritual circles with a hollow centre. Inside the circle hole a bulbous shape rises. Spiky bluish leaves push up. Fruit red structures with globes appear, growth stops.

TRESSAH (VO)(OOV)

I am pregnant.

TOVERB (VO)(OOV)

Look a spot.

TOVERB sees the spot. TRESSAH stares at the spot. TRESSAH reads the DNDR.

TRESSAH

A tunnel. We can go through a tunnel.

The DNDR moves away from tent centre. All stand against the tent wall.

117. (CONTD)

(FILTERS) TUNNEL (SPECIAL FX) (SOUND FX)

The tent floor fog mist exit space opens a tunnel passage below ground.

There is a slight synthetic echo sound

118. LAKE TUNNEL. LIGHTS. INT.

(FILTERS) TUNNEL (SPECIAL FX) (SOUND FX)

It is an easy slope with clean and smooth walls. Light comes from ahead. They pass through a square structure that might be some sort of tunnel machine to lake bottom. True square clear walls and roof supply room for a walkway over the sand bed. Lake surface shimmers with convection. A swimming DNDR BABY approaches and the DNDR rushes out to touch it with its sharp prehensile.

There is a slight synthetic echo sound

This sudden movement changes their group dynamic. TOVERB stands in front of TRESSAH and COUNSELLOR VIFRER takes a similar protective role with XEPIEN MEDIC VINGRER. TOVERB places a hand on the wall.

(FILTERS) TUNNEL (SPECIAL FX) (SOUND FX)

The clear tunnel wall moves away from TOVERB'S touch.

There is a slight synthetic echo sound

118. (CONTD) There is a relationship between DNDR and creature.

(FILTERS) TUNNEL (SPECIAL FX) (SOUND FX)

The swimming DNDR BABY and the DNDR travel along touching without wall obstruction. Not far ahead they see the submerged DNDR Blueball craft dome bulge either side of an entrance passage. The lake is not deep. MOLLUSC swim about and suck on the walls.

There is a slight synthetic echo sound, footsteps

TRESSAH

A Dndr child.

(FILTERS) TUNNEL (SPECIAL FX) (SOUND FX)

In these strange circumstances all stray apart to look. The DNDR BABY swims away as the Blueball passage gets nearer. The DNDR enters the vessel. All follow. Inside a curved pathway follows an open water channel. A swampy brown fog covers either side to hide ship workings. TOVERB lags behind. TOVERB catches up with TRESSAH as they exit the end of the DNDR craft path last. The lake tunnel is longer on this side. They cannot see an exit. Ahead four DNDR swim effortlessly through the wall and move onto the path. Gradually walkers buddy up with a DNDR. They are fascinating creatures and the

118. (CONTD)

continuous dazzle of signals draws each member's attention.

There is a slight synthetic echo sound, footsteps

TOVERB is less dazzled. The DNDR carry a weapon. They do not.

(FILTERS) TUNNEL (SPECIAL FX) (SOUND FX)

The DNDR do a neat side step and block their path.

TOVERB is gathered up in a DNDR tail.

There is a slight synthetic echo sound

TRESSAH

Patience!

(FILTERS) TOVERB VISION (VISUAL FX)

TOVERB begins to see in his minds eye a picture of LOAK in armour.

LOAK

Trust the ones you're with.

(FILTERS) TUNNEL (SPECIAL FX) (SOUND FX)

The DNDR lets TOVERB go. All DNDR drop into swimmer form and go through the wall into the lake.

weird permeable synthetic wall sound

118. (CONTD)

An exit begins to pulse with ground lights in the distance. COUNSELLOR VIFRER and the others gather round TOVERB.

There is a slight synthetic echo sound

COUNSELLOR VIFRER

Alright. We better move.

(FILTERS) TUNNEL (SPECIAL FX) (SOUND FX)

COUNSELLOR VIFRER touches TOVERB in a gesture of solidarity. They head for the tunnel exit.

There is a slight synthetic echo sound, footsteps

119. SKY TOWER. DAY. EXT.

They wait for an elevator at the Sky Tower entrance. TOVERB is a bit stiff. This disturbs TOVERB.

(FILTERS) SKY RISER (VO)

Sky Riser

(FILTERS) EYE VIDEO SCREEN (TEXT FX)

NO DATA

TOVERB

119. (CONTD) Well enough.

(FADE-OUT)

120. XEPIEN FUNCTION ROOM. LIGHTS. INT.

TOVERB and XEPIEN MEDIC VINGRER are last to enter a room. They see a crowd of HUMAN and XEPIEN EXTRAS. TOVERB'S arm is held at an angle stiffly.

(FILTERS) MOVE STEPS (SPECIAL FX) (SOUND FX)

TOVERB takes move stepdown. A pin round comes through from under the step to sever TOVERB hip torso and cheek to lodge against his video armour. Ripped he falls blood machine pumps profusely. A gas oozes.

pin gun pop, body rip open, blood pump splash sound

XEPIEN MEDIC VINGRER hurls himself at TOVERB.

(FILTERS) MEDIC VINGRER (SPECIAL FX) (SOUND FX)

Mechanical arms on waist hoops separate swiftly to clamp the wound shut. A hold bag forms from gas around them to stop corpse rot.

blood pump splash sound, gas bag hiss sound

XEPIEN MEDIC VINGRER will not survive long.

120. (CONTD)

(FILTERS) KLAXON (SOUND FX)

beep beep klaxon sounds

An electric sign forms above. A speaker endlessly repeats a text that erects over the hold bag.

(FILTERS) BAG MACHINE SIGN (VO) (OOV) (TEXT FX)

This body will decease in thirty seconds. The bag will keep this Cyborg safe. Please stand back. Moson Corporation property. To be claimed within twenty days.

XELHN CITY LEADER FLOMILN and a UNIFORM EXTRA stand with the coffin. Two UNIFORM EXTRAS exit all room EXTRAS.

(FILTERS) EMERGENCY ACTION (SPECIAL FX) (SOUND FX)

Mutant cubicles withdraw. Medi-walls enter a ready operating theatre ward on rails that spaces around the body bag and excludes FLOMILN and a UNIFORM EXTRA who stand on the step as blood empties below. blood drip sounds, synthetic wall action sounds

121. OPERATION THEATRE. LIGHTS. INT.

MEDIC HEAD DIAZ with EXTRAS BOB and MOLIN stand at the operating table edge.

121. (CONTD)

(FILTERS) SURGICAL TABLE (SPECIAL FX) (SOUND FX)

As the surgical table rises probes break into the coffin.

A siren changes to a constant bur bur, bur, bur bur bur, then shuts down sounds

DIAZ initiates himself virtually with gloves and head piece his actions mimic robot arms that encircle the VINGRER and TOVERB bag coffin.

(FILTERS) SURGICAL TABLE (SPECIAL FX) (SOUND FX)

Probes suck out gas and withdraw the bag to reveal the unconscious bodies. XEPIEN MEDIC VINGRER is an odd pasty colour.

suction sounds

122. XEPIEN FUNCTION ROOM. LIGHTS. INT.

MUFFINOR enters. FLOMILN is with two UNIFORM EXTRAS.

(FILTERS) EMERGENCY ACTION (SPECIAL FX) (SOUND FX)

security lock wall graphic projects a floating 3D box plan of this city sector next to FLOMILN'S head. A tec cleaner siphons at the blood.

suction sounds, plop echo drip down through the step mesh hole sound

FLOMILN

122. (CONTD)

Get a uniform on. I have to go. What have you got?

(FILTERS) LOCK WALL (VO)

Alert for an Error Wing. Ghist TAG at this level.

UNIFORM

There is a lot of blood. Officer below?

123. LOWER LEVEL MAINTENANCE. LIGHTS. INT.

A Complex labyrinth of clutter. Wall sections lay next to move up levers and circle bearing housings. Massive power transfer technology to connect sensing and motion with more central machine control wait on rail structures. To enter lower levels requires a passage certificate overseen by lock wall. TAG monitors pick up indiscretions like playful children blocked from entry and redirected. TAG is responsible for mapping and location sensing. Just above an under rail to function rooms is a mesh floor. A large clear area is lit by the hole. In a blood pool round a weapon on a jig facing up is UNIFORM ONE. MUFFINOR and two UNIFORM EXTRAS enter with tec gear.

(FILTERS) TECHNICAL SUPPORT (SPECIAL FX) (SOUND FX)

tec box units enter and suction the blood pool.

Float sensors hover above and around the blood pool
suction sounds, synthetic flight sounds

123. (CONTD)

UNIFORM ONE

There is a lot of blood. Looks like a broken pin gun.

Some mutants undergo physical and mental genius abnormality behaviour shifts often resulting in cloak and hide. MUFFINOR is now commissioner.

(FILTERS) TECHNICAL SUPPORT (SPECIAL FX) (SOUND FX)

Various escape routes project by a floating upgrade lock wall 3D graphic next to MUFFINOR'S head.

(FILTERS) FLOAT SIGN (VISUAL FX) (TEXT FX)

TAG ABSENCE ERROR WING

124. ROOF. NIGHT. EXT.

(FILTERS) ROCKET LAUNCH PAD (SPECIAL FX)

Huge up levers spread the city roof section apart over a tower maintenance area. Blockers float about a launch scaffold. Levels of reflector barriers catch VESSIA'S small single person sized rocket thruster forces.

125. VESSIA'S ROCKET. LIGHTS. INT.

VESSIA, a mutant with wrist to hip ball and socket known as Error Wing,

125. (CONTD) escapes inside a rocket of his own design.

(FILTERS) VESSA'S ROCKET (SPECIAL FX) (SOUND FX)

As the rocket increases velocity it crumples in a planned hubris of design.

rocket increase velocity sounds, crumble sounds

(FILTERS) ROCKET CABIN (SPECIAL FX) (SOUND FX)

Enclosed inside a copy of CYBORG armour VESSIA becomes unconscious as pressure stabilises the rocket's small cabin.

crumple of rocket hull sounds

126. ESCORT CONTROL ROOM. LIGHTS. INT.

(FILTERS) CONTROL ROOM (VISUAL FX)

An alert fires up red in the Escort control room.

A TANK waits there as CAPTAIN GBOL enters.

(FILTERS) CONTROL ROOM (VISUAL FX)

Red glow is exchanged for white light.

The ship is still with no inner hum.

(FILTERS) MACHINE CONTROLLER (VO)

126. (CONTD)

Power shut down. Hull interference.

GBOL heads aft past TANK.

127. SPACE. EXT.

(FILTERS) ESCORT EXTERIOR (SPECIAL FX) (SOUND FX)

With jet pack and hawser attached GBOL floats down
the hull side. GBOL sees a hair grapple wire
filament net.

irregular jet puff sounds

(FILTERS) GBOL (VO)

Ship all up. A second TANK please.

128. ESCORT CONTROL ROOM. LIGHTS. INT.

DVUR, AVAKER, GHEEL and two TANKS ready themselves with weapons and energy
checks. All wait for orders.

GBOL

A bit of luck. The grapple net might be set for us.
I think not. The holes are big. We could have
floated through. There's a kink where we hit and
that caught us. Ship?

128. (CONTD)

(FILTERS) MACHINE CONTROLLER (VO)

Scan clear.

GBOL

Tank use Pod rail. Eyes on board. You're Captain Avaker now. Cut us loose. All ahead slow. Range ten kilometres. Cut away all cable bits. Use scale off. Can it and send it back. Use a range rocket. If the net follows ship to take measures. Set out probes as a video feed at. Ship?

(FILTERS) MACHINE CONTROLLER (VO)

One kilometre.

GBOL

One kilometre.

129. SPACE. EXT.

(FILTERS) TRAVEL POD (SPECIAL FX) (SOUND FX)

A cover removes from Pod as it disengages from the Escort revealing a slider rail. TANK clamps onto the rail line during the slipway ejection. Pod jets navigate away from the Escort hull. Pulse sheets take over and they move ahead slowly.

129. (CONTD)

clunks and slips of machinery sounds, jet sounds,
antimatter pulse sheet synthetic reality sounds

(FILTERS) GRAPPLE NET (SPECIAL FX) (SOUND FX)

AVAKER and TANK cut at tangle wires.
pulse sheet synthetic reality sounds

130. TRANS UNIVERSE VESSEL ANCHOR ZONE SPACE. EXT.

(FILTERS) M500 (SPECIAL FX) (SOUND FX)

The sphere of the Moson Five Hundred one thousand
kilometre diameter hull mesh rolls off anchor to
make space to curl the external hull mesh in toward
its central heavier mesh barrier and create a large
exit tunnel where twenty real time large freighter
transports exit.

awesome synthetic Moson Cell technology sounds

(FILTERS) TRANSPORTS (SPECIAL FX) (SOUND FX)

The transports with huge auxiliary rockets form an
embarkation fleet for Corx Five.

huge mass expulsion thrust sounds

131. EARTH TWO. A ROOM. LIGHTS. INT.

EETOO military technology surpasses Moson Corporation. Seven EETOO EXTRAS
sit with no head gear in parade uniform at a table. The table centre piece

131. (CONTD) is a Moson Cell model.

EETOO ONE

Thump's ready

Seven EETOO EXTRAS press down on go buttons.

(FILTERS) MOSON CELL MODEL (VISUAL FX)

The Moson Cell changes colour

132. SPACE. EXT.

(FILTERS) BUBBLES (SPECIAL FX) (SOUND FX)

Moons of Corx Nine, B.W.Seventeen and B.W.Nineteen can be seen by each other. Three alien vessels orbit a satellite called BUBBLES, a recreation centre that shuttles with local hyper jump technology continuously parade around in orbit. BUBBLES is two transport hulks stuck together that show dents and corrosion from long and eventful careers. Rebuilt platforms and a scaffold over the larger rear hulk display fixture upgrades. This is Pod's target. The Pod approaches a BUBBLES platform. A near shuttle has rod bar technology that dangle moves for hyper drive navigation. synthetic out of real time sounds

132. (CONTD)

(FILTERS) GBOL (VO) (OOV)

Video in. Old supply transports. Weapons check.

(FILTERS) POD (SPECIAL FX) (SOUND FX)

Pod propulsion created by small emitter sheets rear
and forward reduces speed.

synthetic out of real time sounds

(FILTERS) POD MACHINE CONTROLLER (VO) (OOV)

Warning! Dispersal trap.

Pod control starts up the pulse again and reverses away.

(FILTERS) POD (SPECIAL FX) (SOUND FX)

Pod propulsion created by small emitter forward
sheets increases speed.

synthetic out of real time sounds

(FILTERS) CYBORG EXIT (SPECIAL FX) (SOUND FX)

GBOL DVUR and GHEEL in space suit armour with Jet
packs drop out of a forward hole. TANK is on top
rail with the ship's cannon. Two shuttles approach
round the front of BUBBLES.

jet puffs sounds

132. (CONTD)

(FILTERS) SHUTTLE (VO)

Come aboard.

(FILTERS) CYBORGS (SPECIAL FX)

GBOL DVUR and GHEEL gently float toward a platform.

(FILTERS) SHUTTLE (SPECIAL FX)

The shuttle glows and pauses to drop three brightly lit ropes.

synthetic hyper space jump engine sounds

(FILTERS) SHUTTLE (VO)

Come aboard. Come inside. Grab a line. Come inside.

(FILTERS) CYBORGS (SPECIAL FX) (SOUND FX)

GBOL DVUR and GHEEL hover.

jet puffs sounds

(FILTERS) SHUTTLE (SPECIAL FX)

The shuttle courtesy lights beep and blink before it surges ahead.

synthetic hyper space jump engine sounds

(FILTERS) CYBORGS (SPECIAL FX) (SOUND FX)

132. (CONTD)

Before another in line shuttle takes its place GBOL
DVUR and GHEEL land on the closest BUBBLES
platform.

jet puffs sounds

133. BUBBLES SPACE PLATFORM. EXT.

(FILTERS) PLATFORM DECOR (SPECIAL FX) (SOUND FX)

Machine codes change the look of the platform from
a liquid look into a solid brick texture for type
and species. GBOL DVUR and GHEEL face platform and
approaching shuttle flood lights.

footsteps dull clunk sounds

(FILTERS) CYBORG ARMOUR (SPECIAL FX) (SOUND FX)

CYBORGS are scrap price. Leaks begin to show on the
armour exterior.

intermittent hiss of escape gas sounds

(FILTERS) FOG SHEET (VISUAL FX)

a solid platform wall becomes a fog mist entry

(FILTERS) SHUTTLE MACHINE CONTROLLER (VO)

Come inside. Go inside. Inside.

134. BUBBLES. LIGHTS. INT.

(FILTERS) CYBORG ARMOUR (SPECIAL FX) (SOUND FX)

GHEEL takes GBOL'S jet pack off, reverses it under arm and switches the energy pack selector to mortar rounds. GBOL and DVUR move the fire range to heavy and rapid rounds.

click and swipe of weapon loads sounds

(FILTERS) BUBBLES (VISUAL FX)

From a vast illusory horizon fake images zoom up into a flat poster. Two MECHANICAL ANDROIDS on surface oblongs sentinel a gate way to beyond. Above, a graphic of a sailing ship on foaming seas and below a text states 'WELCOME TO BUBBLES'.

(FILTERS) CYBORG WEAPONS (SOUND FX)

CYBORG weapons heat up with a whir sound

(FILTERS) LEFT FLAT MECHANICAL ANDROID (VO)

Hi! I am Jake Roggle. This is Bubbles. Feel free.
Speak up Please.

B.W. Seventeen and BUBBLES is a known holiday outpost.

GBOL

134. (CONTD)

Jake? Is that a human name? We want information.

(FILTERS) RIGHT FLAT MECHANICAL ANDROID (VO)

Welcome all. Yes I am human. Come on step inside.

See our world. A world we got. Enjoy.

(FILTERS) HELMET SCREEN (TEXT FX)

GRAVITY WARNING

numbers shift from 1.0 to 0.5

(FILTERS) BUBBLES POSTER (SPECIAL FX) (SOUND FX)

The poster breaks up. Split strips of colour in front where there was a BUBBLES display disperses like mist.

(FILTERS) BUBBLES (SPECIAL FX) (SOUND FX)

Translucent red diversion globes with dangle tassels of different colours appear above and below. They dance move around head and shoulders of GBOL DVUR and GHEEL while maintaining a separation and order of space. Strips of colour break into more and more small tendrils to create party fog. Out of this dazzle camouflage three HUMAN JAKE ANDROIDS show dressed and human.

snappy jazz zip motion ribbon twirl sounds

134. (CONTD)

CENTRE HUMAN JAKE ANDROID

Hi! Welcome to Bubbles. I am Jake. Don't worry we all look alike. I am Jake but. Bubbles is a recreational facility. Our weapons evaluation set up is to allow your pleasant and safe visit.

GBOL

Allow?

(FILTERS) BUBBLES (SPECIAL FX) (SOUND FX)

Three HUMAN JAKE ANDROIDS float back to merge into the background as the floor drops away. All is blue jelly. Red globes burst into liquid splashes. Blue light bubbles expand and quickly burst with a pop sound into more. Heraldic fanfares brass up with an augmented and emphatic cascade of membrane breaking liquids.

heraldic brass up fanfare sounds, jelly balloon burst liquid and pop sounds

135. ELEVATOR SHAFT. LIGHTS. INT.

(FILTERS) ELEVATOR SHAFT (SPECIAL FX) (SOUND FX)

Weightless GBOL DVUR and GHEEL have no floor. Bubbles press them as texture. Large globes with

135. (CONTD)

attenuators drop to just above head level. There is a downward push.

pop burst open sounds, texture push down sounds

GBOL

Fire.

(FILTERS) CYBORG WEAPONS (SPECIAL FX) (SOUND FX)

Two pin guns spray. GHEEL'S pulse mortar pumps out a beam meant to smash and crack open tec barriers. rapid pin round sounds, weird whirr of synthetic reality beam sounds

(FILTERS) BUBBLES (SPECIAL FX) (SOUND FX)

BUBBLES absorbs the old technology of the CYBORG weapon action. Bubbles turn darker then clear. Their fall is in an old elevator shaft. GBOL, DVUR and GHEEL reach a firm floor with no sign of damage distant synthetic bubbles foam creation sounds

(FILTERS) CYBORG WEAPONS (SPECIAL FX) (SOUND FX)

A click shuts off to save weapons energy. GHEEL pumps a recharge from his own power pack into GBOL'S jet, slings it back onto GBOL'S easy catch harness brackets.

135. (CONTD) A JAKE MACHINE ANDROID stands in a side show alley room and nod gestures right.

(FILTERS) JAKE MACHINE ANDROID (VO)

Go inside. Inside. Captain Gheel, you can meet Jake.

GBOL

Dvur.

DVUR goes through a right side corridor.

136. JAKE ROGGLES OFFICE. LIGHTS. INT.

Dvur stands in front of a BUBBLES office table.

(FILTERS) OFFICE (SPECIAL FX) (SOUND FX)

Corx themes surround MAYBE REAL JAKE android with a table of a circle flat planet and B.W. Seventeen and Nineteen floating in a star lit sky on the wall behind.

twinkle star cosmic sounds

(FILTERS) OFFICE STAFF (SPECIAL FX) (SOUND FX)

Two LARGE MECHANICAL JAKE androids on guard, each a mirror image. A sun dial sits on the two LARGE

136. (CONTD)

MECHANICAL JAKE androids where facial features were on side show JAKE. There is less fabrication with only one control bar on the chest that sits above strong mechanical legs with knee pad Bubble projector weapons.

feint bubble foam sound

They stand on a Mesh floor.

137. HELMET SCREEN. LIGHTS. INT.

GBOL and GHEEL connect to a crude HELMET SCREEN MAP.

(FILTERS) HELMET SCREEN (VISUAL FX) (SOUND FX)

GBOL and GHEEL follow the flat graphic screen map that passes the DVUR corridor entry. GBOL and GHEEL turn a right bend in the corridor.

soft footstep sounds

138. SHIMMER WALL. LIGHTS. INT.

(FILTERS) CORRIDOR BARRIER (SPECIAL FX) (SOUND FX)

GBOL and GHEEL soon come up against a clear shimmer barrier that prohibits them going further.

(FILTERS) OFFICE (SPECIAL FX)

GBOL and GHEEL see DVUR the MAYBE REAL JAKE android

138. (CONTD)

and the two LARGE MECHANICAL JAKE androids in the office.

(FILTERS) HELMET SCREEN (TEXT FX) (SOUND FX)

ALERT

blip sounds

CONTRACT VOID

139. JAKE ROGGLES OFFICE. LIGHTS. INT.

(FILTERS) OFFICE (SPECIAL FX) (SOUND FX)

The planet table lowers into the floor. The rear office wall rises to reveal a grand panorama behind the MAYBE REAL JAKE android. In the distance are tall city buildings. Artificial clouds puff in an azure sky. Scaffold stress beams span across in sections. A park below the office platform has all kinds of space vessels. A partly constructed BOUNCE is an intentional surprise.

synthetic motion sounds

140. BUBBLES RECREATION THEME PARK. LIGHTS. INT.

Android MAYBE REAL JAKE and the two LARGE MECHANICAL JAKE androids take DVUR to a second MAYBE REAL JAKE android further out on a platform above the ground floor recreation area.

(FILTERS) FLOOR MESH (SOUND FX)

140. (CONTD)

soft footsteps on mesh sounds

(FILTERS) CORRIDOR BARRIER (SPECIAL FX) (SOUND FX)

The shimmer barrier releases GBOL and GHEEL who follow behind onto the platform.

soft footsteps on mesh sounds

(FILTERS) ROOF BEAMS (SPECIAL FX) (SOUND FX)

Three fully mature ERROR WING EXTRAS have room to fly. One swoops and returns to a beam while one flys down to hover nearby.

spacious open parkland sounds, distant wings sounds

DVUR

Sir. Is that a Bounce? Stolen property?

(FILTERS) MAYBE REAL JAKE (VO)

Hey there buddy, you look a bit stiff.

BUBBLES alien technology began to seep into the CYBORG armour soon after their entrance at the Poster ANDROID gate.

(FILTERS) INTERNAL CYBORG (SPECIAL FX) (SOUND FX)

The Moson Corporate CYBORGS can not separate

140. (CONTD)

BUBBLES material.

very weird fine Moson synthesis hum sound

The Corx system SPAK contract voided by the amusement park creates a mechanism of entry for foreign gases and this incapacitates the CYBORGS.

(FILTERS) CONTAMINATION (SPECIAL FX) (SOUND FX)

One by one GBOL DVUR and GHEEL, tip slowly forward.

rattle of stiff armour sounds

(FILTERS) GRABBER ROBOT (SPECIAL FX) (SOUND FX)

A cube at the edge of the platform unfolds into a technology robot with vertical armature contours exactly the size of larger berserker CYBORG GHEEL.

The mechanism moves forward, opens out close to GHEEL and the armatures close up to grab him.

rattle of stiff armour sounds, synthetic smooth motion sounds

(FILTERS) GHEEL (SPECIAL FX) (SOUND FX)

GHEEL surge of power pumps out his hammer fist.

Internal decisions for survival give the CYBORG enough energy to smash the robot midriff structural chassis.

power surge arm pump sound, plastic smack sound

GHEEL falls with GBOL and DVUR and the robot falls too.

140. (CONTD)

(FILTERS) GRABBER ROBOT (SPECIAL FX) (SOUND FX)

The whole extended cube structure collapses with
the blow.

plastic clatter clutter of broken robot sounds

(FILTERS) JAKES (SPECIAL FX) (SOUND FX)

Two MAYBE REAL JAKE androids stand off to one side.

A LARGE MECHANICAL JAKE android begins to pick up
robot parts.

magnetic suction of broken part sounds

(FILTERS) MAYBE REAL JAKE (VO)

What about Tank?

141. SPACE. EXT.

(FILTERS) BUBBLES SHUTTLE (SPECIAL FX) (SOUND FX)

One shuttle comes out from behind BUBBLES.

plasma sheet thrust sounds

(FILTERS) TANK (SPECIAL FX) (SOUND FX)

TANK fires a precision set of three cannon shots
into a deflection cloud that protects the shuttle.

three cannon rounds fire in space sounds

142. SHUTTLE TAXI. SPACE. EXT.

(FILTERS) SHUTTLE HULL (SPECIAL FX) (SOUND FX)

First small impact ball dissolves against the
shuttle hull a tiny dent.

sizzle impact sounds

Second shot penetrates.

fizz through hull sound

As the second round dissolves the hull its vortex
is filled by number three shot that enters the hull
hull shatter crack.

143. SHUTTLE TAXI. LIGHTS. INT.

(FILTERS) CANNON BALL THREE (SPECIAL FX)

Shot three falls inside the shuttle. Technology
knobs with numbers on the surface appears on its
surface.

(FILTERS) SHUTTLE (SPECIAL FX)

An extra LARGE MECHANICAL JAKE android notices
flaking coming off a glove.

(FILTERS) LARGE MECHANICAL JAKE (VO)

Are we holed?

143. (CONTD)

(FILTERS) SHUTTLE WALL (VO)

Yes. A crack. Look, see? Not bad. Bubble shield good.

(FILTERS) SHUTTLE HULL (SPECIAL FX) (SOUND FX)

Discolouration shows round the small hole as it repairs. A Bubble shield fills the space.
smooth synthetic bubbles foam sound

(FILTERS) SHUTTLE CONVEYOR (SPECIAL FX) (SOUND FX)

The CYBORGS lay on conveyors entering chamber tunnels for ejection behind the LARGEST MECHANICAL JAKE ANDROID.
hum of synthetic machinery sounds

144. SPACE. EXT.

The CYBORGS GBOL, GHEEL and DVUR appear in space between the shuttle and Pod.

(FILTERS) POD SHUTTLE (SPECIAL FX) (SOUND FX)

A rear Pod hatch opens to engage the crew.
Moson antimatter synthetic real time sounds

(FILTERS) EETOO ARRIVE (SPECIAL FX) (SOUND FX)

144. (CONTD)

An EETOO Crusher carrier comes out of hyper drive and launches Bigdot One and Bigdot Two, then two pinfighters. The Bigdots triangulate with the Crusher, BUBBLES as centre, and anchor.

EETOO synthetic motion sounds

(FILTERS) PINFIGHTER ATTACK (SPECIAL FX) (SOUND FX)

A pinfighter swings close across BUBBLE'S entrance. The four pinfighter wings switch on turn rotation and slim their profile. A cannon round forces through BUBBLES defense shield and splits a gaping hole in the old hull. The pinfighter swoops off. new Eetoo synthetic motion and wing folds sounds, a pinfighter cannon with wings cannon shot in space sound, BUBBLES split open hull sound

145. BUBBLES FUEL CAVITY. EXT.

(FILTERS) FUEL CAVITY (SPECIAL FX) (SOUND FX)

A technology ball sits inside the fuel chamber. Technology nobs emerge on the round surface to transmit dynamic numbers before it is absorbed. synthetic reality gas turmoil sounds

BUBBLES fuel is supplied by Corxian Ballast, a SPAK product that has problems identifying the new material on the weapon sphere. As information is sent the Crusher carrier and Bigdots update and emit jammers to block

145. (CONTD) any repairs the fuel chamber automatically carries out.

146. CORX FIVE LAWBOSS SATELLITE. LIGHTS. INT.

(FILTERS) SCAFFOLD. (SPECIAL FX) (SOUND FX)

The LAWBOSS satellite is insulated with atmospheric pressure to hold a spherical shape. As more area is needed, stretch gaps wrinkle seam and automatic rigs layer just inside to give it more strength.
industrial motion sounds

(FILTERS) TEC MACHINES (SPECIAL FX) (SOUND FX)

Tec machines remove VESSIA'S small damaged rocket, jammed in the scaffold, with VESSIA inside to the buildings below.
smooth robot motion sounds, scaffold creak sounds

147. SPACE. EXT.

(FILTERS) DISTANT RIMROCK (SPECIAL FX) (SOUND FX)

Corx Eleven is visible. The rimrock now is white cloud. Moson transports reach midway.
rimrock background sounds

(FILTERS) MOSON TRANSPORTS (SPECIAL FX) (SOUND FX)

At maximum thrust huge empty external fuel

147. (CONTD)

canisters fall away from the Moson transports and
turn to dust.

disengage sounds, canister turn to dust sounds

(FILTERS) EETOO SPACE SHIPS (SPECIAL FX) (SOUND FX)

An EETOO Crusher pops out of hyper drive dispenses
escort P-finders flinging them in spirals around
the fleet so any anomalies will be detected.

Pinfighters dash after each P-finder.

pop of hyper drive sound, launch sounds

(FILTERS) THUMP (VISUAL FX)

Thump appears in space.

(FILTERS) THUMP ACTIVITY (SPECIAL FX) (SOUND FX)

Massive pulse after glow illuminates cylinder
sections that fold in a reduction of space around
the oval convex hull.

thermal crackle synthetic real time sounds

(FILTERS) PINFIGHTER GROUP (SPECIAL FX) (SOUND FX)

Pinfighters head for the LAWBOSS satellite.

thrust pulse engine sounds

(FILTERS) THUMP (VISUAL FX)

147. (CONTD)

Thump at one hundred kilometres in length rolls to align with the similar sized Corx City below.

(FILTERS) BIGDOTS (SPECIAL FX) (SOUND FX)

Toothwings separate from the Bigdots. Bigdots float down as they exit to a rising city sky platform to connect to Corx city as a road from the surface to Thump's anchor in space. Bigdot access doorways use flexible separators for sway motion.

Bigdot access doorways connect sounds

148. CORX CITY THUMP GATES. LIGHTS. INT.

(FILTERS) LINK ROAD (SPECIAL FX) (SOUND FX)

Thump road links to Corx platform entrance.

clunks of road sway movement sounds

(FILTERS) BARRIER GATES (SPECIAL FX)

Clear barriers separate EETOO and Corx Five City.

Sentries wear space suits with helmets.

EETOO use wrist wafer bam, a small side arm disc propelled by physical command. Citizens knew Thump would land. No knowledge of martial law could have prepared them for this. EETOO who enter Corx City wear a crisp one piece two tone green and kaki with a beret that has a cone pip TAG type device on the top. The head gear includes a ceremonial side patch that shows a hero death mask to give the EETOO a fierce two face appearance. All

148. (CONTD) fear the EETOO law servant SHADE JUDGE an illusion technology with enormous powers for intervention.

(FILTERS) SHADE JUDGE (SPECIAL FX) (SOUND FX)

A SHADE JUDGE enters the city with a six EXTRAS soldier detail in parade gear. The SHADE JUDGE appearance is of the ghosts of three warriors. Two ghost children follow close behind. The illusion figures hold ancient protective shields up.
ghostly swish eery movement sound

149. ROOF. DAY. EXT.

An EETOO Transmission tower lands on the Corx City roof to cancel TAG and Lock Wall.

150. DESERTED STREETS. LIGHTS. INT.

Police intervention is now required for movement. Passage ways have blank corridors. Transportation preparation warning signs project over each entrance. EETOO do not access Xelhn sector. COMMISSIONER MUFFINOR and Two UNIFORM stand on a street.

(FILTERS) SHADE JUDGE (SPECIAL FX) (SOUND FX)

The SHADE JUDGE sends a chill down her spine as it passes, six EETOO EXTRAS march behind.
ghostly swish eery movement sound

151. XEPIEN HOSPITAL SECTOR CORRIDOR. LIGHTS. INT.

TOVERB waits with medical staff. SHADE JUDGE sweeps TOVERB. Six EETOO EXTRAS three front and three back escort TOVERB and the medic staff to Thump.

152. VESSIA'S LAIR. LIGHTS. INT.

Three UNIFORMS EXTRAS collect nano cubes. Parts of pin gun and CYBORG armour lay around.

(FILTERS) RADIATION SIGN (VISUAL FX)

A Radiation text warning on one moulding vat disappears with wall technology.

(FILTERS) MOVE STEPS (SPECIAL FX) (SOUND FX)

MUFFINOR takes move steps down to look at shelves that contain scratch model drawings made by VESSIA. smooth technology motion sounds

Incomplete and crude sketches show how, in small increments, a build of ideas formed in VESSIA'S head.

(FILTERS) FLOAT ARMS (SPECIAL FX) (SOUND FX)

MUFFINOR looks up to see four mechanical arms float about. SHADE JUDGE appears. Four arms turn toward MUFFINOR and three UNIFORMS EXTRAS. Step down stops

152. (CONTD) before MUFFINOR is able to get close to SHADE JUDGE
who vanishes.
eery boogey person sounds

A UNIFORM EXTRA shows MUFFINOR map details with a new hand held device.

(FILTERS) HAND HELD VIEW SCREEN (VISUAL FX)

The screen shows Town Square.

153. TOWN SQUARE. LIGHTS. INT.

(FILTERS) TOWN SQUARE (SPECIAL FX)

A ghostly unreal town centre created by a SHADE
JUDGE who goes to TAG.

COMMISSIONER MUFFINOR and two UNIFORM EXTRAS join a UNIFORM EXTRA at Town
Square.

MUFFINOR

Stop. You may not enter.

MUFFINOR seizes where a SHADE JUDGE shoulder should be.

(FILTERS) SHADE ILLUSION (SPECIAL FX) (SOUND FX)

MUFFINOR'S hand passes through as the SHADE JUDGE
is a visual gimmick.

153. (CONTD) oops stumble and fall sounds

A UNIFORM EXTRA catches MUFFINOR as she falls to one side. In MUFFINOR'S mind she can hear the SHADE JUDGE.

(FILTERS) SHADE JUDGE (VO)

Stay there, hold. Bar slaughter.

MUFFINOR is grey and limp. UNIFORM EXTRA aghast, calls a medic team. The SHADE JUDGE enters TAG.

154. TAG. LIGHTS. INT.

TAG is empty.

(FILTERS) CORRIDOR (SPECIAL FX) (SOUND FX)

SHADE JUDGE walks to a vendor. With a wipe it is finished. Three FESTIVAL ANDROID EXTRAS enter and throw alien technology hoops over SHADE JUDGE. Hoops light technology decide the SHADE JUDGE is caught. A lock box erects.

Loud moaning shakes Corx City sounds

Three FESTIVAL ANDROID EXTRAS move the lock box to stores.

155. THUMP BRIG. LIGHTS. INT.

Meditable holds unconscious MUFFINOR in Thump Brig with three UNIFORM,

155. (CONTD) TOVERB and the medical team DIAZ, BOB and MOLIN. An EETOO is there to interrogate.

EETOO

I am to inform you, you are detained. It is an offence to touch a Shade Judge. Your arm is under arrest.

(FILTERS) BED TROLLEY (SPECIAL FX)

MUFFINOR'S arm is enclosed by her bed trolley.

UNIFORM

This is outrageous.

156. SPACE. EXT.

(FILTERS) CONVEYOR IN SPACE (SPECIAL FX)

VESSIA'S damaged rocket is on a LAWBOSS SATELLITE conveyor to a big BECON transport at anchor.

157. LAWBOSS BECON WORKSHOP. LIGHTS. INT.

(FILTERS) WORKSHOP (SPECIAL FX) (SOUND FX)

An up and down scanner door quarantines a workshop. VESSIA'S small rocket and CYBORG replica armour is

157. (CONTD) held open by two rows of mechanical arms on a wall.
weird synthetic technology sounds

Two UNIFORM EXTRAS stand with VESSIA between.

COMMANDER FLOMILN

You'll have the surgery.

VESSIA

Arsehole.

158. A ROOM. LIGHTS. INT.

(FILTERS) WALL SCREEN (VISUAL FX)

SHADE JUDGE is flat in wall. Graphics on wall show horizontal time line evidence. MUFFINOR'S arm is on display. TOVERB replica armour is next, a replica pin gun is followed by an alien item from TAG.

One EETOO is at a desk.

(FILTERS) WALL (VO)

Sentence carried out. Free to go. Toverb bail set at zero. Imperfect model Pin gun misfire. TAG Code.

EETOO

158. (CONTD)

Well.

159. SPACE. EXT.

(FILTERS) CRUSHER (SPECIAL FX) (SOUND FX)

Crusher descends toward the chaos of rimrock motion
orbit of Corx Eleven.

Crusher powerful motion sound

(FILTERS) CORX ELEVEN (SPECIAL FX) (SOUND FX)

A horizon red land scar on the surface cuts through
grey and brown pebble rock from the BOBA mine site
to the target.

rimrock background sounds

(FILTERS) RIMROCK (SPECIAL FX) (SOUND FX)

Across the orbit rimrock, rock rolls over rock,
round and round, and bang crash a dust cloud blows.

bang crash and stormy contact float rock sounds

160. CRUSHER FLIGHT DECK. LIGHTS. INT.

Four EETOO EXTRAS are on the control deck. One EETOO adjusts pitch and yaw

(FILTERS) FRONT VIEW SCREEN (VISUAL FX)

160. (CONTD)

The front open view screen shows the gale winds
dust blow across orbiting rubble blasted rimrock.

EETOO ONE

Down force ten.

EETOO TWO

Ready. Look at that.

161. RIMROCK SPACE. EXT.

(FILTERS) RIMROCK (SPECIAL FX) (SOUND FX)

Clouds of blast dust still fling smaller boulders
crack smash.

bang crash and grind of float rock sounds

(FILTERS) ANOMALY PHENOMENON (SPECIAL FX)

The Anomaly Phenomenon, floats separate to all,
stable and unmoving.

(FILTERS) P-FINDER (SPECIAL FX) (SOUND FX)

A EETOO P-finder investigator satellite that seeks
unknown space intrusion squeeze stretch fits one
pointy end in to block the Anomaly Phenomenon
vortex hole. Gas escapes the seal and there is no

161. (CONTD)

change to the Anomaly Phenomenon.

bang crash and stormy contact float rock sounds

162. SPACE. EXT.

(FILTERS) CRUSHER (SPECIAL FX) (SOUND FX)

Crusher angles, slows and dips through the space between planet Corx Eleven and rimrock. This manoeuvre creates drag from side winds. It disengages the carrier barrels and forward control plate from the barrack.

wild wind erratic small rock collision sounds

(FILTERS) BARRACKS (SPECIAL FX) (SOUND FX)

The Barracks powers up for the landing.

large puff jet landing preparation sounds

EETOO THREE (VO) (OOV)

Us and them at it.

163. CORX ELEVEN SURFACE. DAY. EXT

(FILTERS) BARRACKS (SPECIAL FX) (SOUND FX)

The EETOO ungainly barracks lands not too near the maintenance tunnel entrance.

large jets encounter hard surface sounds

163. (CONTD)

(FILTERS) RIMROCK CLOUD (SPECIAL FX) (SOUND FX)

Dust creates enough refraction to make Corx
Eleven's blast rimrock visible sky cloud.
rimrock background sounds

164. MAINTENANCE TUNNEL. LIGHTS. INT.

An EETOO EXTRAS five squad erects a Kitpak over the maintenance tunnel
entrance that the mortar fire came from.

(FILTERS) KITPAK (SPECIAL FX) (SOUND FX)

The Kitpak is a mobile control. A top plate blurs
as it disengages a layer to make the fortified
cover bigger over the entrance. A large bam and
detector rotates a ridge bar aerial to pin point
extra fine motion. Solid light beams drop and
sensor barriers complete the fortification.
whirr of lightweight technology sounds

EETOO ONE goes down the maintenance tunnel steps for a look. The stairs are
repaired, lights show down the corridor. EETOO ONE returns to the surface
entrance.

EETOO ONE

OK. Send it down.

164. (CONTD)

(FILTERS) KIKPONY (SPECIAL FX) (SOUND FX)

A light weight kikpony with two ended cannon, rows of technology canisters and thick terrain wheels flight descends. Two EETOO EXTRAS controllers follow. In the Corridor two EETOO fire technology canisters both ways. The display reveals massive lines of technology.

light weight float hum sounds, canister pump sounds

165. SURFACE. DAY. EXT

Five EETOO EXTRAS return on foot over the gibber round pebble grind surface toward barracks. They listen in their helmets.

(FILTERS) EETOO PILOT (VO) (OOV)

Got something alright. Bounce Two.

(FILTERS) XLA TOWER (SPECIAL FX)

An alien XLA tower erects not too far away.

EETOO ONE

Shit where did that come from?

166. A ROOM. LIGHTS. INT.

EETOO ONE at a desk listens to the now open channel audio.

166. (CONTD)

(FILTERS) EETOO PILOT ONE (VO) (OOV)

Corx transport escort. Contact imminent.

(FILTERS) EETOO PILTO TWO (VO) (OOV)

Look at that. Bounce Two confirmed.

167. SPACE. EXT.

(FILTERS) ALIEN CLOUD (VISUAL FX)

Pinfighters enter a strange cloud in sight of
BOUNCE harnessed to the Escort hull in a cavity.

(FILTERS) PINFIGHTER CONSOLE PANEL (TEXT FX)

TECHNOLOGY WARNING

(FILTERS) PINFIGHTER JOY STICK (SPECIAL FX)

Joy sticks remote control.

168. CORX ELEVEN SURFACE. DAY. EXT.

Two skirmish squads of five EETOO EXTRAS and two kikpony spread out as they
head toward the XLA tower.

(FILTERS) PINFIGHTER JOY STICK (VISUAL FX)

168. (CONTD)

A barely visible pulse dome shimmer from the tower widens out toward them.

(FILTERS) WRIST BAM DISC (SPECIAL FX) (SOUND FX)

One EETOO spots the dome shimmer as a shadow and fires a disc bam. With a raised arm the EETOO makes a fist, bends the wrist down and the disc elevates and pops a round.

zip and pop of wrist weapon sound

(FILTERS) XLA SHIMMER BEAM (SPECIAL FX) (SOUND FX)

On contact with the dome shape shimmer beam a counter line of light flashes to the fired disc blade that drops inert.

small disc in the distance hits the ground sound

The dome shadow crosses the barracks. EETOO weapons shut down.

(FILTERS) XLA LOUDSPEAKER TRANSLATOR (VO) (OOV)

One human in detention.

169. PIRATE CLOUD PLATFORM. LIGHTS. EXT.

(FILTERS) ALIEN PLATFORM (SPECIAL FX) (SOUND FX)

A thin frosted glassy pirate technology platform

169. (CONTD)

made of cloud change gathers treasure. Four
MECHANICAL JAKE EXTRAS, Two MAYBE REAL JAKE EXTRAS,
Two COUNTERFEIT ANDROID EXTRAS, one HUMAN EXTRA,
one XLA EXTRA, one TGY EXTRA, one ZHT EXTRA and one
OAX-BI EXTRA go over the BOBA mine drone. Cut off
bits pass to a MAYBE REAL JAKE by a MECHANICAL
JAKE. BOUNCE sits along the platform inside its
Escort hull cavity. The cloud platform wall sprays
technology over the captive craft to baffle their
controls.

echo synthetic cloud spray technology sounds

(FILTERS) XLA TRANSLATOR (VO)

A good haul Vrneenak?

(FILTERS) AOX-BI VRNEENAK TRANSLATOR (VO)

As usual.

(FILTERS) MAYBE REAL JAKE TRANSLATOR (VO)

Get those bits off. They are for Bubbles.

170. CORX ELEVEN SURFACE. DAY. EXT.

(FILTERS) XLA TUNNEL (SPECIAL FX) (SOUND FX)

An underground tunnel emerges from underneath the
dome tower onto the surface to overtake one EETOO

170. (CONTD)

under restraint by other two EETOO EXTRAS. Once the EETOO PRISONER is covered by the tunnel a translucent barrier erects to separate the EETOO PRISONER from four EETOO EXTRAS now outside the tunnel. Two XLA come out of the tunnel either side of the EETOO PRISONER to lead him below.
Xla real time intervention technology sounds

171. XLA CAVERN. LIGHTS. INT.

(FILTERS) XLA MOVE RAMP (SPECIAL FX) (SOUND FX)

Two XLA take the EETOO PRISONER down ramps to a light restrictive environment.
Xla real time intervention technology sounds

(FILTERS) XLA ONE TRANSLATOR (VO)

We will not keep you long. Just kidding. No. We want liaison? Can you speak? We can translation you.

EETOO PRISONER

Eetoo got no rank. Sir.

(FILTERS) XLA ONE TRANSLATOR (VO)

Pooh. You can talk to me! Wait.

171. (CONTD)

(FILTERS) XLA ILLUSION AREA (SPECIAL FX) (SOUND FX)

The two XLA and the EETOO PRISONER move deeper amongst illusion textures. What looks like a poster sheet of design intricacy is slapped on a wall. weird thick texture sounds, plastic slap sound

(FILTERS) XLA ONE TRANSLATOR (VO)

Zepph. A gift. Please take one. This is an operator.

(FILTERS) XLA ILLUSION AREA (SPECIAL FX) (SOUND FX)

A small control box is fitted into a belt made for attaching EETOO devices. One XLA touches a key to show different aspects of its operating qualities. The EETOO PRISONER sees an illusory eight EETOO EXTRAS image shapes in the background. keyboard intricacy manipulation sounds

172. BARRACKS CONTROL ROOM. LIGHTS. INT.

The EETOO PRISONER is at barracks with two EETOO.

(FILTERS) WALL VIEW SCREEN (SPECIAL FX) (SOUND FX)

Wall has a graphic of alien origin from Thump and the fired blade disc also on display. blip sounds

172. (CONTD)

(FILTERS) WALL (VO)

Information correlates to this Thump fragment.
Parallels Council bans unauthorised contact with
unwilling life forms. A machine coded warrant is
necessary.

EETOO ONE

Soldier. You are under arrest. Get back to Thump.

173. CORX FIVE ROOM. LIGHTS. INT.

An EETOO is seated when TOVERB enters.

EETOO

Well sergeant you are milled through. Flesh is
removed. They are arrested. We found substances
aboard you. These we detain. Speak freely sergeant
plainly.

TOVERB

My boss is not you.

EETOO

Report as Scout. Work with Commissioner Muffinor.

173. (CONTD)

Get out.

CYBORGS GBOL, DVUR, GHEEL and AVAKER enter.

EETOO

Wall removed some clutter. You will miss
rendezvous. Speak commander.

GBOL

Part of our crew is not here.

EETOO

Seoh is deployed.

GBOL

Tank.

EETOO

Very well. A Tank. We have use for you. Not as a
unit. Scout is an Eetoo command. Leave us.

Corx medical staff, DIAZ, BOB and MOLIN enter.

EETOO

173. (CONTD)

All treason. You and your lot are going to spend a long time in our brig Doctor Diaz. You fellows have removed articles that belong to Moson Corporation. Speak.

DIAZ.

I am chief of surgery. I assure you there was no alternative but to remove, replace and repair what was necessary.

EETOO

We are employed to sort you out. A near future Corx transition may end badly.

DIAZ

I am team head of all you arrested. A decision to intercept Toverb was made because of our ability to repair his body. There is no other imperative.

EETOO

That is not a good answer.

DIAZ

Cyborg Toverb was contaminated with more surface material than we think is permitted. We removed

173. (CONTD)

everything.

EETOO

Where is the material? Where is the log?

Understand?

DIAZ

I see. Well I don't know. If you haven't got it.

EETOO

Get out.

Commissioner MUFFINOR enters.

EETOO

There are records and materials missing. Not on
TAG.

MUFFINOR

An error wing passed forward. If a Judge Shadow is
stumped What are we to do?

EETOO

We detained over a thousand androids. Toverb is

173. (CONTD)

Moson Corporation's best spy. We want you to employ him to your staff. He has his orders. Good hunting.

MUFFINOR

A thousand.

Commissioner MUFFINOR leaves as the EETOO PRISONER enters.

EETOO ONE

A complaint logged against a Shade Judge competence. Is this instrument set up to operate properly?

WALL

No.

EETOO ONE

You made an impetuous deployment of your weapon. Xla took you for a fool. Only you soldier, were quick enough to retaliate. This makes you special. Take command of a Crusher and get after our missing Eetoo. Scout Gbol will assist as second in command. Take his advice not some alien we don't understand. Clear the deck.

174. SPACE. EXT

174. (CONTD)

(FILTERS) CRUSHER TRAIL (SPECIAL FX) (SOUND FX)

Crusher trails markers left by EETOO.

weird ambience of space sound

175. CRUSHER FLIGHT DECK. LIGHTS. INT.

(FILTERS) FRONT VIEW SCREEN (SPECIAL FX) (SOUND FX)

The alien cloud is on the screen.

weird ambience of space sound

EETOO CAPTAIN and SCOUT GBOL are at the helm. The XLA instrument is stuck on wall like a poster.

EETOO CAPTAIN

Loop catcher.

SCOUT GBOL

Boarding party. Cavalry unit.

EETOO CAPTAIN

Action stations. Open bey doors.

176. MOSON FIVE HUNDRED INDUSTRIAL AREA. LIGHTS. INT.

176. (CONTD)

(FILTERS) ESCORT (SPECIAL FX) (SOUND FX)

The Escort from Corx Five enters a Moson Five Hundred tube on a platform anchor where it is in gravity free motion. It rotates to a human access vertical lock. A right side door opens. TANK tows its translator out behind a human guide EXTRA. smooth anchor lock rotation sounds

Eight EXTRAS watch with interest. TANK is lead by a TANK HANDLER to an empty hanger.

(FILTERS) TANK (SOUND FX)

TANK creaks at each revolution.

The TANK HANDLER sits and TANK drops a Ballast ingot onto his lap. On the lump of Ballast an engraving text reads.

(FILTERS) BALLAST INGOT (TEXT FX)

HELP

The TANK HANDLER holds the Ballast ingot under a reader cavity.

(FILTERS) MACHINE CONTROLLER (VO)

Losing Bounce is not acceptable. We have eighty days. I suggest return script. A pod transfer.

176. (CONTD)

TANK HANDLER

OK. How long for the Cyborgs? Its just gone twenty days.

(FILTERS) MACHINE CONTROLLER (VO)

Two days safe. After that lethal. I am sorry.

177. SPACE. EXT.

(FILTERS) LOOP CATCHER (SPECIAL FX) (SOUND FX)

Inside the alien cloud loop catcher hits its distance and contracts to Crusher at speed. This leaves a particle change for a hundred kilometres around.

EETOO technology wave sound

178. CRUSHER FLIGHT DECK. LIGHTS. INT.

EETOO CAPTAIN signals helm trim creating a swing turn that tilts the deck.

EETOO CAPTAIN

Engines stop. Block fuel cell. Open all vents.

179. SPACE. EXT.

(FILTERS) CRUSHER BARRELS (SPECIAL FX) (SOUND FX)

179. (CONTD)

Crusher's barrel carriers are converted to levels
packed with stacks of thin crystal wafer sheets. At
each level four EETOO EXTRAS on dangle chains
manually push single sheets into the alien cloud
where it crumbles crumbs and powders.
wafer crystal disintegration sounds

180. CRUSHER FLIGHT DECK. LIGHTS. INT.

EETOO CAPTAIN and SCOUT GBOL are chained with safety lines. All vents open
to reduce cloud detection.

(FILTERS) FRONT VIEW SCREEN (VISUAL FX)

Vents and bey doors close for new supplies seen
on the left screen. Crystal wafers alter according
to new machine calculations on the right screen.

A kikpony is now attached to wall.

EETOO CAPTAIN

That stuff is converted latrine piss from Thump.

GBOL

You realise that cloud is fuel? I hope it don't
ignite.

180. (CONTD)

EETOO CAPTAIN

Hahaha. He he. Yea-yah, We know hahaha.

EETOO CAPTAIN AND SCOUT GBOL LAUGH

Hahahahahaha

181. PIRATE CLOUD PLATFORM. LIGHTS. EXT.

(FILTERS) BOBA MINE DRONE (SPECIAL FX) (SOUND FX)

Two MECHANICAL JAKE EXTRAS strip bits off BOBA'S mine drone. A MECHANICAL JAKE EXTRA steps clunk as it works its way up and down to tap on the Escort hull.

heavy boot clunks on Moson technology sounds

182. BOUNCE COCKPIT. LIGHTS. INT.

(FILTERS) BOUNCE (SPECIAL FX) (SOUND FX)

BOUNCE'S DORS TWO red light comes on and DORS is released from its inset. On the screen the DORS activation logo sheds cockpit light. BOUNCE scans the hull and readouts. Nothing. DORS TWO hears tapping, sees no camouflage screen.

feint tap tap tap against the Escort hull sounds Stealth equipment opens a DORS exit hatch vent that connects through to the Escort main body and DORS

182. (CONTD) TWO slips in.

183. PIRATE CLOUD PLATFORM. LIGHTS. EXT.

(FILTERS) ZHT ALIEN (SPECIAL FX) (SOUND FX)

A ZHT is a mineral creature, a rock biped in friendly see through colours to make itself more amenable to its compatriots, creates a visible internal vocal system with vibration from a complicated crystal lining. Booming through its translator into a speaker system it calls.

(FILTERS) ZHT (VO)

Pack it up. We got company.

184. ALIEN CLOUD SPACE. EXT.

(FILTERS) PIRATE SPACE SHIP (VISUAL FX)

The PIRATE craft heads for the main ship where alien cloud is manufactured.

185. ESCORT CONTROL ROOM. LIGHTS. INT.

(FILTERS) ESCORT (SPECIAL FX) (SOUND FX)

DORS TWO floats straight through an empty boat to the Control wall. Ship control is down. DORS

185. (CONTD)

connects to freeze with a physical cord plug in.
CYBORGS SIMERON, LOAK, BRISH, BANTUM and KROUKER
quietly enter from the crypt. Armour shoes softly
tread on treated floors. Machine silent. DORS TWO
leaves.

soft footstep sounds

186. PIRATE CLOUD PLATFORM. LIGHTS. EXT.

(FILTERS) CRYSTAL PLATFORM (SPECIAL FX) (SOUND FX)

BOUNCE vibrates side to side. The platform thin
plate shatters. The BOBA mine drone free falls.
BOUNCE falls amongst the pattern traces.

187. SPACE. EXT.

(FILTERS) ALIEN CLOUD (SPECIAL FX) (SOUND FX)

BOBA traces from its broken alien bio-construction,
ignored by the cloud, leak in a stream. The BOUNCE
hull absorbs enough debris trace to navigate behind
the BOBA mine drone. The BOBA mine drone falls out
of cloud into a giant BOBA warship scoop.

188. BOUNCE COCKPIT. LIGHTS. INT.

DORS TWO is reseated.

(FILTERS) BLIP (SOUND FX)

188. (CONTD)

blip sounds

(FILTERS) BOUNCE VIEW SCREEN (TEXT FX)

HENRY DUGSOAR D PAK

(FILTERS) BLIP (SOUND FX)

blip sounds

(FILTERS) BOUNCE VIEW SCREEN (TEXT FX)

WARNING

(FILTERS) GUARDIAN (VISUAL FX)

The GUARDIAN appears as a scratchy ghostly guard.

(FILTERS) GUARDIAN (VO)

This is forbidden.

FADE OUT FADE IN

(FILTERS) TWO GHOSTLY SPIRITS (VISUAL FX)

HENRY DUGSOAR and SANDI IDLS ghostly spirits appear
in the cockpit.

188. (CONTD)

(FILTERS) HENRY DUGSOAR (VO)

What? Where am I?

(FILTERS) GUARDIAN (VO) (OOV)

You are not a member here.

(FILTERS) TWO GHOSTLY SPIRITS (VISUAL FX)

Numbers on the screen whirl.

SANDI IDLS is unwell.

(FILTERS) BLIP (SOUND FX)

blip sounds

(FILTERS) SANDI IDLS (VO)

Ooooo. OOOOoooooooo.

(FILTERS) HENRY DUGSOAR (VO)

Is that? Is that?

(FILTERS) GUARDIAN (VO) (OOV)

Be quick.

188. (CONTD)

(FILTERS) HENRY DUGSOAR (VO)

Sandi? Sandi idLs? Is that you? I must know.

(FILTERS) SANDI IDLS (VO)

Ooooo. OOOOooooooo. Help. Help me. I cannot see.

(FILTERS) HENRY DUGSOAR (VO)

Sandi. We are number. If we don't do something we will be eternity. Wake up. Help me.

(FILTERS) SANDI IDLS (VO)

What? What have you done? Help? You? What are you? I am not real. Is this? Am I a dream?

(FILTERS) HENRY DUGSOAR (VO)

We are number. D-Pack seven. Wake up. Help me.
Sandi IdLs.

189. BOBA WARCRAFT CARGO HOLD. LIGHTS. INT.

(FILTERS) BOBA CARGO (SPECIAL FX)

BOUNCE TWO sits in the BOBA warcraft freighter hold, a many textured space. Two BOBA CREW EXTRAS in space suits, joined with a pipe, stand beside.

189. (CONTD)

The textures change into new textures.

(FILTERS) BLIP (SOUND FX)

blip sounds

(FILTERS) BOBA CARGO (SPECIAL FX) (SOUND FX)

The texture change is a code to BOUNCE TWO. BOUNCE TWO hull becomes mesh grid and ejects all traces of the BOBA mine drone trail as a map that falls into floor textures.

weird vibration sounds colour texture change sounds

190. CORX SIX SURFACE. NIGHT. EXT.

(FILTERS) CORX SIX (SPECIAL FX)

Becon freighters visible in the dark sky drop large grow bags that break on the surface. Chemicals generate gases and growth. Bag mist rises.

(FILTERS) CORX SIX VENT (SPECIAL FX) (SOUND FX)

CYBORG SCOUT AVAKER and four EETOO EXTRAS stand on the lid of a vent where excess atmosphere pumps onto the no atmosphere surface. The vent lid is made from a gas that sits in a cavity and fits to the surface then solidifies. It is smooth and flat with a small hole at the centre. A machine control

190. (CONTD) sends a prefab entrance round so they can descend.
 vent gas motion technology sounds

CYBORG SCOUT AVAKER and four EETOO EXTRAS want to arrest VESSIA.

191. CORX SIX UNDERGROUND MOVE ROOM. LIGHTS. INT.

SCOUT AVAKER and four EETOO EXTRAS stand with XEPIEN PAN a technician. They watch a map.

(FILTERS) WALL MOTION MAP (VISUAL FX)

A map of three different section grids shows their position move through a complex underground construction site. Each of the three grids move a dot that is them and another is their destination as they approach. The dot stops.

XEPIEN PAN

You won't find him.

(FILTERS) FOG SHEET (VISUAL FX)

CYBORG SCOUT AVAKER, four EETOO EXTRAS and XEPIEN PAN pass through a solid wall that turns into a fog mist entry

192. UNDERGROUND INDUSTRIAL ZONE. LIGHTS. INT.

192. (CONTD)

(FILTERS) MOVE ROAD (SPECIAL FX) (SOUND FX)

They travel on a roll out move floor through industrial works where huge mesh sheets sprayed with technology move elsewhere.

alien heavy machinery sounds

(FILTERS) FOG SHEET (VISUAL FX)

CYBORG SCOUT AVAKER, four EETOO EXTRAS and XEPIEN PAN pass through a solid wall that turns into a fog mist entry

193. UNDERGROUND ARTIFICIAL GARDEN. LIGHTS. INT.

(FILTERS) GARDEN PATH (SPECIAL FX) (SOUND FX)

A spacious field of artificial shrubs and tall grasses mix with alien plants for a weird effect. Atmospheric lights add motion shadows. The mesh path elevates them into a windy open space. A platform swings high up.

windy trees, path mesh, footstep, swing sounds

XEPIEN PAN

This is it.

(FILTERS) GLIDER VESSIA (SPECIAL FX) (SOUND FX)

193. (CONTD)

Above behind them a figure appears in the air. At first it cannot be made out. Moan wind fills their senses and the figure moans mix in.

wind moan sounds, VESSIA moan sounds

The flying figure grows into a stiff wing glider in descent. Size increases until it looks like a small flying craft. Whoosh it comes low. An inhuman scream comes from a face they can recognise is VESSIA.

fear and panic long scream, fierce winds sounds

Buffeting forces to hold down a wing threatening a flip. The creature struggles then with stiff wing flaps it soars off with a long loud moan lost in the moan of the winds.

long loud windy moan sounds

XEPIEN PAN

They give us a lot of trouble.

194. B.W. SIXTEEN SURFACE TRANSFER BUS CABIN. LIGHTS. INT.

Five EETOO EXTRAS in space suits and helmets with SCOUT GHEEL ride the cemetery bus.

(FILTERS) CEMETERY BUS (SPECIAL FX) (SOUND FX)

SCOUT GHEEL waits forever at the exit plate his massive armour a waste. The CYBORG low energy setting wobbles GHEEL over bums in the trail.

194. (CONTD)

Three EETOO walk up and down. Two EETOO EXTRAS sit.

GHEEL wobble, soft footsteps, bus travel sounds

A seated EETOO touches XELHN technology on the wall.

(FILTERS) VIDEO WALL (SPECIAL FX) (SOUND FX)

Slider bars and grid maps move down to unveil a fake window screen. The destination of two Cemetery buildings surrounded by the dark rocky surface come up as a projection.

bus synthetic travel sounds

SCOUT GHEEL shifts position and they line up.

195. DEADROCK. NIGHT. EXT.

(FILTERS) BUS RIDE (SPECIAL FX) (SOUND FX)

The bus big wheels design makes it glide lightly over the unmade rocky route making a bumpy ride. Lasers at intervals fire lines of light to guide the tourist journey from landing zone to main building as if it were the first trip. The bus is made from a Xelhn ship fuel cell. Windows sensor covers with funnel expander plates protect the ends synthetic motion, weightless roller wheels sounds

(FILTERS) BUS TERMINUS (SPECIAL FX) (SOUND FX)

195. (CONTD)

The bus guided by more lasers rolls off the rough ground onto rails that hold the wheels. The bus then pulls itself into a lock door.

196. DEADROCK CAFETERIA. LIGHTS. INT.

SCOUT GHEEL stands near lock door.

(FILTERS) CAFETERIA (SPECIAL FX) (SOUND FX)

The walls retreat and a stone floor reveals chairs and tables that rise out of the floor and a bar style counter vendor as it pushes out from the far wall.

synthetic motion sounds

(FILTERS) GHEEL ARMOUR (SPECIAL FX) (SOUND FX)

SCOUT GHEEL controls his large prehistoric look armour from a seated position in the torso. His head is in the neck. Bottom leg pipes adjust his height in an ungainly way. GHEEL'S armour leaks sometimes now.

clunky steps, pipe motion, hiss leaks sounds

(FILTERS) SCOUT GHEEL (VO)

OK. Looks OK.

(FILTERS) GHEEL (SPECIAL FX) (SOUND FX)

196. (CONTD)

SCOUT GHEEL clunky walks to the bar vendor
clunky armour rattle walk sounds

Five EETOO EXTRAS enter and take up guard positions.

(FILTERS) COMMISSIONER MUFFINOR (VO) (OOV)

Access is TAG. Put yours in. I'll dial it up from
here. EETOO. Looking for what?

(FILTERS) SCOUT GHEEL (VO)

How should I know?

(FILTERS) COMMISSIONER MUFFINOR (VO) (OOV)

Sorry. I got you a guide. Careful. Its Vessia.

SCOUT GHEEL and 3 EETOO EXTRAS face the bar.

(FILTERS) GLAZE VESSIA (VISUAL FX)

VESSIA, a spirit machine representative of a
deceased, a synthetic transparent ghostly glaze,
appears in the foreground at a table and is spotted
by an EETOO.

EETOO THREE

196. (CONTD)

Hahahahaha. Hey kid. Booger booger booger, ha ha ha

(FILTERS) SCOUT GHEEL (VO)

Ok Ok. Go see what's upstairs. Get us a cab.

SCOUT GHEEL gives his TAG badge to EETOO ONE and with EETOO THREE they leave.

(FILTERS) GHEEL (SPECIAL FX) (SOUND FX)

SCOUT GHEEL walks with an ungainly wobble to the table and faces AUTO SPIRIT VESSIA.

clunky armour rattle walk sounds

(FILTERS) SCOUT GHEEL (VO)

Vessia. Were you told to kill a Cyborg?

AUTO SPIRIT VESSIA

Give it up. You toad. I'm here to be your frenn.

Shut the fuck up about dead me. I'm yer frenn. Ya bastards.

197. CEMETERY STREET. LIGHTS. INT.

(FILTERS) CAB TRAVEL (SPECIAL FX) (SOUND FX)

Four EETOO EXTRAS follow in one cab. SCOUT GHEEL

197. (CONTD)

who straddles the back seat because of his size, is with EETOO ONE who has TAG and guide AUTO SPIRIT VESSIA in front. The cabs ride side on to face the unlit cemetery enclosure mesh fence barriers. The light from the headlights on the cabs creates an uneasy tourist ghost show effect. On the dashboard monitor are lines of cemetery streets. AUTO SPIRIT VESSIA touches the monitor. Over the top in large print is the street number 5196.351.

creepy carnival ride soft travel sounds

(FILTERS) 5196.351 (SPECIAL FX) (SOUND FX)

Mesh fence drops as the cabs stop in front of two corpse rooms above a ramp covered in the lowered mesh fence. The lights come on inside. Glass magnify windows display a larger corpse look. These neighbour corpses sit on grand XELHN style thrones, heads back tilted toward each other, arms on the chair rests, comfortably dead. One neighbour EXTRA on the left is a male and looks almost alive, asleep. One neighbour on the right is a woman and shows a bit of decay. The flesh on her head is slightly peeled and the colour of rot. She wears a nice dress.

SCOUT GHEEL and five EETOO get out. AUTO SPIRIT VESSIA stays in his seat.

AUTO SPIRIT VESSIA

197. (CONTD)

Dial me out. Take me home.

(FILTERS) MUFFINOR (VO) (OOV)

Vessia. Its the woman. Hartny. A murder.

(FILTERS) SCOUT GHEEL (VO)

Vessia. Get out.

AUTO SPIRIT VESSIA

It's cold.

AUTO SPIRIT VESSIA is with GHEEL near the cab. Four EETOO EXTRAS, out of the rear cab, take up sentry positions. EETOO ONE walks up the ramp and tries to open the door with TAG. It fails. He shakes TAG in the lock.

(FILTERS) 5196.351 (SPECIAL FX) (SOUND FX)

A projectile emits from one of the stone column border ornaments. SCOUT GHEEL reacts fast, pushes AUTO SPIRIT VESSIA away and fires. EETOO ONE turns and fires.

plop of projectile, pop of wrist bam sounds

198. HARTNY CRYPT. LIGHTS. INT.

Dead HARTNY, eyes open, sees a memory.

199. CRYPT RAMP. LIGHTS. INT.

(FILTERS) PROJECTILE (SPECIAL FX) (SOUND FX)

The projectile is hit simultaneously. A gas
expresses after the explosion.

puff explosive sound

200. HARTNY CRYPT. LIGHTS. INT.

(FILTERS) MAGNIFIED WINDOW (SPECIAL FX)

With a huge effort HARTNY corpse hurls herself up
to lean on the clear front crypt window hands
against the glass. She looms large under
magnification, her decay obvious.

DEAD HARTNY SCREAMS

AAAARRRGH. That's it.

DEAD HARTNY resumes her chair. Her head tilts at the neighbour corpse next
door.

201. CRYPT RAMP. LIGHTS. INT.

(FILTERS) ALIEN FOG (SPECIAL FX) (SOUND FX)

EETOO ONE prone on the ramp begins to disappear
under crystalline fog.

201. (CONTD) creepy crystal gas fog sounds

Shredded pieces of EETOO armour is spread about the crypt ramp.

202. DEADROCK CEMETERY STREET. DARK. INT.

(FILTERS) DARK STREET (SPECIAL FX) (SOUND FX)

AUTO SPIRIT VESSIA runs down the unlit street and
EETOO FOUR EXTRA chases after it. Two EETOO EXTRAS
following them down a dark street see AUTO SPIRIT
VESSIA as a glow and EETOO FOUR a dimly lit helmet.
padded footsteps run sounds

(FILTERS) ROGGLE CORNER (SPECIAL FX)

AUTO SPIRIT VESSIA stops at a corner. EETOO FOUR
grabs AUTO SPIRIT VESSIA and lets go. LIGHTS come
on at the corner.

(FILTERS) EETOO FOUR (VO)

Shit you're cold.

(FILTERS) ROGGLE CORNER (SPECIAL FX) (SOUND FX)

Two laser lines penetrate EETOO FOUR and AUTO
SPIRIT VESSIA. They fall in the roggie trap.
laser fire sounds, bodies hit jelly ground sound

202. (CONTD) The two EETOO EXTRAS stop at the edge of the light. The bodies lay on their backs. AUTO SPIRIT VESSIA turns his head to the dead EETOO FOUR.

AUTO SPIRIT VESSIA

Am I dead?

203. SPACE. EXT.

(FILTERS) BINBA (SPECIAL FX) (SOUND FX)

A BOBA Warship releases BOUNCE TWO into space

(FILTERS) BATTLE IN SPACE (SPECIAL FX) (SOUND FX)

A Bigdot follows BOUNCE TWO down to B.W.Seventeen at a distance. BOUNCE TWO receives ground fire and suffers a hull deformity. It stops spin. Bigdot is hit. Bigdot is not damaged. Two Toothwings separate from Bigdot and strafe ground positions away from the settlement.

fwwwang ground fire and phhh phhh pin round sounds

204. B.W. SEVENTEEN SURFACE. DAY. EXT

B.W.Seventeen, a moon of planet nine, is a dome atmosphere recreation centre.

(FILTERS) SPACE PORT (SPECIAL FX) (SOUND FX)

204. (CONTD)

BOUNCE TWO drops straight through the dome cushion precisely onto the landing pad. BOUNCE TWO auto functions expand the hull. This disperses the weapon fragments. Bigdot lands near to BOUNCE TWO and the enormous freighter doors to the exterior open. Bigdot grabbers secure BOUNCE TWO. A gangplank ramp pushes out and SCOUT TOVERB, fifteen EETOO EXTRAS and three kickponies exit. DORS TWO is there.

Bigdot massive tecton shift plate hover sounds

(FILTERS) COMPOUND ARCHWAY (SPECIAL FX) (SOUND FX)

SCOUT TOVERB, fifteen EETOO EXTRAS, three kickponies and DORS TWO enter an archway.

EETOO march sounds

(FILTERS) SPACE PORT (SPECIAL FX) (SOUND FX)

Bigdot brings BOUNCE TWO in through its huge grabber door and starts to confiscate a large local freighter with its external loops and attenuation rods that loosely bend through the hatchway. The freighter, heavy with Ballast, slows the drag in procedure.

industrial strength power synthetic sounds

205. SPACE. DAY. EXT.

205. (CONTD)

(FILTERS) CLOUD ATTACK (SPECIAL FX) (SOUND FX)

SCOUT GHEEL flies a toothwing cover over

B.W.Seventeen. As BOUNCE TWO hits the ground an alien flyer uncloaks and drops cloud catchers over SCOUT GHEEL.

toothwing pulse sheet thrust sound

(FILTERS) TOOTHWING (SPECIAL FX) (SOUND FX)

SCOUT GHEEL'S toothwing fires continuously at ground targets away from the settlement. A cloud catcher hits one of the six fold multi wings breaking it off. SCOUT GHEEL steps out of the toothwing and free falls feet first.

rapid fire, weird cloud catcher, broken wing sounds

206. B.W. SEVENTEEN RECREATION COMPOUND. DAY. EXT.

(FILTERS) COMPOUND ARCHWAY (SPECIAL FX) (SOUND FX)

Five EETOO EXTRAS and a kikpony stop under the compound entrance side archway. A wide central path leads to a row of buildings in the distance. SCOUT TOVERB, ten EETOO EXTRAS, two kickponies and DORS TWO continue along the compound path
EETOO march sounds

(FILTERS) DORS (SPECIAL FX)

206. (CONTD)

DORS TWO reduces to human size.

(FILTERS) COMPOUND PATH (SPECIAL FX) (SOUND FX)

DORS TWO moves along the path with EETOO ONE and SCOUT TOVERB ahead of the EETOO squads. Behind buildings ahead at the edge of the compound is a huge Becon transporter. Smooth pebbles cover the compound surface. Left along the path is three Becons. Their elongated oval shapes stick upright in the pebbles. One has a glass observer top. Nearer the buildings in the distance is a BOUNCE replica in front of a row of Ballast crates. On the right of the path lay three replica alien ships. One is a BOBA mine drone triple its real size. DORS TWO jet puffs sounds

(FILTERS) MACHINE CLEANERS (SPECIAL FX) (SOUND FX)

Machine Cleaners with side grabber arms walk out one of the buildings. click of pincers small legs on pebble walk sounds

Nine EETOO EXTRAS spread across near the alien vessels with the kikponies.

(FILTERS) KIKPONY SHOT (SPECIAL FX) (SOUND FX)

An EETOO spotter directs kikpony shot to draw off the machines. slow phfft of kikpony shot sounds

206. (CONTD)

(FILTERS) MACHINE CLEANERS (SPECIAL FX) (SOUND FX)

The Machine Cleaners go to pot holes and straighten up picking small pieces to replace them in the ground. A Machine Cleaner is hit. The rest gather round and dismantle it piece by piece. Each piece is ingested by a Machine Cleaner.

clicker clack of robot machine cleaner sounds

(FILTERS) COMPOUND PATH (SPECIAL FX) (SOUND FX)

SCOUT TOVERB, EETOO ONE and DORS TWO follow the path and get past ignored by the Machine Cleaners that work on the smooth pebble surface damage.

DORS TWO jet puffs sounds

(FILTERS) DOOR BLAST (SPECIAL FX) (SOUND FX)

EETOO ONE wrist bam blasts open a building door.
synthetic conversion of real time explosion sound

207. BUILDING FOYER. LIGHTS. INT.

(FILTERS) TWO DOORWAYS (SPECIAL FX) (SOUND FX)

EETOO ONE, SCOUT TOVERB and DORS TWO confront two short entrances. Above a banner reads SPAK with garish bunting surrounds.

DORS TWO jet puffs sounds

207. (CONTD)

(FILTERS) RIGHT PASSAGE (SPECIAL FX) (SOUND FX)

DORS TWO jet puffs away from EETOO ONE and SCOUT
TOVERB down the right short entrance passage
jet puff blast dust get blown around sounds

(FILTERS) LEFT PASSAGE (SPECIAL FX) (SOUND FX)

EETOO ONE resets the wrist bam and follows TOVERB a
few steps behind into the left entrance passage.
Both ends of the left passage block off. As SCOUT
TOVERB hammer blows his end EETOO ONE turns to see
a cloud catcher the same found at the HARTNY grave.
A shot from the new wrist bam disc causes an
explosive pressure change in the small area and
SCOUT TOVERB's fist pounds bursts that end door.
footsteps in an enclosed space sounds, bam confined
pressure explosion sounds

EETOO ONE, SCOUT TOVERB behind, race to catch up to DORS TWO.

208. COMPOUND. DAY. EXT.

(FILTERS) MACHINE CLEANERS (SPECIAL FX) (SOUND FX)

The Machine Cleaners go back inside through the
door they came out of.
click of pincers small legs on path walk sounds

208. (CONTD) Nine EETOO EXTRAS with two kikponies set up under the shadow of the BOBA mine drone.

(FILTERS) MACHINE CUTTERS (SPECIAL FX) (SOUND FX)

Wide with front scissor cutters, new slow mover Heavy Scissor Pincer Machines start to enter the compound.

clak klik of cutters slow legs on path walk sounds

(FILTERS) KIKPONY ACTION (SPECIAL FX) (SOUND FX)

An EETOO SPOTTER, out front of the EETOO EXTRA line under the shadow of the alien space craft, directs a kikpony to fire at the lead Heavy Scissor Pincer Machine.

light kikpony synthetic phhhhft cannon shot sounds

(FILTERS) MACHINE CUTTERS (SPECIAL FX) (SOUND FX)

The lead Heavy Scissor Pincer Machine tilts and re-erects almost undamaged.

clak klik of cutters slow legs on path walk sounds

(FILTERS) WRIST BAM ACTION (SPECIAL FX) (SOUND FX)

Eight EETOO EXTRAS fire wrist bams set to mortar and create surface craters.

disc thwop release, synthetic mortar blast sounds

208. (CONTD)

(FILTERS) CUTTERS/CLEANERS (SPECIAL FX) (SOUND FX)

The Heavy Scissor Pincer Machines start to refill the holes. More Machine Cleaners come out and crowd the path as more Heavy Scissor Pincer Machines start to go round the side of the craters.

clak klik of cutters slow legs on path walk sounds

click of pincers small legs on path walk sounds

The nine EETOO EXTRAS will be cut off soon.

209. WAREHOUSE STOREROOM. LIGHTS. INT.

A large entrance sheet is covered in catalogue articles of all manner of items.

(FILTERS) CATALOGUE SHEET (SPECIAL FX) (SOUND FX)

DORS TWO, propelled by small puff jets, moves through the catalogue transparency wall that becomes a fog mist entry

puff jet sounds

Amongst rows of machines DORS ONE sits half in a box next to Salvager.

(FILTERS) DORS/DORS (SPECIAL FX) (SOUND FX)

DORS TWO levers DORS ONE over its vertical bar.

puff jet sounds

209. (CONTD) An AOX-BI PIRATE camouflaged in pieces of technology, hidden amongst the store shelves on the ceiling, moves, its bits of technology still hiding its true form. One of its technology prosthetics is a cloud producer. It drops one.

(FILTERS) CLOUD CATCHER (SPECIAL FX) (SOUND FX)

Gas forms a cloud loop over DORS TWO and DORS ONE.
weird alien technology sounds, warehouse sounds

EETOO ONE overtakes SCOUT TOVERB who smacks his fist to loosen it.

(FILTERS) WEAPON ACTION (SPECIAL FX) (SOUND FX)

EETOO ONE gets two shots away. SCOUT TOVERB fires
one shot from his pin gun.

disc thwop release, pin gun one round pip sound

An AOX-BI cloud capsule has an enclosed loop pulse made to hold any prey.

(FILTERS) CLOUD CATCHER (SPECIAL FX) (SOUND FX)

Outside of the loop a mist spreads reaction
variations. It is hit by SCOUT TOVERB and EETOO
ONE'S converted rounds.

cloud loop sound, weird weapon contact sound

SCOUT TOVERB'S new pin gun compound is constructed through a sophisticated Moson Cell structure. Contact interferes with real time.

209. (CONTD)

(FILTERS) SMALL MAELSTROM (VISUAL FX) (SOUND FX)

Unexpected fierce infusion occurs when the combined weapon fire contacts the loop cloud. Mist escapes the loop capsule. Sectors of gas explode and suck wind. Stores toss all over in a small maelstrom. weird weapon contact, whirl wind maelstrom sounds EETOO ONE and SCOUT TOVERB begin to lift toward it.

The AOX-BI PIRATE tries to launch a second cloud bomb but its technology fails.

(FILTERS) WEAPON FAILURE (SOUND FX)

cloud loop failure sounds

(FILTERS) SALVAGER (VISUAL FX) (SOUND FX)

DORS TWO secures DORS ONE onto the front cabin from the hemisphere BOUNCE cavity behind the control stack where there is ample room. DORS TWO accesses the controls and swivels to give SCOUT TOVERB and EETOO ONE a chance to grab hold. Moson Salvagers use pulse engines, conventional jets and soft track roller wheels.

passenger sounds, Salvager motion technology sounds DORS TWO with DORS ONE, SCOUT TOVERB and EETOO ONE aboard steers Salvager into a XELHN wall. Like glass it shatter blasts a gaping hole through to outside.

209. (CONTD) new glassy material contact breakage sound

210. COMPOUND. DAY. EXT.

(FILTERS) SALVAGER (VISUAL FX) (SOUND FX)

Salvager knocks over Machine Cleaners and Heavy Scissor Pincer Machines to give the nine EETOO EXTRAS insulation.

Salvager motion ram collision on pebble gravel surface, Cleaner and Pincer Machines sounds

Nine EETOO and two kikponies form along the BOBA mine drone side and at a quick march head away from the buildings. DORS TWO in Salvager is all ahead slow; a fast walk. When a suitable distance is created near halfway to the compound archway, the nine EETOO EXTRAS halt. DORS TWO stops Salvager.

(FILTERS) BARRAGE ACTION (SPECIAL FX) (SOUND FX)

Nine EETOO EXTRAS and two kikponies lay a separation trench barrage down.

light kikpony synthetic phhhhft cannon shot sounds
synthetic mortar blast sounds disc thwop release
sounds, trench cavity creative explosion sounds

(FILTERS) CUTTERS/CLEANERS (SPECIAL FX) (SOUND FX)

Machine Cleaners join with Heavy Scissor Pincer Machines to fill in the mess. Increased numbers of slow Heavy Scissor Pincer Machines swing left and

210. (CONTD)

right to go round.

clak klik of cutters slow legs on path walk sounds

click of pincers small legs on path walk sounds

211. BECON OBSERVATION PLATFORM. DAY. INT.

(FILTERS) VIEW DECK (SPECIAL FX) (SOUND FX)

PIRATES, TGY, XLA, one ZHT an AOX-BI technology covered alien, a MAYBE REAL JAKE, two MECHANICAL JAKES and a human watch and argue about what to do. mixed alien gaggle of crowd sounds

(FILTERS) ZHT (SPECIAL FX) (SOUND FX)

The noise of argument bores the ZHT. The ZHT leaves the observation platform.

crackle of mineral legs footsteps sounds

212. COMPOUND. DAY. EXT.

(FILTERS) BIGDOT GROUP (VISUAL FX) (SOUND FX)

Nine EETOO EXTRAS and two kikponies, now rear guard, march double time on the pebble ground beside Salvager on the path. They pass an occupied glassed over observation post on their right.

Nine EETOO EXTRAS footsteps on pebble gravel surface, Salvager path motion sounds

213. B.W. SEVENTEEN SURFACE. DAY. EXT

(FILTERS) SPACE PORT (VISUAL FX) (SOUND FX)

GHEEL machine runs past Bigdot at the space port to head for the compound archway entrance.

Bigdot awesome hum sound, machine feet run sounds

214. COMPOUND. DAY. EXT.

(FILTERS) ARCHWAY EXIT (SPECIAL FX) (SOUND FX)

Five EETOO EXTRAS guards see the ZHT approach along the compound path and fire kikpony shot at it.

light kikpony synthetic phhhhft cannon shot sounds

(FILTERS) INTERNAL ZHT (SPECIAL FX) (SOUND FX)

A ZHT is a complex mineral being. The ZHT'S inside is visible from outside. EETOO fire hits the ZHT and some of the ignition explosive is ingested through tiny holes as a gas that gathers into sections where it is intelligently scrutinised. kikpony weird out of real time explosion sounds, a gurgle hiss suction of internal ZHT sounds

(FILTERS) ARCHWAY PATH (SPECIAL FX) (SOUND FX)

The ZHT continues to walk slowly toward the archway without pause. As the ZHT enters the archway the

214. (CONTD)

five EETOO EXTRAS step aside and the ZHT walks past. EETOO THREE sees SCOUT GHEEL enter from the landing pad.

crackle of mineral legs footsteps sounds, machine feet run sounds, Bigdot awesome hum sound

EETOO THREE (VO)

Captain.

(FILTERS) GHEEL (SPECIAL FX) (SOUND FX)

SCOUT GHEEL is made of fighters. Now, within sight of an objective, all is unleashed madness. He rushes, both arms fuel hinges pump up, heavy armour hammer gloves ready to smash.

berserker CYBORG awesome power surge motion sounds

(FILTERS) ZHT (SPECIAL FX) (SOUND FX)

The ZHT senses SCOUT GHEEL. There is no vision. Holes all about its crystal layers intake and sample. The ZHT knows force approaches; no matter. crackle of ZHT mineral sounds

(FILTERS) GHEEL (SPECIAL FX) (SOUND FX)

SCOUT GHEEL'S CYBORG chemistry is triggered by his lunge. Indicators suggest the pound of fist will not produce a desired outcome and signals to stop

214. (CONTD)

his effort. His legs lock in a stance and this conflict, physical and mental, sets an auto function ejection of the blade harness. More and more linked jagged blades eject.

leg pipes power, blade harness swish ejection sound

(FILTERS) ZHT SURFACE (SPECIAL FX) (SOUND FX)

The blade harness spreads over the ZHT. Sections of blade unfold first to try to slice at ZHT'S front.

The blades cannot penetrate its crystal layer.

Slice scrapes catch or scrape past. Surface holes fill faster and faster. Gas leaks out where blades

lug holes. Gradually, swiftly, a blade cage fixes against the ZHT body to render movement too

difficult. ZHT stops and waits forever.

sharp slip and catch of blades on crystalline rock surface sounds

215. SPACE PORT. DAY. EXT.

(FILTERS) BIGDOT (SPECIAL FX) (SOUND FX)

The effort of the Bigdot to hover just off the surface causes a constant increase in hum. Filters intake and express along each layer fold to cool or release fuel excess. Layers called tectons slide from under an overlap to resize.

filters noise and overlap plates resize sounds

massive humm of Bigdot power sounds

215. (CONTD)

(FILTERS) EETOO/SALVAGER (SPECIAL FX) (SOUND FX)

The Bigdot ramp remains down for the group.
Salvager drives straight in followed by the
fourteen EETOO EXTRAS then SCOUT GHEEL beside the
three kikponies.

massive humm of Bigdot power sounds

216. SPACE. EXT.

Bam is a massive Bigdot weapon. From full size expelled fuel reduces it to
half, then convulses rapidly to release a second fuel payload to form a
pulse wave bam.

(FILTERS) EXTERNAL BIGDOT (SPECIAL FX) (SOUND FX)

Bigdot sphere resizes with overlapping tecton
plates that reset fuel and create internal space
filters noise and overlap plates resize sounds
massive humm of Bigdot power sounds, wind grind
powerful forces along tecton filter lines sounds

217. BIGDOT. LIGHTS. INT.

(FILTERS) INTERNAL BIGDOT (SPECIAL FX) (SOUND FX)

Internally tecton plates rush newly manufactured
fuel loading from ballast in a bam preparation.
Fuel is fixed to action at the target distance.

217. (CONTD)

wind gush and tecton filter expansion sounds

massive gush of new made fuel sounds

(FILTERS) BIGDOT HELM DECK (VISUAL FX) (SOUND FX)

On the Bigdot helm deck SCOUT GHEEL and SCOUT

TOVERB watch three big view screens.

background hum and vibration sounds

(FILTERS) LEFT SCREEN (VISUAL FX) (SOUND FX)

shooting star display

rapid scroll of eight digits

background hum and vibration sounds

(FILTERS) CENTRE SCREEN (VISUAL FX) (SOUND FX)

Centre shows a Crusher carrier, its two barrels

closed in armour, not too far off.

background hum and vibration sounds

(FILTERS) RIGHT SCREEN (VISUAL FX) (SOUND FX)

Right screen shows EETOO EXTRAS as they enter

survival capsules.

background hum and vibration sounds

(FILTERS) BIGDOT MESH FLOOR (SPECIAL FX) (SOUND FX)

Shoe lock comes up to grab SCOUT GHEEL and SCOUT

217. (CONTD)

TOVERB's armour shoes.

solid shoe grabber click sounds

background hum and vibration sounds

(FILTERS) RIGHT SCREEN (TEXT FX) (SOUND FX)

rapid scroll of eight digits.

BOUNCE MOSON CELL

The eight digit rapid scroll of numbers hits zero

MOSON CELL COMPLETE

the right screen wall armours up.

background hum and vibration sounds

(FILTERS) LEFT SCREEN (TEXT FX) (SOUND FX)

rapid scroll of eight digits

The eight digit rapid scroll of numbers hits zero

BOBA COLLISION

the right screen wall armours up.

background hum and vibration sounds

(FILTERS) CENTRE SCREEN (TEXT FX) (SOUND FX)

WEAPON SET

background hum and vibration sounds

(FILTERS) FLIGHT DECK (SPECIAL FX) (SOUND FX)

A rail pops out for the CYBORGS to hold onto. SCOUT

GHEEL and SCOUT TOVERB hang on. The whole scene

217. (CONTD)

shakes and darkens.

background hum and vibration sounds

(FADE-OUT)

CREDITS.

STAR ORE

PART 2 YONDERS

science fiction

Film Script

by

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A Binba enters the Cirdr freighter during a wormhole transfer. Both vessels suffer a lot of damage. Simultaneously Eetoo craft, not suited to wormhole travel, get torn to pieces. Wreckage is pushed forward as the cloud transfer ceases. Bounce, inside an Eetoo Bigdot during the Corx system Bam, is not destroyed and sits in the debris like a visible pearl. A pirate ship leaves the Cirdr transport and takes Bounce. In an attempt to save itself Cirdr alien species return the BOBA remote mine craft pieces from storage to the broken Binba. The BOBA vessel is stuck with no way to repair its cracked binary shield. The crew leave the BOBA alien and a spare crew in freezer sleep. They launch one Frigate still operational to guard as an automaton. Desperate they decide to join with the Cirdr as allies. The Cirdr believe Bounce to be their own salvage property and wish to negotiate its return. The BOBA crew is guided by G'CD, leader of the freighter group. G'CD knows Bounce is taken to Zaidhayth where there the rare ZHT is hunted. The creature develops from an early stage a distinct evolutionary platform of intelligence. Adult wild ZHT present extreme peril to hunters. Before they leave for Zaidhayth the Cirdr and BOBA take Eetoo escape capsules to a nearby earth type planet where biological species exist. An area is made clear to avoid any initial contact with life. Contamination is a great unknown influence and danger. The earth style planet is ignored by the common form of mineral life with no biology in this part of the cosmos. Mineral creatures take a shape that suits them rather than a born into shape. Since bipeds arrived with the pirates from Corx, two legs and arms become common. DORS has a god like status and is well known from stories as a peak machine life interface. The rare biological species are, HUMAN, DNDR and the XLA TORD morph. The pirates eventually leave the Zaidhayth system for more adventures.

TITLES.

1. PLANET YONDERS CLEAR FIELD. DAY. EXT.

A Cirdr alien whose name is G'CD attends thirty shiny black crates set out on a field scraped clean. G'CD is a mineral creature with four thin limbs on a central body. On each limb is a connector for technology and on the top of the body a technology auxiliary box increases intellectual activity.

(FILTERS) EETOO SEARCH (SPECIAL FX) (SOUND FX)

G'CD pushes a trolley. With the creature is the BOBA human crew without a joiner cable. They stop at a crate. The BOBA look over at the trolley and both follow the Cirdr limb that points to another. trolley over dirt sounds

(FILTERS) EETOO CAPSULE (SPECIAL FX) (SOUND FX)

G'CD opens the EETOO opens the capsule to wake EETOO ONE. G'CD removes the wrist weapon and attaches a Cirdr bracelet. capsule open technology sound, tinkering sounds

2. PLANET ZAIDHAYTH HUNTERS CAMP. DAY. EXT.

The BOBA crew and EETOO ONE remain in space suits, helmets on.

(FILTERS) CIRDR CONTAINER (SPECIAL FX) (SOUND FX)

G'CD brings a self move container with EETOO ONE'S capsule inside.

2. (CONTD)

move glide technology sounds

(FILTERS) CAMP TRAVEL (SPECIAL FX) (SOUND FX)

One BOBA pushes the Cirdr trolley. They pass a DNDR tournament. Two DNDR males spar. DNDR Males wear a technology tube and at the blade tip a loose thread pokes through a drill piercing. To slice or dislodge the thread is a win. One of the DNDR detaches from the crowd of watchers and with a biped in anonymous dark guise joins G'CD.

swish of DNDR whip tails, trolley on dirt sounds
whip wind, whip wind cracks and motion sounds

(FILTERS) BRACELET ACTION (SPECIAL FX) (SOUND FX)

EETOO ONE goes charcoal stiff. The DNDR whips its blade to crack open the helmet then grasps the Cirdr bracelet with its tail. The helmet cracks open and flies off then falls to the ground
whip crack and helmet crack, fall to ground sounds

One of the BOBA puts the helmet on the trolley.

(FILTERS) DNDR INTERVENTION (SPECIAL FX) (SOUND FX)

The DNDR uses its tail with the blade in the head grip. The tail extends from the base of the muscular foot and grasps a nano pill from an armour container then extends the furl of the tail to the

2. (CONTD)

EETOO'S wrist near the bracelet and injects a nano pill. EETOO ONE gets some colour back.

tail motion, change from charcoal to flesh sounds

EETOO ONE'S eyes take in the new world.

(FILTERS) CIRDR TROLLEY (SPECIAL FX) (SOUND FX)

G'CD accepts it may have a control problem and resets the device at the trolley. The five attract several alien EXTRAS.

trolley motion stops sounds, background crowd noise

(FILTERS) NENITH (SPECIAL FX) (SOUND FX)

A mineral gas biped called a NENITH near them is shot from a position in the crowd. The projectile passes through its body and hovers outside the open wound. The sphere breaks with a splash. NENITH gas consumes it. The hole is replaced by mineral skin. projectile, weird gas suction slosh to jelly sounds

(FILTERS) DORS (SPECIAL FX) (SOUND FX)

Seen over a crowd of Zaidhayth hunter EXTRAS and a large mixture of species hangers on EXTRAS is the top of DORS in a transparent hemisphere on display. The crowd of Zaidhayth hunter EXTRAS separates and G'CD with a self move container that holds EETOO ONE'S capsule inside, a BOBA human crew of two, one

2. (CONTD)

BOBA with the Cirdr trolley and a DNDR Male in tube armour makes their way to the pedestal. The hemisphere covered pedestal display shows the side on DORS unlit bar segments and diamond shaped back lab. There are no lights on. A ZHT and a biped stand nearby. At the edge of the crowd smoke rises. Three NENITH push through and nod to the attack victim. G'CD top box blips the BOBA team.

background crowd noise sounds

(FILTERS) BLIP (SOUND FX)

blip sounds

(FILTERS) G'CD (SPECIAL FX) (SOUND FX)

One of G'CD'S connector limbs taps on the clear hemisphere barrier.

tap tap sound

BOBA

We'll fix it.

(FILTERS) ZHT (SPECIAL FX) (SOUND FX)

The second BOBA points to EETOO ONE. In front of EETOO ONE a ZHT stands beside an aliebn hidden in a cloak. Hidden in the cloak next to the ZHT is a MAYBE REAL JAKE android.

feint crackle of the internal ZHT sounds

(FILTERS) CLOAK GADJET (SPECIAL FX) (SOUND FX)

2. (CONTD) With a flicker of colour beneath the garment the hemisphere pedestal moves and all follow.
hemisphere pedestal move glide technology sound

A crowd of Zaidhayth hunter EXTRAS completes the procession. More aliens try to get closer. Many wear cloaks. Several more NENITH join as self appointed guards. Each carry a bar prod energy stun weapon. The hemisphere pedestal that holds DORS stops in front of an enclosure with shear walls of smooth fabric. A technology dome control is above. Curtains move and the closer section of crowd get inside.

3. PAVILION. DAY. INT.

Inside the pavilion nine NENITH guards lead 3 bipeds in cloaks, a ZHT, G'CD, EETOO ONE, the DNDR, and BOBA two crew who push the trolley followed by six NENITH guards and several biped EXTRAS in hooded cloaks.

(FILTERS) PAVILION SHIMMER (VISUAL FX)

There is a clear area of ground in the pavilion then an impenetrable thick inner shimmer curves either way round.

(FILTERS) ZHT (SPECIAL FX) (SOUND FX)

The ZHT internal feature visibly lightens in the

3. (CONTD)

darker area where loops and small smokey areas surround a clear mineral cavity.
soft crackle internal ZHT sounds

(FILTERS) G'CD (SPECIAL FX)

G'CD is intent on control. Lights on its top box go on and off.

(FILTERS) EETOO BRACELET (SPECIAL FX)

The bracelet outer cover on EETOO ONE moves back and forth over active dot light controls.

EETOO ONE now conscious can feel interference in her body armour. A ballast layer cannot respond to the bracelet and this communication confusion makes the suit uncomfortable. EETOO ONE steps forward.

(FILTERS) CLOSE COMBAT (SPECIAL FX) (SOUND FX)

A self appointed NENITH guard lunges and slaps at EETOO ONE'S armour torso with its lance. Close combat drill takes over. A kneel, grasp of the mineral elbows and the creature is sent in a tumble to sprawl over the weapon grounded by its own body.
combat fight sounds, lance fizz goes out sound

Hand to hand combat is not known amongst these hunters.

(FILTERS) CROWD GASP (SOUND FX)

3. (CONTD)

There is an audible crowd noise and all step away.

MAYBE REAL JAKE, surprised, removes his hood, takes another look at the bracelet lit with the motion dot lights. EETOO ONE senses danger.

(FILTERS) NENITH BODY COLOUR (VISUAL FX)

Of the nine NENITH, six guard bodies colour change from a dirty clay ochre to dark olive green.

(FILTERS) GREEN NENITH (SPECIAL FX) (SOUND FX)

The olive green group leaves the enclosure.
footsteps in dirt sounds

4. HUNTERS CAMP. DAY. EXT.

(FILTERS) GREEN NENITH (VISUAL FX)

The curtain locks the olive green NENITH out and the outside crowd quiets.

background crowd sound quiets

5. BOUNCE PAVILION. DAY. INT.

MAYBE REAL JAKE consults with the hooded biped and operates a wall console.

(FILTERS) SHIMMER BARRIER (VISUAL FX) (SOUND FX)

5. (CONTD)

The shimmer barrier disappears

swift weird alien barrier shut down sounds

Bounce rests there. DORS slit door is where technology lines go in and an exit trail leads to the wall of different appliances where MAYBE REAL JAKE is.

(FILTERS) WALL SCREEN (VISUAL FX)

A wall screen displays inside Bounce cockpit covered in gadgets.

(FILTERS) G'CD (SPECIAL FX)

G'CD puts a limb to the dot light section of the wall of different appliances.

(FILTERS) BLIP (SOUND FX)

Blip messages sound louder and faster then stop

(FILTERS) ROBOT HELPER (SPECIAL FX) (SOUND FX)

A robot disengages from the appliance wall and removes all the Bounce add ins.

tinkering sounds

(FILTERS) G'CD (SPECIAL FX) (SOUND FX)

G'CD waits until this is done then brings up its

5. (CONTD)

large container close to Bounce.

container hover motion sound

(FILTERS) BRACELET (SPECIAL FX) (SOUND FX)

EETOO ONE'S bracelet dot lights become active

Blip sounds

EETOO ONE is not able to understand.

(FILTERS) TORD (SPECIAL FX) (SOUND FX)

The biped with the male DNDR removes its hood. A

XLA of the morph TORD, it touches the back of EETOO

ONE.

technology background sounds

XLA TORD MORPH

Yndrs.

EETOO ONE turns to look. A translator speaks from a chest amulet.

XLA TORD MORPH

Yndrs.

(FILTERS) TORD (SPECIAL FX) (SOUND FX)

TORD nods with a gesture and again presses EETOO

5. (CONTD)

ONE harder. DNDR goes around them and with its
blade points to Bounce.
push EETOO ONE sounds

XLA TORD MORPH

Fix it.

EETOO ONE is made uncomfortable by the mix up controls of the bracelet.
EETOO ONE slowly walks around BOUNCE. Memory interferes. EETOO ONE shakes
her head.

(FILTERS) DNDR (SPECIAL FX) (SOUND FX)

This alarms the DNDR who taps on G'CD.
extension whip tail tap sound

(FILTERS) BRACELET (SPECIAL FX) (SOUND FX)

bracelet dot lights become less brilliant
blip sounds

EETOO ONE regains conscious will absent since the exit from the capsule.
Danger is all around. EETOO ONE'S hand goes to wipe smudges off the
scratched and pock marked BOUNCE hull undamaged under the dirt. The hand
stops before contact. EETOO ONE walks to the container.

(FILTERS) EETOO CAPSULE (SPECIAL FX) (SOUND FX)

EETOO ONE enters the CIRDR container and gets into

5. (CONTD)

the capsule.

capsule open technology sound

A control panel lights up and the lid shuts.

capsule close technology sound

The capsule dim lights come on

(FILTERS) G'CD HEAD BOX (SPECIAL FX) (SOUND FX)

The instruments in the head box light up

Unusual fizz blip sounds

(FILTERS) G'CD (SPECIAL FX)

G'CD is close to the BOBA crew.

G'CD

Get another.

The BOBA team leave.

(FILTERS) ALIEN MOTION (SPECIAL FX) (SOUND FX)

The DNDR, TORD and G'CD enter the container.

aliens step into container sounds

(FILTERS) CIRDR CONTAINER (SPECIAL FX)

DNDR, TORD and G'CD see but not hear EETOO ONE

mouth words inside the capsule.

5. (CONTD)

(FILTERS) EETOO CAPSULE (SPECIAL FX) (SOUND FX)

A helmet dispenses onto EETOO ONE'S head,
mechanical arms remove the bracelet and a wrist
weapon resets onto EETOO ONE'S forearm
muffled enclosed technology tinker sounds

6. PLANET YONDERS CLEAR FIELD. DAY. EXT.

(FILTERS) EETOO FORT (SPECIAL FX) (SOUND FX)

CIRDR robots erect a round wall around the EETOO
capsules.

(FILTERS) EETOO CAPSULES (SPECIAL FX) (SOUND FX)

On the clear ground blip codes sounds activate one
capsule at a time.

blip sounds

7. SPACE. EXT.

(FILTERS) BIGDOT WRECKAGE (SPECIAL FX)

Inside a large piece of space wreckage capsules
float in a row that connects to a big supply block
machine broken away from the ship wall.

(FILTERS) EETOO CAPSULES (SPECIAL FX) (SOUND FX)

7. (CONTD)

In the wreckage in space blip codes sounds activate
one capsule at a time.

blip sounds

8. PAVILION. DAY. INT.

EETOO ONE exits the container.

(FILTERS) PAVILION GROUND (SPECIAL FX)

G'CD, TORD, the DNDR, ZHT and NENITH guards stand
together near the container.

EETOO ONE stamps the ground.

EETOO ONE

Where is this?

(FILTERS) ZHT (VO)

Zaidhayth.

EETOO ONE

Zaidhayth?

They nod. EETOO ONE points to Bounce.

8. (CONTD)

EETOO ONE

What happened?

G'CD

You.

EETOO ONE

Me?

G'CD

You did this. Fix it.

EETOO ONE holds the bracelet up.

EETOO ONE

Bad.

G'CD

What is bad?

EETOO ONE slings the open bracelet over a wrist then passes it to G'CD.

(FILTERS) DNDR (SPECIAL FX)

8. (CONTD)

The DNDR uses its tail with the blade in the head grip. The tail extends from the base of the muscular foot and the tail and part of its tail curve winds over EETOO ONE'S wrist weapon.

G'CD

Danger here.

EETOO ONE dials down the fire load and smacks her chest.

TORD

Yndrs.

(FILTERS) DNDR TUBE ARMOUR (VISUAL FX) (SOUND FX)

Dndr tube armour lights up

blip sounds

DNDR

The Eetoo dwell at planet Yonder.

EETOO ONE is aware from blip contact the capsules on Yonder have no connector.

EETOO ONE

Where is the supply block?

8. (CONTD)

Negotiate?

(FILTERS) G'CD (SPECIAL FX)

G'CD outstretches a limb.

G'CD

Fix it.

EETOO ONE

Supply block.

(FILTERS) G'CD (SPECIAL FX)

G'CD goes inside the container.

(FILTERS) BLIP (SOUND FX)

blip sounds

(FILTERS) G'CD (SPECIAL FX)

G'CD returns.

G'CD

Done. Fix it.

8. (CONTD)

There is a saucer bracket to stop roll. Bounce faces wrong way up. EETOO ONE exaggerates with gestures.

(FILTERS) CONTAINER TWO (SPECIAL FX) (SOUND FX)

The BOBA crew and a CIRDR return from the shuttle with a second container.

container hover motion sounds

EETOO ONE points to the upside down store hold and where it should be.

(FILTERS) CONTAINER TWO (SPECIAL FX) (SOUND FX)

MAYBE REAL JAKE plays with the wall of gadgets.

weird technological instrument sounds

(FILTERS) PAVILION DOME (SPECIAL FX) (SOUND FX)

The dome lights up and beams throw down lines that stick to Bounce's hull. Dome ropes technology shoots onto Bounce. The ground bracket splits and glides back. Bounce tilts until EETOO ONE waves to stop. The bracket returns to cup fit Bounce.

weird alien technology elastic throw line sounds

EETOO TWO steps out of the second container.

EETOO TWO

8. (CONTD)

The cloud destroyed us.

BOBA ONE

Our craft will not repair. Will they hunt us?

(FILTERS) ZHT (VO) (SOUND FX)

We hunt Zedhat.

ZHT granule like laughter made from granules

EETOO ONE is at the pedestal. Desperate with no knowledge of Bounce or Moson Corporation, the Eetoo removes a glove and feels DORS.

(FILTERS) DORS ON PEDESTAL MOUNT (VISUAL FX)

DORS power red dot light comes on.

All stand back pleased and surprised. MAYBE REAL JAKE from the wall lowers the pedestal grab and DORS tilts before EETOO TWO cradles it.

(FILTERS) PEDESTAL (SPECIAL FX) (SOUND FX)

Pedestal reduces height and tips DORS toward EETOO TWO.

pedestal motion sounds, weird technological instrument sounds

DORS weighs a few grams. With confidence EETOO ONE searches the hold door.

8. (CONTD) An outline is clear in the smudge and scratches. There is no control panel. Moson Corp. is stamped flat on the hull.

(FILTERS) BOUNCE CARGO DOOR (SPECIAL FX) (SOUND FX)

EETOO ONE touches the Moson Corp. outline and a door swings out. There is hardly room for a human.

EETOO ONE crouches inside.

cargo door swings open sound

EETOO TWO brings the DORS unit and passes it through.

(FILTERS) BOUNCE COCKPIT (SPECIAL FX) (SOUND FX)

EETOO ONE reseats DORS in its cavity. The hold door shuts her in. No light comes on.

movement sounds

(FILTERS) BOUNCE (VO)

Emergency power down.

In the cramp EETOO ONE looks around. DORS is lit still with a red dot.

EETOO ONE sits on the Cockpit floor.

(FILTERS) BOUNCE VIEW SCREEN (TEXT FX)

POWER DOWN MOSON CELL DEPLETION SAVE US

(FILTERS) BOUNCE COCKPIT (SPECIAL FX) (SOUND FX)

8. (CONTD)

A button disc ejects from DORS. Two panels open on the recess wall. A tiny tube ejects and from a clip door a small portable screen.

clicks of small object vendor sounds

EETOO ONE knows the tube and disc contain human sequence from code colours. EETOO ONE slips them into an inner suit pocket. The screen looks like an information pack.

(FILTERS) BOUNCE COCKPIT (SPECIAL FX) (SOUND FX)

The cargo door falls open.

smooth swing door sound

EETOO ONE gets out.

(FILTERS) BOUNCE COCKPIT (SPECIAL FX)

The door closes.

EETOO ONE

We got a problem.

EETOO ONE steps back into her container.

(FILTERS) BLIP (SOUND FX)

blip sounds

8. (CONTD)

EETOO ONE steps out.

(FILTERS) G'CD (SPECIAL FX)

EETOO ONE points at G'CD.

EETOO ONE

Only you. The rest out. Humans stay.

The aliens get into an animated discussion with several language dialects and translation noise.

(FILTERS) ALIEN CROWD (SOUND FX)

mixture of alien species argue

K'CD

One hour.

(FILTERS) ALIEN CROWD (SPECIAL FX) (SOUND FX)

The alien crowd of EXTEAS leaves the enclosure.

bustle of alien crowd leaving sound

(FILTERS) ALIEN CROWD (SPECIAL FX) (SOUND FX)

MAYBE REAL JAKE remains at the technology wall.

8. (CONTD)

weird technological instrument sounds

A gesture from EETOO ONE.

(FILTERS) CONTAINER (SPECIAL FX) (SOUND FX)

G'CD, EETOO TWO and the BOBA two crew enter the container. EETOO ONE shows the small screen display.

group movement sounds

(FILTERS) SMALL SCREEN (TEXT FX)

MOSON CELL DAMAGE

G'CD.

They'll kill us.

EETOO TWO

Fake one.

EETOO ONE gives the small screen to EETOO TWO. They step back out. The EETOO and BOBA walk about Bounce.

G'CD.

New shimmer.

8. (CONTD)

(FILTERS) G'CD (SPECIAL FX) (SOUND FX)

G'CD steps out of the pavilion and comes back with the group that left.

alien group motion sounds

(FILTERS) TECHNOLOGY WALL (SPECIAL FX) (SOUND FX)

K'CD, G'CD and MAYBE REAL JAKE manipulate the wall.

weird technological instrument sounds

(FILTERS) NEW SHIMMER (SPECIAL FX) (SOUND FX)

Down from the dome a heavy curtain erects around Bounce and the Cirdr containers. G'CD steps up to the wall and with the bracelet on puts a limb straight through then walks inside.

weird shimmer curtain creation sounds

(FILTERS) G'CD (SPECIAL FX)

EETOO ONE shows G'CD the screen.

(FILTERS) SMALL SCREEN (VISUAL FX)

A simple structural image of DORS is on display.

(FILTERS) G'CD (SPECIAL FX)

G'CD extends a mineral arm to take the screen with

8. (CONTD)

no success.

EETOO TWO

We need at least three more Eetoo.

We need the supply block and Eetoo to get to Yonder. A settlement there for us to live for the plan and our alliance.

BOBA ONE

We want to weapon up for the hunt.

G'CD.

This barrier will not pass you.

Only G'cd for the while.

(FILTERS) G'CD (SPECIAL FX)

G'CD goes to the container.

(FILTERS) CONTAINER (SPECIAL FX) (SOUND FX)

G'CD'S mineral limb extends and the technology prosthetic at the end connects to the container and a panel opens. There are shelves of tools and materials.

blip sounds

8. (CONTD)

G'CD

Agreed.

The screen is put on the container wall.

(FILTERS) CONTAINER WALL (VISUAL FX)

Plans for a DORS unit spread over the surface.

There is no Moson Cell information. The simple shape is easy to duplicate.

(FILTERS) CONTAINER (SPECIAL FX) (SOUND FX)

G'CD uses Cirdr power up for puff jets and dot
lights along sections that random shift.

grab material and tool noise sounds

G'CD

They think you run DORS.

(FILTERS) G'CD (SPECIAL FX)

G'CD operates the bracelet.

EETOO TWO and the BOBA two crew exit the container. EETOO TWO makes
procedure gestures.

(FILTERS) BOGUS DORS (SPECIAL FX)

8. (CONTD)

BOGUS DORS floats out of the container.

(FILTERS) EETOO CAPSULE (SPECIAL FX) (SOUND FX)

EETOO ONE locks herself in the capsule. Dim lights come on. EETOO ONE updates the EETOO capsules. and sips at tubes before shut down.

blip sounds

Dim lights go out.

(FILTERS) NEW SHIMMER WALL (SPECIAL FX)

The alien crowd gathers round not too close.

All want DORS for the hunt.

(FILTERS) NEW SHIMMER (SPECIAL FX) (SOUND FX)

The shimmer barrier turns off.

weird shimmer curtain creation sounds

(FILTERS) K'CD (SPECIAL FX) (SOUND FX)

K'CD takes control of the EETOO containers and with the BOBA crew heads back to Yndrs.

container hover motion sounds

9. HUNTERS CAMP. DAY. EXT.

8. (CONTD)

(FILTERS) ALIEN CROWD (SPECIAL FX) (SOUND FX)

As EETOO TWO and the BOGUS DORS go outside the pavilion the crowd disperses content the BOGUS DORS unit will be on the hunt.

puff jet sounds, crowd sounds

(FILTERS) G'CD (SPECIAL FX) (SOUND FX)

G'CD follows behind with TORD and the DNDR.

crowd sounds

(FILTERS) ALIEN CROWD (SPECIAL FX) (SOUND FX)

The group make their way through the camp past the now deserted area where the pedestal was and on toward surface transports.

crowd sounds

10. SPACE PORT. DAY. EXT.

Zaidhayth hunters all use a same flight model. The flyer is flat and open with shallow dent seats not meant for biology.

(FILTERS) NENITH PILOT (SPECIAL FX) (SOUND FX)

A NENITH pilot chooses a hunter flyer and in front in the dirt uses the bar prod to draw a circle.

10. (CONTD)

circle in dirt sounds

TORD

Wild Zedhat got no brain.

They live as rock. Very dangerous.

(FILTERS) NENITH PILOT (SPECIAL FX) (SOUND FX)

The pilot draws a line and a little circle inside
the first circle.

circle in dirt sounds

NENITH PILOT

We Nenith know Zedhat.

TORD

Zedhat wait forever. If you step on one it might
not get you. They open and it is said the size of
some is big as a ship. Bigger. Like caves. They
dissolve you or let you go. No care. They move too.

(FILTERS) HUNTER PLATFORM (SPECIAL FX) (SOUND FX)

G'CD, EETOO TWO and TORD situate themselves on the
craft in a line next to the BOGUS DORS at the
outside edge. A second NENITH gets aboard. A ZHT
gets on and shape fits to a seat.

10. (CONTD) hunter platform power sounds

The male DNDR remains on the ground. In the search for ZEDHAT they expect the BOGUS DORS superior ability to detect a new birth. ZEDHAT must be caught at birth or before they escape into their world.

(FILTERS) ZHT (VO)

For us.

11. CIRDR SHUTTLE PANEL. LIGHTS. INT.

(FILTERS) CONSOLE SCREEN (VISUAL FX)

Several debris pieces show on the return shuttle console map as markers.

12. SPACE. EXT.

(FILTERS) CIRDR SHUTTLE (VISUAL FX)

The shuttle passes through the debris zone. A zip line patterns where a recent part went across the sky. Binda and Cirdr, a pair of drones, spin out too slow grapple nets to trap stationary parts. The shuttle steers to the Binba through Crusher mess. The Frigate guard now is close.

(FILTERS) SHUTTLE COCKPIT (VISUAL FX)

12. (CONTD)

BOBA signs on the console to pass the Frigate.

(FILTERS) CIRDR SHUTTLE (VISUAL FX)

The shuttle lands on the Binba platform.

13. BINBA. LIGHTS. INT.

(FILTERS) BINBA PASSAGES (SPECIAL FX) (SOUND FX)

The EETOO ONE capsule on glide technology is brought through dark passages in the Binba deep to a part of the ship where there is no damage. in the big area of the dark passages echo footsteps swallow up, technology glide sounds

14. PLANET YONDERS. DAY.

On the planet Yonders the strong circular wall dome enclosure is complete.

(FILTERS) BINBA PASSAGES (SPECIAL FX) (SOUND FX)

The BOBA crew of two with K'CD and Cirdr M'CD stop at the enclosure wall entrance to obey an EETOO GUARD EXTRA, suit on helmet on, gesture who passes them through.

group gather sounds

(FILTERS) EETOO FORT (SPECIAL FX) (SOUND FX)

14. (CONTD)

Once inside the CIRDR join limb connectors to blip.

blip sounds

EETOO EXTRAS stand around a capsule suits on no helmets. EETOO gather round the BOBA 2 crew.

YONDERS EETOO ONE

Any Joy?

The BOBA shake their heads.

K'CD

A warship will come for us.

Four EETOO EXTRAS work to set the supply block controller to make Kikponies from ballast.

YONDERS EETOO TWO

How long? We must get our Eetoo back.

K'CD.

Good question. We must get G'cd back.

On the supply block wall screen pattern calculations revolve for a remedy.

14. (CONTD)

(FILTERS) SUPPLY BLOCK WALL SCREEN (TEXT FX)

a whirl of symbols and numbers

15. ZAIDHAYTH. DAY. EXT.

(FILTERS) HUNTER PLATFORM (SPECIAL FX) (SOUND FX)

To pilot the surface floater the NENITH with an extended mineral limb uses a manual balance gyro control and power lever. The NENITH PILOT sits up front. G'CD, EETOO TWO and TORD sit one behind the other on the craft in a line next to the BOGUS DORS at the outside edge. A second NENITH sits behind the pilot and in front of the ZHT on the hunter platform at one hundred metres above surface. They circle the camp first. Dust is continuous round the perimeter as robot sweepers make road motion to keep out indigenous life. The space port and camp expands with each new sweep. One float hunter is out up ahead in the distance. To be safe they follow the hunter float's exact path. On the surface below liquids rise in the muddy flat areas around cliffs of a single rock type. The pilot nods after the altitude again levels out. EETOO TWO gestures and G'CD fits a limb to the bracelet. BOGUS DORS lifts and glides ahead of the slow transporter. The BOGUS DORS unit is fitted with Cirdr power up thrusters. It zooms off at an angle to the horizon. Pilot NENITH follows.

15. (CONTD)

background thruster hum, thruster hum sounds

EETOO TWO

Shit.

(FILTERS) HUNTER PLATFORM (SPECIAL FX) (SOUND FX)

By midday they travel far. A beep on the craft
tells the pilot they no longer will be detected by
camp scanners. No hunters venture this far.

background thruster hum sounds, beep sound

FADE OUT

16. ZAIDHAYTH. NIGHT. EXT.

(FILTERS) HUNTER PLATFORM (SPECIAL FX) (SOUND FX)

At night the platform lights beam the surface
below. There is low course savanna.

background thruster hum sounds,

FADE OUT

17. ZAIDHAYTH. DAY. EXT.

(FILTERS) HUNTER PLATFORM (SPECIAL FX) (SOUND FX)

Dawn passes. Surprise all round when BOGUS DORS

17. (CONTD)

zooms back, circles and zooms off at right angles to them. There is no map for this part of Zaidhayth. They follow. Most of the terrain is rocky and flat. Soon a ravine is underneath. A crash site. A very large space ship decayed and spread open lays broken on a slope. EETOO TWO touches G'CD. BOGUS DORS returns and vertical hovers over the crashed ship. The NENITH pilot turns back and circles. A slit at the rear platform outside edge opens. Small balls spray over a clear area in the wreck. The hunter platform float lands background thruster hum sounds, spill balls out a slit sounds, thruster landing sounds

(FILTERS) SPACE SHIP WRECK (SPECIAL FX) (SOUND FX)

BOGUS DORS descends and with power down falls over. Eetoo Two props the heavy BOGUS DORS on a torn sheet of space ship.

BOGUS DORS power motion and on wreck sounds

G'CD

Perimeter intact.

(FILTERS) SPACE SHIP WRECK (SPECIAL FX) (SOUND FX)

In the bright sunlight the ship looks very old and alien. EETOO TWO goes off to look around. G'CD remains with the transport. TORD wanders off too.

17. (CONTD)

The ZHT goes straight to the perimeter and follows it. Both NENITH take new lance probe weapons from cases in the float. One NENITH decides to go after EETOO TWO. EETOO TWO stands still on a flat piece of the wreckage. A large black creature, its thick legs splayed out so it is close to ground to stalk is inside the perimeter. The front down hook of a single fierce horn motions up and down. Thin arms come out from the base of the horn to touch things as it goes. It gestures toward EETOO TWO and stops. EETOO TWO fires a disc from his wrist weapon. The disc pings off the creature and slices into some wreckage. The NENITH hunter walks past EETOO TWO. With the bar weapon tip NENITH guides the beast until it changes direction. A gesture and EETOO TWO follows a distance behind.

NENITH

Yndrs stop move.

(FILTERS) NENITH ARM PIPE (SPECIAL FX)

The NENITH is fitted with a pipe over one limb that looks like a weapon.

(FILTERS) BLACK CREATURE (SPECIAL FX)

The black creature is almost still.

17. (CONTD)

(FILTERS) VOLCANIC SPRING (SPECIAL FX) (SOUND FX)

Amongst the wreckage mess a volcanic mound pokes up. The centre is a liquid spring. Straddled across a side mover siphons at liquid through body pipes. liquid spring surface gurgle sounds, siphon sounds Faster than sight the black creature horn comes down splash into the spring. The side mover, faster, dashes off. The creature chases. fast movement sounds, insect scurry sounds, NENITH whacks down hard into the spring mud and scoops up mess caught inside the pipe structure. whack down hard into the spring with pipe sound

NENITH

Quick.

(FILTERS) HUNTER PLATFORM (SPECIAL FX) (SOUND FX)

The hunters get in the float to retrace their journey back.

hunter platform power sounds

18. SPACE PORT. DAY. EXT.

(FILTERS) HUNTERS PLATFORM (SPECIAL FX) (SOUND FX)

blip sounds

C'CD speaks quietly into EETOO TWO'S earpiece

18. (CONTD)

We hunt Zedhat.

With a sly motion G'CD passes a bracelet to EETOO TWO. A new one is on G'CD. EETOO TWO slips it on the arm with no wrist bam.

(FILTERS) SPACE CARGO (SPECIAL FX) (SOUND FX)

At the space port MAYBE REAL JAKE and several HOODED ALIEN EXTRAS pack stuff into a shuttle. space craft power up sounds

(FILTERS) ZHT CYLINDER (SPECIAL FX) (SOUND FX)

G'CD, EETOO TWO, the ZHT and a NENITH follow behind the NENITH with the full capture cylinder. space craft power up sounds

19. HUNTERS CAMP. DAY. EXT.

(FILTERS) ZHT CYLINDER (SPECIAL FX) (SOUND FX)

NENITH hurries. Crowds part when they see the barrel container on NENITH. On the far side of camp is a very large boulder. background crowd sounds

There is a cave entrance. NENITH goes straight in.

(FILTERS) CAVE (SPECIAL FX) (SOUND FX)

19. (CONTD)

EETOO TWO is astonished. A human stands in an alcove in one wall. The space in the cave is great. NENITH goes to the human shape and puts the cylinder on the ground. There are hundreds of containers set into the ground. The human is a crystal fake. A rod of stone comes from the rear into its back. Stiffly it bends to gaze at the new container then straightens. It regains its stance and stills.

feint cave crackle of crystal growth sounds

(FILTERS) HUMAN CRYSTAL FAKE (SOUND FX)

mumbly gurgle sounds

20. BOUNCE PAVILION. LIGHTS. INT.

(FILTERS) CIRDR CONTAINER (SPECIAL FX) (SOUND FX)

On return to the Bounce enclosure G'CD goes to the Eetoo container. EETOO TWO enters and the door is shut.

smooth closure of door sound

EETOO TWO

What happened?

G'CD

20. (CONTD)

Luck.

(FILTERS) G'CD (SPECIAL FX) (SOUND FX)

G'CD taps the Eetoo bracelet.

tap tap sounds

G'CD (CONTD)

Get us out of here.

(FILTERS) G'CD (SPECIAL FX) (SOUND FX)

The container opens. G'CD and EETOO TWO exit.

G'CD walks past the group of ALIEN EXTRAS to the appliances wall.

smooth door open sound, alien talk background sound

(FILTERS) BLIP (SOUND FX)

blip sounds

G'CD

Bounce for DORS.

(FILTERS) DORS DANCE (SPECIAL FX) (SOUND FX)

EETOO TWO makes gestures. G'CD float puff jets DORS to the ALIEN EXTRAS group. The bracelet is offered

20. (CONTD)

to a NENITH who turns to the XLA TORD MORPH.

TORD

We want Bounce. DORS is Bounce.

(FILTERS) G'CD (SPECIAL FX) (SOUND FX)

G'CD moves to the exit.

alien crowd sounds

EETOO TWO with a nod gives the bracelet to the XLA TORD MORPH.

(FILTERS) G'CD ESCAPE (SPECIAL FX) (SOUND FX)

Half way across camp G'CD and EETOO TWO encounter

K'CD and three EETOO EXTRAS as they return.

EETOO TWO

Turn around.

21. PLANET YONDERS DOME FORT. LIGHTS. INT

(FILTERS) SUPPLY BLOCK (SPECIAL FX) (SOUND FX)

Those not on guard watch patterns of ideas cross
the screen from supply block seats.

blip of ideas sounds

21. (CONTD)

(FILTERS) SUPPLY BLOCK (SPECIAL FX) (SOUND FX)

EETOO TWO and G'CD stop at the entrance until EETOO
GUARD EXTRAS gesture. K'CD joins them.

EETOO TWO

Well.

(FILTERS) BLIP (SOUND FX)

blip sounds

K'CD

A ship. Soon.

(FILTERS) FORT EXIT (SPECIAL FX) (SOUND FX)

G'CD and K'CD leave the enclosure.

CIRDR motion crackle walk sounds

SEATED EETOO

Look. Technology in the debris.

EETOO TWO at the supply view wall takes out the small screen.

EETOO TWO

21. (CONTD)

Machine controller.

(FILTERS) SUPPLY BLOCK (VISUAL FX)

EETOO TWO puts the device against the supply block.
The technology transmission lights up with dots and
screen space wreck clutter.

(FILTERS) SUPPLY BLOCK WALL SCREEN (TEXT FX)

Ready

EETOO TWO (VO) (OOV)

Moson Cells.

(FILTERS) SUPPLY BLOCK (VISUAL FX)

No screen activity. A chart displays the debris
area in space. Eetoo equipment signs with dots that
blink amongst the wreckage.

EETOO TWO and FIVE EETOO GUARD EXTRAS step out of the enclosure.

22. PLANET YONDERS SURFACE. DAY. EXT.

On the Yonders planet surface without helmets they breath in the new world.

(FILTERS) SKY (VISUAL FX)

22. (CONTD)

A star flash appears and goes out in the day sky.

(FILTERS) CLEAR FIELD (SPECIAL FX) (SOUND FX)

Three shuttles and a freighter land on the clear field. One of the shuttles glides to their position. A CIRDR PILOT gets out.

plasma anti matter quiet drive sounds

blip sounds

CIRDR PILOT

Yndrs.

The EETOO put Helmets on. EETOO TWO takes a closer look.

(FILTERS) CIRDR SHUTTLE (SPECIAL FX) (SOUND FX)

The Cirdr pilot is with EETOO TWO in a walk around cockpit foyer

plasma anti matter quiet drive sounds

CIRDR PILOT

Pilot. G'g'cd.

EETOO TWO exits the shuttle

(FILTERS) FORT PERIMETER (SPECIAL FX) (SOUND FX)

22. (CONTD)

G'CD and K'CD return from a perimeter inspection.

CIRDR motion crackle walk sounds

EETOO TWO looks at the traders.

G'CD

We accept. Two human crew and salvage. Three craft
pilot supplied. Passage. For Bounce.

(FILTERS) CIRDR HELMET BLIPS (SOUND FX)

helmet blip sounds

EETOO TWO

Eetoo One damage.

Three EETOO five squads head to their new craft in the distance.

FADE OUT

23. SPACE. EXT.

(FILTERS) CIRDR FREIGHTER (SPECIAL FX) (SOUND FX)

A shuttle returns G'CD and EETOO TWO and the BOBA
crew back to the Binba. This close they see the
Cirdr freighter lit up. Huge and magnificent over
the Cirdr freighter, another larger craft engulfs

23. (CONTD)

it to dock.

massive anti matter quiet drive sounds

24. BINBA. LIGHTS. INT.

(FILTERS) BINBA (SPECIAL FX) (SOUND FX)

EETOO TWO and G'CD follow the BOBA deep into the dark recesses of the Binba. EETOO ONE'S container no longer sits in the safe hold. EETOO TWO and G'CD follow the BOBA who travel through several security cavities.

a faint echo of footsteps in the quiet space sounds
Without sign the second BOBA crew step out of darkness.

footsteps in the quiet space sounds

All stop. Gradual shadow forms appear in the dark chamber. The black surround reveals the EETOO ONE container. An alien monolith remains in a dim corner. This is the BOBA creature. The newly woken BOBA crew join a moment with the first pair through blip.

BOBA blip sounds

They remove their helmets. A human crew. EETOO TWO removes his helmet. They look first at G'CD, nod. With a sweep of arms a chamber lights up nearby. remove helmets in the quiet space sounds

The BOBA chamber lights come on. EETOO ONE, inside a clear barrier, no longer wears a space suit. The white inner fabric looks filthy. There is blood

24. (CONTD)

stains on her wrist, torso, neck and upper arms.

EETOO ONE

Quarantine.

(FILTERS) BINBA SURGERY (SPECIAL FX)

EETOO ONE is in a surgery. The table is ready with several machine arms and float detectors on hover wait. A lounge seat glides for her and when she sits her white cover sock show reddish stains.

One of the second BOBA crew accuses G'CD.

BOBA MEMBER CREW 2 (VO) (OOV)

You did this.

(FILTERS) EETOO TWO NECK CONTROLLER (SOUND FX)

blip in helmet sounds

EETOO TWO

First location.

(FILTERS) BINBA EXIT (SPECIAL FX) (SOUND FX)

The first BOBA 2 CREW, EETOO TWO and G'CD leave.

24. (CONTD)

BOBA technology sounds

25. SPACE. EXT.

(FILTERS) CIRDR FREIGHTER (SPECIAL FX) (SOUND FX)

The massive new ship with a long round tunnel and a giant sphere at one end is a vessel traded for through MAYBE REAL JAKE. Machine assisted controls of the separate giant transporter craft independent of the anti matter spike inserts the new acquisition into the CIRDR vortex.

massive anti matter quiet drive sounds

Robots travel all over to guide and adjust each moment of entry. The centre of the tunnel is a very deep black cavity. This begins to react with the CIRDR freighter. One attachment chamber after another lights up as CIRDR cells connect.

massive anti matter quiet drive sounds, CIRDR cabin power up sounds

(FILTERS) SHUTTLE (SPECIAL FX) (SOUND FX)

Space debris passes by. The shuttle remains outside the grapple wire of the drone nets. It turns and a beam lights up a large piece of wreckage.

plasma sheet thrust sounds

(FILTERS) SHUTTLE COCKPIT (SPECIAL FX) (SOUND FX)

25. (CONTD)

The CIRDR pilot directs robots to exit the shuttle from a touch panel. EETOO TWO, the BOBA 2 crew and G'CD watch.

background hum of the anti matter engine sounds

(FILTERS) SPACE WRECKAGE (SPECIAL FX) (SOUND FX)

Robots surround and stabilise the float variation until one robot finds an entry into the bent and wrinkled material. Inside the folded scrap is a large portion of a panel and broken screen. The robot moves further inside. Robot lights reveal a torso piece of CYBORG with dangle fibres attached. This is taken.

smooth technology movement, clang of contact sounds

(FILTERS) SHUTTLE CARGO (SPECIAL FX) (SOUND FX)

The robots place the Moson Corporation pieces inside a shuttle shield room. A small MOSON CORP. stamp can be seen.

robot motion in shuttle sounds, surveillance sounds

(FILTERS) SHUTTLE (SPECIAL FX) (SOUND FX)

The shuttle continues amongst the debris.

plasma sheet thrust sounds

26. BINBA. LIGHTS. INT.

26. (CONTD)

(FILTERS) BINBA (SPECIAL FX) (SOUND FX)

There are six EETOO, four BOBA and G'CD in the observation chamber. The Binba surgery is visible through a clear barrier. On the BOBA wall is the Bounce machine controller. It is chief surgeon. BOBA technological sounds

(FILTERS) VIEW CHAMBER (SPECIAL FX) (SOUND FX)

The G'CD modified CYBORG fragment is installed with a machine controller robot arm. EETOO ONE is open. Her spleen is the destination. With guts spread out over the table overhead operators make connections and install the spleen mimic. This will not be detected.

multiple surgical movement technology sounds

(FILTERS) OBSERVATION BARRIER (TEXT FX)

MOSON CELL

(FILTERS) VIEW CHAMBER (SPECIAL FX) (SOUND FX)

The body is stitched up. For G'CD the experience is profound.

multiple surgical movement technology sounds

G'CD

26. (CONTD)

Female?

FADE OUT

(FILTERS) BOBA CHAMBER (SPECIAL FX)

EETOO ONE emerges from the surgery she wears a BOBA suit.

(FILTERS) BOUNCE DOT (SPECIAL FX)

There is a slight scar and a dot device bulges new at EETOO ONE'S temple under the skin.

EETOO ONE

I cannot access DORS, only data. The Moson Cell is storage only. We must get back to Moson Corporation.

EETOO TWO

The disguise is good. Nothing on scan.

G'CD

Agreed.

(FILTERS) MACHINE CONTROLLER (OOV)

26. (CONTD)

Agreed.

BOBA CREW MEMBER

Agreed. BOBA crew in pairs.

EETOO TWO

Farewell.

FADE OUT

27. PLANET YONDERS CLEAR FIELD. DAY. EXT.

(FILTERS) FORT PERIMETER (SPECIAL FX)(SOUND FX)

Five EETOO EXTRAS, EETOO ONE, EETOO TWO, G'CD, K'CD
and the CIRDR pilot are near the shuttle outside
the Eetoo enclosure.

ambient technology sounds

EETOO ONE

Bounce is yours. It will detonate if you try to
interfere with it.

G'CD

With fake DORS Bounce is very valuable here. JAKE
traded it for our ship. Fare well.

28. CIRDR TRANS UNIVERSE TRANSPORT. A ROOM. LIGHTS. INT.

One of the cargo holds contains accommodation for passengers. The new BOBA CREW is joined by a MAYBE REAL JAKE android, a XLA TORD MORPH and several mineral species EXTRAS. MAYBE REAL JAKE looks over the new members. EETOO ONE and EETOO TWO become the pirates TEETOO and YNRYS now.

MAYBE REAL JAKE

We make a detour.

29. SPACE. EXT.

(FILTERS) CIRDR LAUNCH (SPECIAL FX)(SOUND FX)

The sphere begins to push toward the first CIRDR trans universe transfer cavity. All chambers light up then CIRDR top boxes one at a time flash brightly before their cells close out. The transport freighter now is without cloud. A black sheet contained at the end of the installed anti matter projector stretches out past the first CIRDR barrel into clear space. The sphere compresses as the sheet expands to create a vortex. It presses hard as the antimatter tries to escape the second CIRDR hull exit when shriek noise exclaims destabilisation. blackness overtakes the CIRDR cell operators
CIRDR instrument sounds, rip tear shriek sounds

29. (CONTD)

FADE OUT

30. CLEE SOLAR SYSTEM SPACE. EXT.

(FILTERS) CIRDR SHIP (SPECIAL FX) (SOUND FX)

The Cirdr trans universe ship appears in space in a solar system battle zone. Warships of an unknown type swoop and fire all around. Cirdr defences easily deflect any stray weapons. The anti matter membrane keeps the ship outside of real local time. local real time space ship battle sounds

31. CIRDR TRANS UNIVERSE TRANSPORT. A ROOM. LIGHTS. INT.

MAYBE REAL JAKE and TORD read from a panel and react with the equipment upgrade on the two new recruits.

(FILTERS) CONSOLE SCREEN (VISUAL FX)

scroll of numbers and symbols

The BOBA pirate boarding party, TEETOO and YNRYS, carry modified EETOO wrist bam, a bracelet bar on the second forearm and a helmet modified by G'CD with a ring beam capable of multi tasks.

32. CLEE SOLAR SYSTEM SPACE. EXT.

(FILTERS) CIRDR FREIGHTER (SPECIAL FX) (SOUND FX)

32. (CONTD)

The CIRDR pilot dodges CLEE fire to dock the
freighter against a warship blast hole.
anti matter engines reduce power to dock sounds

33. CLEE WARSHIP. LIGHTS. INT.

(FILTERS) CLEE WRECK CAVITY (SPECIAL FX)

The pair skirmish out into a blackened hull cavity.

34. CLEE SOLAR SYSTEM SPACE. EXT.

(FILTERS) CIRDR FREIGHTER (SPECIAL FX) (SOUND FX)

The shuttle withdraws from the wreck hole.
anti matter engines increase power sounds

35. CLEE WARSHIP. LIGHTS. INT.

(FILTERS) DAMAGE CAVITY (SPECIAL FX) (SOUND FX)

YNRYS floats at the entry behind a stack of boxes
where TEETOO leaves his jet pack. Auto defences
fire at the intruders. TEETOO treads along a wall
step by step on thrown about crates. Puddles on the
blackened floor look like alien mess.
constant fire sounds, ping ricochet sound
YNRYS and TEETOO Helmets beam fire is directed by
MAYBE REAL JAKE.

35. (CONTD)

weird helmet ray beam sound

MAYBE REAL JAKE (VO) (OOV)

OK.

(FILTERS) JET PACK (SPECIAL FX) (SOUND FX)

YNRYS dumps her jet pack with TEETOO'S.

jet pack hits ground sound

(FILTERS) YNRYS ACROBATICS (SPECIAL FX) (SOUND FX)

From a stand position YNRYS vaults to land and fire
auto pins at Roggles that scurry up walls.

rapid pin gun repeat rounds sound

YNRYS

Clear.

(FILTERS) DAMAGE CAVITY (SPECIAL FX) (SOUND FX)

TEETOO gets down and with YNRYS they cross to a
broken secure door that lies open.

motion in the wreckage sounds

(FILTERS) TORD (VO) (OOV)

A plate. A control deck plate. Turn left and up.

35. (CONTD)

The alien technology does not reveal to the pirates what power still is active. From the freighter G'CD with its head box blips continuous updates and panels make scenario plans to keep the intruders safe. Pop. A weapon splash alerts the two of fire from a position not fixed.

(FILTERS) pop (SOUND FX)

noise of pop

(FILTERS) BLIP (SOUND FX)

blip sounds

G'CD

Nothing on scan.

(FILTERS) CLEECLEP (SPECIAL FX) (SOUND FX)

Quick as sight a flat creature on rollers crosses another passage floor ahead.

CLEECLEP sliders on fast rollers motion sounds

YNRYS

Well?

(FILTERS) BLIP (SOUND FX)

35. (CONTD)

blip sounds

G'CD

Nothing on screen.

G'CD activates a shield from each modified bracelet.

(FILTERS) BRACELET (VISUAL FX)

bracelet dot lights get bright

(FILTERS) SHIELD (VISUAL FX)

Small shield carry barriers project from the body
armour at the elbows of YNRYS and TEETOO as they
proceed.

weird small shimmer armour creation sound

(FILTERS) SCAN STOP (SPECIAL FX) (SOUND FX)

YNRYS and TEETOO stop a moment to scan an impact
shot smatter on the wall.

weird technology sound

TORD (VO) (OOV)

Ok. Amour good.

MAYBE REAL JAKE (VO) (OOV)

35. (CONTD)

Cleeclep. A hybrid. No worries.

(FILTERS) FIGHTER DOCK HOLD (SPECIAL FX) (SOUND FX)

TEETOO and YNRYS enter a large hold where a fighter sits empty. In stacks either side wing shapes lay flat. No sign of the crew. Helmets beam light. footsteps on CLEE floor sounds

(FILTERS) PLATFORM RISER (SPECIAL FX) (SOUND FX)

They stand on an automatic riser that brings them to a higher open plan floor. They take a step in. riser sounds, footsteps on CLEE floor sounds

G'CD (VO) (OOV)

You stand on it.

(FILTERS) CONTROL DECK ONE (SPECIAL FX) (SOUND FX)

YNRYS and TEETOO look down. Mesh covers a more solid material. A dazzle streak fires a ZAP BAR centrally. This lights the surround. Its zap wrinkles floor to ceiling with fizz.

zap bar dazzle bolt of energy fizz sounds

CLEECLEP sit in two column clear storage containers. Several dispense and sentry the pair. CLEECLEP sliders on roller motion sounds

35. (CONTD)

MAYBE REAL JAKE (VO) (OOV)

Let me do the exchange.

(FILTERS) ZAP BAR (VO)

Our crew is taken. We know you want the Cleerwirgh.

Return our crew.

MAYBE REAL JAKE (VO) (OOV)

A strike weapon system.

(FILTERS) ZAP BAR (VO)

Converted.

(FILTERS) CLEECLEP COLUMNS (VISUAL FX)

The CLEECLEP columns return to darkness.

(FILTERS) FIGHTER DOCK HOLD (SPECIAL FX) (SOUND FX)

Escorted by a guard of the CLEECLEP sliders they get a closer look at the fighter. A bulge not perceived before is lit. One wing shape is split to give a ramp entry. TEETOO and YNRYS enter.

CLEECLEP sliders on fast rollers motion sounds

35. (CONTD)

(FILTERS) FIGHTER CHAMBER (SPECIAL FX) (SOUND FX)

MAYBE REAL JAKE and TORD show behind soft lean back chairs. TEETOO and YNRYS sit into fold around seats. Another ZAP BAR dispenses from ceiling to floor behind them.

CLEE weird door shut, chair fold, zap bar dazzle bolt of energy fizz sounds

A slight dome pushes the chairs forward and slightly down to face an alien control machine.

Panoramic images of the battle circle the new crew. At first unintelligible interference images display over the scenes.

(FILTERS) 3D motion image (VISUAL FX)

3D images distorted with white noise of alien fighters who fire at each other in a battle that float fills the chamber

(FILTERS) ZAP BAR (SPECIAL FX) (SOUND FX)

ZAP BAR wrinkle expands and contracts until clear images replace the 3D images CLEE battle craft that fire at each other with a motion image of the warship exit door as it opens.

zap bar dazzle bolt of energy fizz sounds, CLEE weird warship door open sounds

36. SPACE. EXT.

36. (CONTD)

(FILTERS) CLEECLEP WEDGES (SPECIAL FX) (SOUND FX)

Small wedge flyers exit into space and wait in guard formation.

zing of small wedge fighter sounds

37. FIGHTER CHAMBER. LIGHTS. INT.

MAYBE REAL JAKE is not able to get a response from the vessel. In turn TORD also fails.

(FILTERS) YNRYS FOLD CHAIR (VISUAL FX)

YNRYS chair changes colour.

38. FIGHTER DOCK HOLD. LIGHTS. INT.

(FILTERS) CLEE FIGHTER (SPECIAL FX) (SOUND FX)

The CLEE Fighter hovers then in a flash zooms out amongst its guard of CLEECLEP wings into space.

zing of wedge fighter, bigger fighter zing sounds

39. FIGHTER CHAMBER. LIGHTS. INT.

YNRYS wriggles in frustration. She removes her helmet. TEETOO gasps from inside his helmet.

(FILTERS) TEETOO (HELMET) (SOUND FX)

39. (CONTD)

gasps noise

ZAP BAR control machine creates an earth atmosphere with loud puffs and suction noise.

(FILTERS) ZAP BAR (SOUND FX)

zap bar dazzle bolt of energy fizz loud puffs and loud puffs sounds, suction noise sounds

(FILTERS) FOLD CHAIRS (SPECIAL FX) (SOUND FX)

YNRYS chair releases her and the three others.
fold chair technology sounds

(FILTERS) CIRCLE PANEL (VISUAL FX)

YNRYS needs to see the circle panel up close. No touch access is visible.

(FILTERS) DORS CYBORG (VISUAL FX)

DORS and CYBORG together show as a dim light below the skin surface at YNRYS'S temple.

(FILTERS) CIRDR BRACELET (SPECIAL FX)

G'CD creates a second line of controls on the arm bracelet bar.

39. (CONTD)

(FILTERS) FRONT VIEW SCREEN (SPECIAL FX) (SOUND FX)

The scene of battle changes. Star charts search for
trace of the CLEE crew in the CLEE solar system.
battle sounds cut off

(FILTERS) YNRYS TRANCE (SPECIAL FX) (SOUND FX)

YNRYS empathetic senses trance her to walk into the
Zap.
zap bar fizz sounds

(FILTERS) ZAP BAR (SPECIAL FX) (SOUND FX)

YNRYS emersion in zap connection fills the room
with shimmer for a moment, the zap bar dazzle bolt
of energy expands
zap bar dazzle bolt of energy fizz sounds

YNRYS sits back in her chair and places her helmet back on. All resume
their seats.

(FILTERS) BLIP (SOUND FX)

blip sounds

40. SPACE. EXT.

(FILTERS) CLEE FIGHTER (VISUAL FX)

40. (CONTD)

CLEE fighter impossible acceleration is quick.

41. PLANET ORBIT. EXT.

The CLEE fighter stops and orbits a planet. CLEECLEP wing flyers, left behind, no longer guard. The CLEE fighter cloaks and sits in orbit.

(FILTERS) FIGHTER (VISUAL FX)

The Clee fighter in orbit dissolves to be invisible

42. FIGHTER CHAMBER. LIGHTS. INT.

(FILTERS) FRONT VIEW SCREEN (VISUAL FX)

A circle on the view screen panel show warships come and go in and out of the circle. The screen goes blank.

The bipeds all get up.

YNRYS

Teetoo. You wait.

43. FIGHTER CARGO STORES HOLD. LIGHTS. INT.

(FILTERS) SHUTTLE VENDOR (SPECIAL FX) (SOUND FX)

43. (CONTD) There is a shuttle dispenser. TEETOO and YNRYS take
one each.

large dispenser weird technology sounds

44. CLEE SHUTTLE CHAMBER. LIGHTS. INT.

The modified flight chamber is spacious and will in each craft be able to
support both species for the return flight.

(FILTERS) BLIP (SOUND FX)

blip sounds

45. SPACE. EXT.

(FILTERS) CLEE SHUTTLE (SPECIAL FX) (SOUND FX)

With a spurt of alien power the shuttles surge off.
weird ray beam propulsion sound

(FILTERS) SHUTTLE SCREEN (TEXT FX)

SUPPLY PLANET

(FILTERS) CLEE MACHINE CONTROLLER (VO) (OOV)

Unknown species Clee type mutation not known.
Crew below.

(FILTERS) TWO SHUTTLES (VISUAL FX)

45. (CONTD)

Both shuttles find a safe orbit and when they cloak
both dissolve to be invisible in space

(FILTERS) SHUTTLE SCREEN (VISUAL FX)

The shuttles display a safety zone screen that is
in proximity to the supply settlement below.

The shuttle cloak technology will cover TEETOO and YNRYS.

46. CLEE PRISON PLANET SURFACE JUNGLE. DAY. EXT.

Jungle vegetation looks familiar.

(FILTERS) HELMET SCREEN (TEXT FX)

UNKNOWN SPECIES

G'CD's voice activates from the bracelet.

(FILTERS) G'CD (VO) (OOV)

Shimmer cloak activated.

(FILTERS) SHIMMER CLOAK (SPECIAL FX) (SOUND FX)

TEETOO and YNRYS trek through the jungle inside a
camouflage shimmer cloak
weird imitation jungle sounds

46. (CONTD)

(FILTERS) MACHINE CONTROLLER (VO) (OOV)

Activated.

(FILTERS) SHIMMER CLOAK (SPECIAL FX) (SOUND FX)

At the CLEE planet settlement wall the TEETOO and
YNRYS camouflage shimmer cloak closes down
weird imitation jungle sounds stop

TEETOO

Well.

(FILTERS) WALL (VISUAL FX)

With the bracelet tool active YNRYS holds onto
TEETOO and passes through the wall.

47. SETTLEMENT STREETS. DAY. EXT.

(FILTERS) WALLED STREETS (SPECIAL FX) (SOUND FX)

The street walls pass smaller connections of
alleys. To their surprise bipeds walk past as do
aliens whose features grow to imitate the stature
of the bipeds. These illusions reflect the new
arrivals species type. They walk the wide main
thoroughfares with traffic that is confused and

47. (CONTD)

busy. Tall warehouses give way to lower level structures. Travel gliders skim the dirt road. They swerve to miss store movers. This sign of habitation steers the pair to the road edges and alleyways. They stop. A mechanised arch with mesh and weapon turrets looks like a likely place. With no obvious interaction of the locals TEETOO and YNRYS pick an alcove to watch the entrance a while. synthetic skim roller traffic and motion sounds

(FADE OUT) (FADE IN)

(FILTERS) WALLED STREETS (SPECIAL FX) (SOUND FX)

Night approaches. A large transport glide slows and stops at the entrance. They head for the action a few seconds apart. The street is quiet now and shadows hide them. TEETOO crosses the road to get a better look. This close a shuffle of slide movement can be heard. YNRYS walks the same side road wall and can see the transport off load containers. She climbs to the roof of one quietly. TEETOO is there and they lay to miss the touch of the grill as the container passes inside.

quieter, less, synthetic skim roller traffic sounds

48. CLEE PRISON YARD. NIGHT. EXT

(FILTERS) PRISON YARD (SPECIAL FX) (SOUND FX)

48. (CONTD)

They see low uneven structural mounds in the dim evening light. Not too far inside they get down. The ground surface is uneven and now in the dark a place is chosen to hide and watch. The container stops a distance away. Lights show underneath and cargo dispenses. The prison is underground. cargo container heavy rollers synthetic sounds

(FILTERS) HELMET SCREEN MAP (VISUAL FX)

Several hours after there is no activity a helmet scan plots a path to the transport drop point. A schematic plot course to cross the terrain

(FILTERS) PRISON YARD (SPECIAL FX) (SOUND FX)

They circle the plate cover. A light shimmer rises around them. a column of light shimmer fog rises to surround TEETOO and YNRYS. A machine speaks in perfect english.

dirt footsteps to footsteps on plate cover sounds

(FILTERS) MACHINE CONTROLLER (VO) (OOV)

The owner of Clee shuttle four why bee is detained.

49. CLEE PRISON. LIGHTS. IN

(FILTERS) ELEVATOR (SPECIAL FX) (SOUND FX)

49. (CONTD)

The plate lowers them below. Indicators show underground levels pass one by one. The plate rotates and stops.

smooth glide on air sound, rotation and stop sound

(FILTERS) PRISON CORRIDOR (SPECIAL FX) (SOUND FX)

Wall dot lights betray weapon positions that follow the prisoner progress. A group of tall thin armoured creatures assemble either side. Technology trolleys, one for each human, push out of the wall and attach waist rings to them. A chain gives them room as they move off at an easy walk. The guard sets the pace. In a chamber with corridors in a circle the floor again rotates. There is a flash and all goes dark.

clutter and footsteps, technology, chains sounds rotation and stop sound

(FADE OUT)

(FILTERS) PRISON CELL (SPECIAL FX) (SOUND FX)

TEETOO and YNRYS wake on the floor of a scan chamber in undersofts. BOBA suits hang on racks. When they get up the scan shows their every movement on wall screen. Only the clothes show. Empty white cover cloth motion follows them while they dress. The suits appear to be unaffected. A doorway appears and a human well dressed in robes

49. (CONTD)

enters. This is a machine projection.
people in undersofts movement sounds

CLEE HUMAN ILLUSION

You show no Clee. Why did you bring a Clee device
here?

TEETOO

Trade.

(FILTERS) PRISON CELL (SPECIAL FX) (SOUND FX)

TEETOO and YNRYS follow the CLEE HUMAN ILLUSION to
a section of wall. They stop at a wall connector.
The CLEE HUMAN ILLUSION bows.
undersofts movement sounds, weird glide sounds

CLEE HUMAN ILLUSION

Clee.

50. CLEE PRISON YARD. DAY. EXT

(FILTERS) PRISON YARD (SPECIAL FX) (SOUND FX)

Through the open way they emerge into daylight back
at the enclosure. A few steps is all they get
before large sliders appear from dirt mound caves.

50. (CONTD)

When several get close they pile one on another until a similar height is reached. CLEE flat shells surface lump toward the centre. Spindly arms attach horizontal to their body cap. The arms brighten slightly from top to bottom with motion. Inside the body shell blip can be heard.

slider rollers sounds, blip sounds

CLEE CREATURE

Don't eat us.

BOBA suits carry provisions.

TEETOO

We will not.

(FILTERS) BLIP (SOUND FX)

blip sounds

CLEE CREATURE

Good. Then eat with us.

(FILTERS) PRISON YARD (SPECIAL FX) (SOUND FX)

The top CLEE begins to spin and this increases in speed. One at a time CLEE hurl themselves off

50. (CONTD)

across the field. From the yard wall parapet
vegetation sprays out to fall where ever. CLEE
settle over a piece each. Crackle and liquid sounds
uncomfortable to hear go on until the ground is
once again a field of mounds.

crabby spin fly, liquid squish crackle sounds

(FILTERS) CLEE (SPECIAL FX) (SOUND FX)

A CLEE returns to the human pair.

slider rollers sounds

(FILTERS) BLIP (SOUND FX)

blip sounds

CLEE CREATURE

Come.

(FILTERS) PRISON YARD (SPECIAL FX) (SOUND FX)

CLEE size is over a metre in spread. They glide
move on technology rollers. TEETOO and YNRYS stoop
and enter a mound altered for them. Inside is a
burrow with a steep path to slide down.

slider rollers sounds

51. CLEE UNDERGROUND. LIGHTS. INT.

51. (CONTD)

(FILTERS) LARGE CAVERN (SPECIAL FX) (SOUND FX)

YNRYS and TEETOO land feet first upright in a large cavern. The floor is technology with a zap bar that lights the area with uneven dazzle centrally and a large screen covers one wall. The zap bar lights up the cavern where at least a hundred CLEE assemble. A sly smile passes between the humans. CLEE stack to the same height as YNRYS and TEETOO and blip. CLEE stack sounds, blip sounds

CLEE CREATURE

Welcome prisoners.

(FILTERS) ZAP BAR (VISUAL FX)

zap bar dazzle colour change and floor fog emission

(FILTERS) BLIP (SOUND FX)

blip sounds

CLEE CREATURE

We go soon, before they take us.

YNRYS

We have a shuttle. Not for hundreds.

51. (CONTD)

(FILTERS) WALL SCREEN (VISUAL FX)

Wall encloses a small screen. The vision is of a tunnel widened for human size. A schematic appears that describes the tunnel map and its destination under the escape target warship. A weapons assessment on the screen shows the BOBA pirates capability. All systems on the pair will be more effective than the ship's defence system. YNRYS and TEETOO will lead the escape.

(FILTERS) BLIP (SOUND FX)

blip sounds

CLEE CREATURE

This vessel is here to take us. We will take it.
The wall barrier vaporisers do not penetrate dirt.

TEETOO

When?

(FILTERS) BLIP (SOUND FX)

blip sounds

CLEE CREATURE

51. (CONTD)

Now.

52. ESCAPE TUNNEL. LIGHTS. INT.

(FILTERS) TUNNEL LIGHT (SPECIAL FX) (SOUND FX)

Helmet beam light is enough to light the way in the tunnel.

rollers on dirt sounds,

(FILTERS) CLEE ESCAPE (SPECIAL FX) (SOUND FX)

TEETOO and YNRYS walk behind a CLEE stack. Behind them a line of creatures follow stacked to height.

The CLEE enter a dirt cavity big enough for a vehicle. They unstack and fill out the space to glide faster. TEETOO and YNRYS run at a slow trot to keep up. Near the end of the tunnel the slope rises and there is a larger area. One of the CLEE thrusts out a cutter plate from its carapace.

rollers on dirt sounds, unstack, cutter prosthetic rise and motion sounds

(FILTERS) BLIP (SOUND FX)

blip sounds

CLEE CREATURE

52. (CONTD)

This is the tricky part. Don't worry.

(FILTERS) CLEE ESCAPE (SPECIAL FX) (SOUND FX)

A hum fills the small cave. CLEE crowd around the humans. As one the CLEE stacks rotate and the extended plates held above each creature cuts a way to the surface.

synthetic hum and rotation into dirt sounds

(FILTERS) PRISON SPACE SHIP (SPECIAL FX) (SOUND FX)

It is twilight. They are directly under a space ship. The vessel prepares to launch. With engine noise cover they scurry out. CLEE use the hull as a defence. Pings start.

ping sounds

Clouds of mist from ground hits spray little dirt clusters over the CLEE nearest the angle of fire.

ping sounds

dirt spray from projectile fire

Quick an entrance is secured with CLEE know how. A ramp drops. TEETOO and YNRYS enter. Immediately roof barrels fire bolts of energy.

dazzle lightning beams

Zap bars begin to erect along the entrance passage.

zap bar dazzle bolt of energy fizz sounds

Helmet beam auto responses take out the defences faster than they can erect. The ray beams fire at multiple targets simultaneously

52. (CONTD)

weird helmet ray beam, contact explosion sounds

(FILTERS) HELMET MACHINE CONTROLLER (VO)

Armour good. Connected.

MAYBE REAL JAKE

We got a lock on you. Auto pilot. OK.

(FILTERS) PRISON SPACE SHIP (SPECIAL FX)

CLEE swarm the craft as fire smoke is sucked away.

synthetic filter suction sounds

53. CLEE PLANET ESCAPE. EXT.

(FILTERS) PRISON SPACE SHIP (SPECIAL FX) (SOUND FX)

The prison ship lifts off. Weapons ground fire is

ineffective. They cannot destroy themselves.

ray beam sounds, projectile fire sounds

54. PRISON SPACE SHIP CONTROL DECK. LIGHTS. INT.

YNRYS

The course is set for your ship. It misses you. We

want a Cleerwirgh plate.

54. (CONTD)

(FILTERS) BLIP (SOUND FX)

blip sounds

CLEE CREATURE

Yes. There is a spare for each vessel. Take one.

55. SPACE. EXT.

(FILTERS) CLEE RETURN (SPECIAL FX) (SOUND FX)

In no time alongside the CLEE prison escape space ship and the CLEE warship wreck a connection tunnel is created by robots so the two vessels become one bigger ship.

CLEE synthetic morph join, robot sounds

56. CLEE WARSHIP WRECK. LIGHTS. INT.

(FILTERS) CONTROL DECK (SPECIAL FX) (SOUND FX)

Relaxed CLEE, TEETOO and YNRYS enter the lower level. In sight of the thermal plate, a zap bar shimmer erects around the CLEE, TEETOO and YNRYS swift weird alien barrier sounds

From the zap bar a MAYBE REAL JAKE voice says.

MAYBE REAL JAKE

56. (CONTD)

We not stupid. Accept capture prisoners.

(FILTERS) SHIMMER PRISON (SPECIAL FX) (SOUND FX)

TEETOO fires a wrist bam. It ricochets back and forth for a while then lays on the mesh floor used up. The large front cockpit vision screen shows the CLEE fighter in dock. It sits in a hold shimmer. MAYBE REAL JAKE comes on the screen in the cockpit seat.

weird alien barrier sounds

MAYBE REAL JAKE

They got us.

(FILTERS) CLEE FIGHTER (SPECIAL FX) (SOUND FX)

The android MAYBE REAL JAKE laughs an android laugh that sounds like repeated broken cog jam.

weird alien barrier sounds mechanical laughter

grind noise sounds

(FILTERS) SHIMMER PRISON (SPECIAL FX) (SOUND FX)

TEETOO and YNRYS inside a barrier now with no room to stretch listen to undetected G'CD helmet blips until TEETOO agrees.

internal helmet blip sounds

56. (CONTD)

TEETOO

Enough. OK.

(FILTERS) SHIMMER PRISON (SPECIAL FX) (SOUND FX)

TEETOO sees the bracelet dots light up and passes into the barrier shimmer. Zap increase knocks TEETOO out and he falls to the floor. The barrier shuts down. A change overcomes the prone figure and he rises a facsimile of the zap human illusion well dressed in robes.

loud weird alien barrier then shut down sounds

TEETOO (as a Facsimile Clee human illusion.)

Release protocol.

57. FIGHTER CARGO EXIT. LIGHTS. INT.

MAYBE REAL JAKE and TORD exit the fighter.

58. CLEE WARSHIP WRECK. LIGHTS. INT.

(FILTERS) CORRIDOR (SPECIAL FX) (SOUND FX)

MAYBE REAL JAKE and TORD follow the thermal plate trolley along a wide corridor with TEETOO and YNRYS.

58. (CONTD)

trolley hover glide sound, steps on mesh sounds

G'CD (VO) (OOV)

Quickly.

59. CIRDR TRANS UNIVERSE TRANSPORT FREIGHTER. LIGHTS. INT.

(FILTERS) FREIGHTER CHAMBER (SPECIAL FX) (SOUND FX)

MAYBE REAL JAKE, TORD, TEETOO and YNRYS stand with

G'CD in the freighter.

freighter technology sounds

YNRYS

You.

G'CD

Clee fight themselves. An adversary gambit with machines lost its way. If we shut the main controller off it will be possible to disconnect all the weapons systems. The control planet is closer to the sun. There will be big treasure there.

(FILTERS) A PRIVATE ROOM (SPECIAL FX) (SOUND FX)

MAYBE REAL JAKE goes through CIRDR records and

59. (CONTD)

finds a fragment.

machine click blip sounds

(FILTERS) YNRYS (VO) (OOV)

Bounce is yours. It will detonate if you try to interfere with it.

(FILTERS) A PRIVATE ROOM (SPECIAL FX) (SOUND FX)

MAYBE REAL JAKE inserts a technology connector from body to panel.

machine click blip sounds

After a few tries to enter DORS the MOSON CELL GUARDIAN intervenes.

(FILTERS) MOSON CELL GUARDIAN (VO) (OOV)

This is forbidden.

(FILTERS) BLIP (SOUND FX)

blip sounds

The MAYBE REAL JAKE android is affected by the Guardian. Part of the MAYBE REAL JAKE cortex and record sector is censored.

60. SPACE. EXT.

(FILTERS) PLANET ORBIT (SPECIAL FX) (SOUND FX)

60. (CONTD)

The CIRDR freighter orbits planet CLEE. Busy warships freighters and lighter robot fighter craft ignore them.

plasma anti matter quiet drive sounds

61. CIRDR FREIGHTER. LIGHTS. INT.

(FILTERS) VIEW SCREEN (VISUAL FX)

On the screen a landscape of technological CLEE architecture is overlaid with a schematic plan of the city. A vast plate spreads daily made of thermal units underneath. One central spire features.

G'CD

To shut the central power source down is too risky. We can take a dome out and remove enough of the plates to make it worth while.

TORD.

Repair and replace compliance codes.

MAYBE REAL JAKE

Bubbles wants its share.

61. (CONTD) When MAYBE REAL JAKE stops the crew do not notice anything wrong.

G'CD (VO) (OOV)

Perfect. The maintenance robots will unscrew a section and bring it to us. What could be simpler?

62. CLEE ADMINISTRATION PLANET SURFACE. DAY. EXT.

(FILTERS) THERMAL BATTERY (SPECIAL FX) (SOUND FX)

A CIRDR shuttle lands on a thermal plate. Robots who look like mechanical CIRDR leave with MAYBE REAL JAKE and begin to make connectors accept them at plug intervals along a supply road. Plate sections lever up on trays and trolley to the shuttle. Ten Robots set out a grid pattern to place disruption buttons. Robots march toward the thermal boundary road with MAYBE REAL JAKE to make a diversion. They see no CLEE.
plasma anti matter quiet drive, robot sounds

63. CIRDR TRANS UNIVERSE TRANSPORT SCREEN. LIGHTS. INT.

(FILTERS) VIEW SCREEN (VISUAL FX)

G'CD sees on the screen the disrupter button light goes out. A wall erects around the first CIRDR Robot.

64. CLEE PLANET SURFACE. DAY. EXT.

(FILTERS) THERMAL BATTERY (SPECIAL FX) (SOUND FX)

MAYBE REAL JAKE reaches a traffic way, the thermal boundary road. An underground entrance receives and disperses same type vehicles. The CIRDR robots with him hear a recall and turn to go back. MAYBE REAL JAKE jumps onto a vehicle roof that carries him inside the city proper.

synthetic robot automatic traffic, recall sounds

(FILTERS) CIRDR SHUTTLE (SPECIAL FX) (SOUND FX)

Robots enter the CIRDR shuttle. The shuttle takes off.

plasma anti matter quiet drive sounds

65. CIRDR TRANS UNIVERSE TRANSPORT SCREEN. LIGHTS. INT.

(FILTERS) VIEW SCREEN (VISUAL FX)

One at a time the thermal battery robot laid connector lights dim.

66. SPACE. EXT.

(FILTERS) CLEE SPACE SHIPS (SPECIAL FX) (SOUND FX)

66. (CONTD)

In the vicinity of the trans universe freighter
there is an increase in warcraft numbers. There is
no interference with the CIRDR craft.
weird technology ray beam battle sounds

67. CIRDR TRANS UNIVERSE TRANSPORT FREIGHTER. LIGHTS. INT.

TORD

The fire power is up. Not enough to bother us yet.

G'CD

Jake found the plates connect to a thermal source
at the spire, tunnels, roads, guards. How is
Teetoo?

TEETOO

Good. I'm good. We will not be able to just lift a
dome?

G'CD

We can. First we need to shut out the thermal
source. The city surged when the connector located.
There. There it is.

(FILTERS) VIEW SCREEN (VISUAL FX)

67. (CONTD)

The screen map shows power converters at intervals not associated with the domes.

YNRYS (VO) (OOV)

What are the domes?

TORD (VO) (OOV)

Clee? Where are the Clee?

G'CD (VO) (OOV)

The dome? A score. Trade.

(FILTERS) VIEW SCREEN (VISUAL FX)

On the screen the captured Cirdr robot inside a barrier at the thermal battery boundary self destructs and its panel light goes out. The MAYBE REAL JAKE signal is visible as a dot that moves closer to the city centre.

68. CLEE ADMINISTRATION PLANET. LIGHTS. INT.

(FILTERS) SUBSURFACE ROAD (SPECIAL FX) (SOUND FX)

MAYBE REAL JAKE holds onto the roof of a truck that follows a road in a central spiral down below the planet surface. When the truck stops a side opens

68. (CONTD)

and small containers exit the truck to self wheel in a row. They roll one by one inside alcoves in an entrance wall that follows the street contour. The truck, now empty front and back, shifts and the roof quickly slants so MAYBE REAL JAKE rolls onto the pathway. As JAKE stands a well dressed human figure, a duplicate from the CLEE prison, appears from a roadside cavity.

CLEE HUMAN SIMULACRA

Welcome mechanism. You look damaged.

(FILTERS) ROADSIDE (SPECIAL FX) (SOUND FX)

First a shimmer wraps around MAYBE REAL JAKE then the front and back of the truck detaches then moves to enclose MAYBE REAL JAKE. The rest of the truck reshapes to a smaller size and drives on. Trapped, MAYBE REAL JAKE waits.

69. SPACE. EXT.

(FILTERS) CLEE WARCRAFT (SPECIAL FX) (SOUND FX)

A CIRDR shuttle drops TEETOO and YNRYS out. With their jet packs full they swoop a CLEE warcraft. Its fighter escort does not recognise the biological pair. TEETOO and YNRYS scratch crawl along the hull of the warcraft to a door control. A

69. (CONTD)

G'CD connector modified with CLEE diversion calculations changes the colour and shape of the door. When it opens the contours are not fit for humans. TEETOO and YNRYS move on and after a few tries find a fighter wing door. After it reads their weight it opens. Flyers zoom out and swarm the hull. TEETOO and YNRYS slip inside. jet fly sounds, plasma anti matter quiet drive sounds , weird technology ray beam battle background sounds, weird CIRDR technology sounds, weird door open sounds, crawl the hull sounds,

70. CLEE WARSHIP. LIGHTS. INT.

(FILTERS) TEETOO AND YNRYS (SPECIAL FX) (SOUND FX)

Past the empty fighter platform is a clear transit area. TEETOO and YNRYS move a level up to the control deck. TEETOO stands beside one stack of CLEECLEP in a clear barrier column and YNRYS stands beside another stack of CLEECLEP in a clear barrier column. G'CD operates a control to switch the dark BOBA suits to match the wall shadow. BOBA black space suits camouflage to invisible. TEETOO and YNRYS attach small Cirdr controllers to the stacks. YNRYS sees the panel control for the zap bar. Three CLEE pilots view the operation of the craft from between the two CLEECLEP stacks at a console below an open vision screen.

weird CLEE technology synthetic motion sounds

71. SPACE. EXT.

(FILTERS) CIRDR SHUTTLE (SPECIAL FX) (SOUND FX)

TORD pilots the CIRDR shuttle under the warship and anchors over a surface disposal hatch plate.

plasma anti matter quiet drive sounds

72. CLEE WARSHIP. LIGHTS. INT.

(FILTERS) FRONT OPEN SCREEN (SPECIAL FX) (SOUND FX)

A CIRDR robot shuttle scrapes past the front of the vessel. CLEE indicators show nothing.

CLEE heavy weird ray beam propulsion sound

(FILTERS) CONTROL DECK (SPECIAL FX) (SOUND FX)

The Clee warship ship begins to descend to avert a serious collision with the robot craft according to plan. The CLEECLEP stacks no longer work. The three

CLEE heavy weird ray beam propulsion sound

The CLEE stack triangulates to set angles for precision. The action affects an alert knob on the console panel. TEETOO pushes a CirDR controller and it walks quietly then sits next to the alert knob.

CIRDR small walker sounds

73. CLEE ADMINISTRATION PLANET. LIGHTS. INT.

73. (CONTD)

(FILTERS) TRUCK ALCOVE (SPECIAL FX) (SOUND FX)

MAYBE REAL JAKE is in a reassignment alcove. The side walls release the android and after several refits from a dispenser MAYBE REAL JAKE is covered in a layer of CLEE technology. On either shoulder controller strips activate the suit remotely. weird technology tinker sounds

(FILTERS) ALCOVE DISPENSER

New audio talk. How is it?

MAYBE REAL JAKE

Good.

(FILTERS) SHOULDER CONTROLLER

Take a shift down to level two.

(FILTERS) ROADSIDE (SPECIAL FX) (SOUND FX)

CLEECLEP dispense from a stack in an alcove one by one to attach on the top of a robot box. The robot box enters another similar truck container as it waits to fit to the height of MAYBE REAL JAKE who stands in a cavity left for him. weird truck fold sounds

74. SPACE. EXT.

(FILTERS) WARSHIP HULL (SPECIAL FX) (SOUND FX)

TORD in his space suit fits the last CIRDR
disruption clamp around the hold door.

FADE OUT

The CIRDR shuttle lifts off away from the CLEE
warship.

75. CLEE ADMINISTRATION PLANET. LIGHTS. INT.

(FILTERS) THERMAL ROAD (SPECIAL FX) (SOUND FX)

Rows of dispenser alcoves with small small box
stacks pass by along the truck road.

battery power truck traffic sounds

(FILTERS) ROADSIDE (SPECIAL FX) (SOUND FX)

The truck stops. Thermal wall battery charger boxes
fan out left and right on the pavement to line up
outside in front of MAYBE REAL JAKE. MAYBE REAL
JAKE attempts to leave. The truck mechanical device
grabs him before he can exit. A step erects in
front of MAYBE REAL JAKE. A box gets on the step
and is brought to the height where MAYBE REAL JAKE

75. (CONTD)

can examine it. The convex lid pops open.

An arm comes down from the truck roof and removes the top. Inside is a CLEECLEP creature, a small mineral form with a clear sack shell and four little stumps attached to mechanical arms horizontal to the disc shell. Fascinated MAYBE REAL JAKE picks it up and puts it into a pocket. Several pockets line the suit. A light shows work progress. The box enters the truck and another takes its place. After a while the truck fills and boxes begin to stand and wait for their repair completion. MAYBE REAL JAKE takes a CLEECLEP and starts to put the creatures back. The truck fills, leaves and another truck parks at the pavement and waits to fill.

technology tinker sounds, small open lid sound

FADE OUT FADE IN

(FILTERS) ROADSIDE (SPECIAL FX) (SOUND FX)

Many truck loads later there is a rattle and bang. One of the near lines of roadside thermal wall battery chargers dispenser wall ejects many CLEECLEP, locks up and shuts down a sector length. The truck cavity back wall extends to push MAYBE REAL JAKE forward to pick up broken CLEECLEP. Numbers of broken CLEECLEP look beyond repair. The central clear bag is torn and fluids dry quickly. Many CLEECLEP move in a useless repetitive way on

75. (CONTD)

the road. Separated from the boxes there is no
directive. MAYBE REAL JAKE soon fills his pockets.
MAYBE REAL JAKE slips a few into his own pockets
under the CLEE suit.
technology tinker sounds,

76. SPACE. LIGHTS INT.

(FILTERS) CLEE WARSHIP (SPECIAL FX) (SOUND FX)

There is an explosion along the hull of the CLEE
warship. A hole blows out the side in the same
place as the first damaged ship. In the space
around the craft similar ships begin a fire fight.
CLEECLEP flyer wings and fighters swoop beams with
little effect. Ignition points of each weapon
detonates before any contact. The intensity
increases as their ship leaves the proximity of the
planet.

battle in space sounds, hull explosion sound

(FILTERS) WARSHIP COCKPIT (SPECIAL FX) (SOUND FX)

The triangulated CLEE stack lowers into an escape
shuttle

descent into shuttle technology sounds

(FILTERS) CONTROL DECK (SPECIAL FX) (SOUND FX)

A gap separates the zap bar as G'CD's machine

76. (CONTD)

controller intercepts the alert panel knob. The zap bar operates with a central separation YNRYS and TEETOO emerge from the shadows.

zap bar dazzle bolt of energy sounds

(FILTERS) CLEE WARSHIP (SPECIAL FX) (SOUND FX)

G'CD operates the machine controller to open the hatch plate and a CIRDR shuttle enters the warship and docks.

plasma anti matter quiet drive sounds

(FILTERS) G'CD (VO) (OOV)

I have an overload compression hazard. The zap bar will not retract. Hurry.

77. CLEE ADMINISTRATION PLANET SUBSURFACE. LIGHTS. INT.

(FILTERS) ROAD PAVEMENT (SPECIAL FX) (SOUND FX)

Boxes still lay on the pavement. A robot dispenses from the road thermal wall and dismantles each box. Layer plates sit on a step in the robot and when it fills the column is brought to the truck. The truck is already full. The truck pushes out MAYBE REAL JAKE'S cubicle and the robot inserts itself. MAYBE REAL JAKE realises he is this robot substitute. The truck drives off.

CLEE tinker technology, battery power truck sounds

78. CIRDR TRANS UNIVERSE TRANSPORT COCKPIT. LIGHTS. INT.

TORD

We want more.

G'CD (VO) (OOV)

Plates good.

YNRYS

Only a few Clee. There were hundreds at the prison.

TEETOO

Try another landing.

YNRYS

Jetpacks. We'll go.

TORD

Wait. Show them G'cd.

(FILTERS) VIEW SCREEN (VISUAL FX)

The CLEE escape shuttle disappears near a dome

78. (CONTD)

connector over a surface thermal plate sector.

G'CD

Different design.

(FILTERS) FLOOR AREA (SPECIAL FX) (SOUND FX)

A clear canopy craft with a multi level controller panel and two flat plate belly rollers behind the control chair swivels into the clear space behind. XLA roller plate craft motion sounds

G'CD (VO) (OOV)

In a crisis TORD comes through. This is XLA.

(FILTERS) XLA ROLLER CAR (SPECIAL FX) (SOUND FX)

TORD drops his cloak to reveal the XLA four limbs and dextrous fingers. TORD wears a clear close fit helmet that moulds to his large features. He steps into the new vehicle cockpit. TEETOO and YNRYS leave the jetpacks and lay on the roller plates. Power up swivels back the craft and it slims down. XLA roller plate craft motion sounds

79. CLEE ADMINISTRATION PLANET SURFACE. TORD COCKPIT. LIGHTS. INT.

(FILTERS) XLA ROLLER CAR (SPECIAL FX) (SOUND FX)

79. (CONTD)

On the thermal plate surface the XLA TORD fingers swiftly keyboard in the roller car cockpit to change the small craft. The flyer blocks into a truck shape and ejects TEETOO and YNRYS separately in their roller skaters. The roller skaters head off side by side across the flat thermal battery plates toward a dome. The wheel design auto functions switches both rollers to fit connections into a CLEE grid plate. Levers come out of the plate to poke into the split cover and base of the roller vehicle and begins to lift each human to a vertical position head face down. A dome cap spreads out and when it opens the two humans slip below the planet surface.

XLA roller plate craft motion sounds, smaller roller plate carrier sounds, thermal plate activity sounds, slip down under the surface sounds

(FILTERS) CLEE AGGREGATE (SPECIAL FX) (SOUND FX)

The TEETOO and YNRYS BOBA armour switches to stealth mode. Lights go out and their faces show as the dazzle penetrates their glare screens in the underground sea of jelly dazzle. Each body is surrounded by a cushion of CLEE essence that floats them along in a gap under the power plate. More and more brightly lit bags with extension spikes approach and poke at TEETOO and YNRYS.

true CLEE essence liquid sounds

79. (CONTD)

(FILTERS) CLEE OCEAN (VISUAL FX)

TEETOO and YNRYS sink into a deep CLEE ocean. They pass from one to another group. The experience is a pleasure of tickle.

80. CLEE ADMINISTRATION PLANET SURFACE. DAY. EXT.

(FILTERS) THERMAL PLATE (SPECIAL FX) (SOUND FX)

A CIRDR shuttle lands on the Dome thermal plate. Robots exit and collect the unconscious humans on stretchers.

plasma anti matter quiet drive sounds

81. TGY INDUSTRIAL SPACE CRAFT. LIGHTS. INT.

(FILTERS) PRISON CELL (SPECIAL FX)

TEETOO and YNRYS wake in cell beds in their Ballast cover suits. Their helmets sit in cabinets on one wall. The ship supplies includes air. A CIRDR trolley with its servant, a CLEE robot, CLEECL'CD, and a cloaked figure stand outside of the cell. The figure is Tegeeyher a distantly related species of the CIRDR, the alien species TGY.

(FILTERS) TEGEEYHER (SPECIAL FX)

81. (CONTD)

The TGY symbiosis with technology hides the creature type. A TGY mineral body is small and held inside a structural adornment with a chassis and two cross bars that hold controller devices. Jets and rollers provide movement.

TEGEEYHER

I bought you. G'cd needs a cloud. Your turnkey.

A CLEE ROBOT. CLEECL'CD

Job on.

A power surge fades the room to dark a moment.

FADE OUT

FADE IN

TEETOO and YNRYS no longer wear a bracelet. New TGY style suits hang in the wall with new head pieces next to them on helmet shelves. A weapons rack lights another wall.

CLEECL'CD

Biology. Time poor risk plenty worth much. Be lucky.

(FILTERS) WEAPON WALL (SPECIAL FX)

81. (CONTD)

YNRYS is first to get up. At touch the weapons respond with a schematic diagram that appears next to each alien weapon

TEETOO

What job?

TEETOO looks at the suits. A door opens behind one and the TGY style suit clear barrier opens. TEETOO sticks his head in for a look.

(FILTERS) TGY (SPECIAL FX)

A shadow like TGY figure in a cloak emerges from the dark.

SHADOW TGY FIGURE

This way.

TEETOO waits a moment then enters the hall of a secret passage. The screen closes before lights come on to show the way. TEETOO checks his wrist bam. With no bracelet controller he dismisses its use. Not far along a turn in the passage reveals a large room.

SHADOW TGY FIGURE

Help us.

81. (CONTD) It gives TEETOO a screen. TEETOO is thrust back into the passage.

(FILTERS) PRISON CELL (SPECIAL FX) (SOUND FX)

TEETOO re-enters the prison cell with the new suit on. Underneath TEETOO wears his BOBA Ballast layer. The Ballast layer is the energy source. It feeds and controls all body and space suit functions. BOBA re-adjustment with TGY and CLEE tech sounds

TEETOO

There's no Ballast.

YNRYS

We can't wear this, we need our helmets too.

TEETOO presses the shape against her hand. YNRYS looks at the TGY style suit.

YNRYS

This wont do.

(FILTERS) NEW SUIT (SPECIAL FX) (SOUND FX)

YNRYS wrist bam opens out to a piece of disc and slices off the arms and below the knees, then

81. (CONTD)

deftly cuts down so the material is a poncho. The sleeves act as a belt. TEETOO takes off the sleeves and cuts down either side and ties the pants off above the knees. The sleeve belt holds the cloth together. With the Ballast underneath the whole attire shape fits to their bodies.

wrist blade sounds, suit shift to fit sounds

(FILTERS) CLEECL'CD (SPECIAL FX) (SOUND FX)

CLEECL'CD returns to stand at the cell door the same height as the humans in a well fit suit.

TGY gas sounds

YNRYS

Helmets! We need the helmets or no go.

(FILTERS) SHELF VENDOR (SPECIAL FX) (SOUND FX)

The BOBA helmets dispense from the shelf.

TGY synthetic wall vendor sound

(FILTERS) CORRIDOR (SPECIAL FX) (SOUND FX)

TEETOO and YNRYS follow CLEECL'CD down the ship corridor. Markers on the suits respond to door security symbol and colour changes and provide a guide to the auto functions of the vessel. A slide door opens.

81. (CONTD)

footsteps sounds, door slider sounds

(FILTERS) TRAINER HALL (SPECIAL FX) (SOUND FX)

There in a large hall TEN TGY ROBOTS set up in a vague human fashion stiffly try to work out how to move.

feint crackle of mineral technology sounds

CLEECL'CD

We will be official monitors. Train them well.

(FILTERS) TRAINER HALL (SPECIAL FX) (SOUND FX)

TEETOO looks at YNRYS. TEETOO and YNRYS stroll amongst the wobbly crew of TEN TGY ROBOTS. YNRYS lifts one of the robot's arms vertical and stands still. At a measure TEETOO stands in front of YNRYS to do the same. All TEN TGY ROBOTS march now with more emphasis on stiff control and again YNRYS does the exercise, TEETOO follows. This time SIX TGY ROBOTS have their arms up and stand still.

CLEECL'CD returns with a trolley of uniforms, poncho copies of the YNRYS and TEETOO style.

CLEECL'CD also wears a poncho and sash. The technology on front and back makes responses easier to translate and soon all the TEN TGY ROBOTS in a line repeat the TEETOO drill.

group robot crackle of mineral technology sounds

81. (CONTD)

(FILTERS) CONTROL PANEL (SPECIAL FX) (SOUND FX)

YNRYS, at a control panel, adjusts things here and there for individual robots.

panel knobs and adjust TGY technology sounds

(FILTERS) TRAINER HALL (SPECIAL FX) (SOUND FX)

Each mechanism is controlled by a CLEECLEP frame stretched across their back to the limbs. A simple brain made from a CIRDR mechanism is set in the middle. The rest is of TGY manufacture. There is a vocal trip. YNRYS proceeds and slowly the robots mechanically repeat easier then harder phrases as they watch TEETOO perform the task.

crackle of mineral technology sounds

YNRYS

Up.

TEETOO raises arms.

(FILTERS) TEN TGY ROBOTS (VO)

Up.

(FILTERS) TRAINER HALL (SPECIAL FX) (SOUND FX)

81. (CONTD)

TEN TGY ROBOTS raise arms.

TEN TGY ROBOTS crackle of mineral technology sounds

YNRYS

Down.

TEETOO drops arms.

(FILTERS) TEN TGY ROBOTS (VO)

Down

(FILTERS) TRAINER HALL (SPECIAL FX) (SOUND FX)

TEN TGY ROBOTS drop arms.

TEN TGY ROBOTS crackle of mineral technology sounds

YNRYS

Left march.

TEETOO turns left to march.

(FILTERS) TRAINER HALL (SPECIAL FX) (SOUND FX)

The TEN TGY ROBOTS turn left and march off.

TEN TGY ROBOTS crackle of mineral technology sounds

(FILTERS) TEN TGY ROBOTS (VO)

81. (CONTD)

Left march.

(FILTERS) TRAINER HALL (SPECIAL FX) (SOUND FX)

TEN TGY ROBOTS follow TEETOO. CLEECL'CD is back modified to match the human shape more. This includes a look like BOBA helmet. It brings a weapons store. The robots file behind TEETOO, every gesture awkwardly a shadow. YNRYS turns the robots off. CLEECL'CD switches to a helmet public address speaker from its tunic.

TEN TGY ROBOTS crackle of mineral technology sounds

YNRYS

No. Not yet.

(FILTERS) CLEECL'CD HELMET (VO)

Please select a type. We will modify.

TEETOO

What task?

(FILTERS) CLEECL'CD (SPECIAL FX) (SOUND FX)

CLEECL'CD presses a tunic button.

TGY gas sounds

81. (CONTD)

(FILTERS) CLEECL'D BUTTON (LIGHTS FX)

a button lights up

(FILTERS) TRAINER HALL (SPECIAL FX) (SOUND FX)

Small mineral species, small box shapes with rudimentary legs and arms, engulf the hall. The din clatter made from mineral appendages is loud. mineral crackle clatter movement sounds

(FILTERS) CLEECL'CD (VO)

Develop us.

The signal goes blank.

(FILTERS) CLEECL'D BUTTON (LIGHTS FX)

the button light shuts down

(FILTERS) HELMET (VO)

Armour good.

(FILTERS) TRAINER HALL (SPECIAL FX) (SOUND FX)

Pressure increases as the entire hall fills to the roof with TGY juveniles. Small box shapes with

81. (CONTD)

rudimentary legs and arms swarm into the hall and
fill it to the ceiling then leave like a wave
motion of box shape bodies
mineral crackle clatter movement sounds
Robot parts lay over the floor. CLEECL'CD sacks
remains as parts stuck on a plate. TEETOO and YNRYS
try to gather all the CLEECLEP bits in a stack. The
trolley control panel is destroyed. A TGY comes in
with clean sweepers. A path is made to the pair.
CLEE sweeper sounds

TEETOO

Cleecl'cd.

TGY

Cleecl'cd?

YNRYS picks up a fixed plate.

YNRYS

These pieces.

TGY.

There is another session. Soon.

(FILTERS) TRAINER HALL (SPECIAL FX) (SOUND FX)

81. (CONTD)

A robot trolley enters and waits.

TGY trolley glide sounds

(FILTERS) CONTROL PANEL (SPECIAL FX) (SOUND FX)

TEETOO and YNRYS, baffled, try to get answers from the panel.

panel knobs and adjust sounds

TEETOO

No language hits. The screen is gone.

YNRYS

If we increase them technically they could tear us to bits.

(FILTERS) TRAINER HALL (SPECIAL FX) (SOUND FX)

TEETOO gradually sticks the CLEECLEP pieces together. YNRYS applies what knobs still work into central features that react on the trolley panel. CLEECEP sticky bag crackle, knobs adjust sounds

(FILTERS) CONTROL PANEL VIEW SCREEN (VISUAL FX)

The TGY symbol chart repeats until there is a digital context and cell movement is possible.

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(FILTERS) TRAINER HALL (SPECIAL FX) (SOUND FX)

Each CLEECLEP soft cell with a spike is angled to another. At Octahedron stages separate and builds continue into a larger dynamic solidity. All the pieces make up four table sized structures.

CLEECEP sticky bag crackle wobble sounds

(FILTERS) CONTROL PANEL VIEW SCREEN (VISUAL FX)

Desperate TEETOO and YNRYS go through the panel contents to find a communication operator. With no turnkey access is denied.

(FILTERS) TRAINER HALL (SPECIAL FX) (SOUND FX)

YNRYS walks around to look for parts when a horde of unformed TGY return. Now each creature is attached to a TGY helmet. A visible interior with a small tetrahedron internal motion changes the soft inner shell. They leave with all the robot parts not in use. The octahedron models retain their shape unchallenged or moved. The TGY returns.

TGY juvenile crackly motion sounds

TGY

Next stage.

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(FILTERS) CONTROL PANEL (VISUAL FX)

TEETOO looks at panel symbols that reveal little.

TEETOO

Its not them. Its a controller machine.

YNRYS

Blanks.

(FILTERS) TRAINER HALL (SPECIAL FX) (SOUND FX)

Four modified TGY creatures return formed up as a
cube. YNRYS leans low to see how they mobilise.

Only the mineral surface is apparent.

TGY juvenile motion sounds

YNRYS

Sound.

TEETOO

Sound?

YNRYS

Wind, knocks.

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(FILTERS) TRAINER HALL (SPECIAL FX) (SOUND FX)

YNRYS stands by the trolley to flick at this and that. TEETOO disassembles part of one project, removes a probe spike and blows into the hole. YNRYS with insight grabs the spike and another and Clamps the two. With a flick there is a twang. puff of wind sound, twang flick sound

TEETOO

Well.

(FILTERS) TRAINER HALL (SPECIAL FX) (SOUND FX)

TEETOO ejects part of the bam disc and runs a slot in the trolley top. The spikes resonate a note. wrist blade slice sound, tuning fork note sound

YNRYS

Well.

(FILTERS) TRAINER HALL (SPECIAL FX) (SOUND FX)

YNRYS takes one and tries to push it into a cube with no effect on the hard mineral skin. She takes the spike and splits it with her disc bam, holds this against the surface and with a flick produces

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a tone. There is a light response inside.

wrist blade slice sound, dull tonic note sound

(FILTERS) HALL DOOR (SPECIAL FX)

A second cube set enters.

(FILTERS) TRAINER HALL (SPECIAL FX) (SOUND FX)

At the outer front of both cubes one of the Cirdr knobs sit central to the square. The cube stops an exact measure from the first. TEETOO heads to it for a close look. Between TEETOO and YNRYS a slide panel opens in the floor.

floor slider door open sound

A thin badly shaped limb crooks a gesture. From the dark the shadow TGY figure voice says.

SHADOW TGY FIGURE

Quick.

TEETOO and YNRYS enter the floor exit.

(FILTERS) TRANSPORT (SPECIAL FX) (SOUND FX)

The slide closes and in the dark helmet lights show TEETOO and YNRYS they are in a transport that turns and moves off along a corridor made to fit. Hooded the shadow TGY figure sits quiet. Soon they stop. A

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door opens and all get out.

synthetic travel on air vibration hum sounds

(FILTERS) A SMALL ROOM. (SPECIAL FX)

TEETOO, YNRYS and the shadow TGY figure are in a smaller room. The shadow TGY figure says.

SHADOW TGY FIGURE (VO)

Privacy is not forbidden. Tegeeyher does not own the ship. We trade what we make.

(FILTERS) VISION WALL (VISUAL FX)

A view window clears to reveal a huge chamber.

SHADOW TGY FIGURE (VO)

There is a group who wish to bring two evolutionary anti matter sheets into one area. The majority feel it will be calamitous.

(FILTERS) VISION WALL (VISUAL FX)

Slowly in the space a shape appears. It is an alien shiny bright star ship.

(FILTERS) SHADOW TGY FIGURE (SPECIAL FX)

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The shadow TGY figure hides behind a hood cloak

SHADOW TGY FIGURE (VO) (CONTD)

This is ours. We. Borrowed it.

(FILTERS) TGY (SPECIAL FX) (SOUND FX)

The stranger removes the shadow of its hood to
reveal the TGY technology surround of itself.

hood removal sounds

(FILTERS) TGY (VISUAL FX)

TGY alien is not visible because it is surrounded
by an armour dress suit. Parallel hemispherical
containers of technology sit at four positions,
shoulder and waist height. A technology instrument
is housed centrally. Four sash stripes barrier the
creature in a criss cross formation and motion
limbs can retract or extend as thin mineral skin
limbs. movement is by puff jet style hover and fly.

(FILTERS) VENDOR (SPECIAL FX) (SOUND FX)

A vendor dispenses a vial on a shelf. A wall vendor
pops open and offers a vial which is a five
centimetre slender rounded edge case
soft pop click sound

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SHADOW TGY FIGURE (VO) (CONTD)

Take this. Our sensors do not pick up on you. The ship is not aware of biology.

(FILTERS) VIEW WINDOW (VISUAL FX)

The window view is replaced by a 2D screen map of the travel way.

SHADOW TGY FIGURE (VO) (CONTD)

Follow the path. Enter the side away from this.

(FILTERS) VIEW WINDOW (VISUAL FX)

The map is replaced by the image of a thick wall that separates one anti matter sheet from the second. The TGY industrial view shows the ship is split in two with a thick wall that keeps 2 anti matter sheets connection separate. The anti matter sheets gradually come together one minute division of ship design at a time.

SHADOW TGY FIGURE (VO) (CONTD)

Take these. The first is a translation stick to use on your panel. The second is an access key. This will create recess cavities on the way. The key makes you visible to us. This is the vial. And a

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small cloak. Hide them well. There see? Three main barrier cross walls. Beware. Fare well.

(FILTERS) TRAINER HALL (SPECIAL FX) (SOUND FX)

TEETOO and YNRYS enter the hall and the steps close up.

soft steps fold sound, soft door slider sound

TEETOO and YNRYS return to the cubes and notice no change.

(FILTERS) CONTROL PANEL (VISUAL FX)

TEETOO places the stick on the panel surface. This shows circles and arrows that point to several intervention strategy symbols.

(FILTERS) TRAINER HALL (SPECIAL FX) (SOUND FX)

Tools dispense from a case drawer under the console panel table top.

slider sound

TEETOO and YNRYS use a tap code on the TGY helmet surfaces to keypad instructions.

tap sounds

YNRYS takes a curve spool and wraps it from one Cirdr knob then flat holds it to a cube blank. It lights a moment and the knob becomes active.

feint technology indicator light on sound

The trolley now has Cirdr control sections with TGY

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symbols easily understood. YNRYS adjusts the control until limbs appear on the cubes. soft crackle of mineral limb growth sounds Knobs are added from the internal structure. These detach. The limbs operate to stack. Soon the four stacks begin a round of copy exercises on their own.

TGY cube stacks motion sounds

YNRYS works on a sound tool at the console.

a variety of dull tonic sounds

(FILTERS) HALL DOOR (SPECIAL FX) (SOUND FX)

The TGY returns.

TGY trolley glide sounds

Behind the TGY is a new group of cubes.

TGY cube stacks motion sounds

(FILTERS) TRAINER HALL (SPECIAL FX) (SOUND FX)

The cubes stack into two at the height of the humans. TGY attaches one technology bar to each and leaves.

feint crackle sounds, TGY trolley glide sounds

(FILTERS) CORRIDOR (SPECIAL FX) (SOUND FX)

YNRYS follows the TGY out and down the corridor.

The TGY stops.

footsteps sounds, TGY trolley glide sounds

81. (CONTD)

TGY.

There is no place to go.

(FILTERS) CORRIDOR (SPECIAL FX) (SOUND FX)

The TGY continues. After a time YNRYS turns back.
footsteps sounds, TGY trolley glide sounds

(FILTERS) TRAINER HALL (SPECIAL FX) (SOUND FX)

TEETOO has a connection ribbon to all the stacks
and to the pile of CLEECLEP parts. One strip goes
to the transmitter YNRYS set up.

TGY technology sounds

YNRYS

Well. That looks; does it work?

TEETOO

We got a diversion. We'll take these with us a
while.

(FILTERS) CORRIDOR (SPECIAL FX) (SOUND FX)

In the long corridor TEETOO sends a stack one way
and a stack the opposite way.

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TGY trolley glide sounds

With the TGY tool placed on a wall a panel shows
and slides open. TEETOO and YNRYS enter a dark
space. weird TGY tool action sound

FADE OUT

(FILTERS) DARK SPACE (SPECIAL FX) (SOUND FX)

There is no sensation in the dark.

movement sounds

FADE IN

(FILTERS) TRAVEL WAYS (SPECIAL FX) (SOUND FX)

A panel lights up and opens. Across another
corridor another panel and in this way TEETOO and
YNRYS travel the large craft discreetly.

footsteps sounds

An arrow sign lights up in the dark hidden corridor
instead of panel and TEETOO and YNRYS run along the
corridor fast to another panel.

footsteps run sounds

82. ANTI MATTER CHAMBER. LIGHTS. INT.

(FILTERS) BALCONY (SPECIAL FX) (SOUND FX)

TEETOO and YNRYS enter a balcony that overlooks the

82. (CONTD)

industrial space of the antimatter sheets. Here the space craft is taken up by two vast chambers with gigantic hoops that encircle black active antimatter power sources. The chambers are so big the hull is split to house them. All they see is an empty void. The nearest hoop is beyond their sight. They look for an arrow or panel. There is none. On inspection the balcony is a final ledge. Ribbon strips lay out a wall along to stop the fall of unwary stock. TEETOO and YNRYS cut enough strip away to make a rope. They go back the way they came and return with a weight. TEETOO swings the rope out to catch on an overhang in the scaffold roof above. YNRYS climbs up to cling to a bracket.
footsteps, cut strip, sounds

(FILTERS) SCAFFOLD LEDGE (SPECIAL FX) (SOUND FX)

Once on the ledge YNRYS sees it is apparent there is a way with many sections of roof where they can stop and rest. The precipice is very high and to fall is to perish. YNRYS lashes one end of the detached rope to the scaffold and swings the end to TEETOO.

lash rope, swing rope sounds

(FILTERS) BALCONY (SPECIAL FX) (SOUND FX)

TEETOO leaps and grabs hold.

leap off edge sound, swing sound

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(FILTERS) SCAFFOLD LEDGE (SPECIAL FX) (SOUND FX)

YNRYS pulls. TEETOO climbs. They hug in tenderness. Above the scaffold is a clear space before another level of passage ways crosses a gap over the vast cavity. The higher section looks rough and unused and a layer directly above them with a fluid barrier is structure not maintenance. There is no darkness here. One ledge rope to another. Rest and on. TEETOO and YNRYS travel for days.

underground rush of fluid sounds, swing rope sounds

FADE OUT

FADE IN

(FILTERS) SCAFFOLD LEDGE (SPECIAL FX) (SOUND FX)

The make shift rope strands the pair when it wears out. The only way is up. YNRYS climbs a bracket for a close look. No way. She climbs back down.

scramble up bracket, rush of fluid sounds

Stuck, YNRYS risks her connector. The temple bulge lights up the inside of her helmet and goes out.

Quickly a solution comes from DORS.

YNRYS

The suit. Yours is the biggest.

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(FILTERS) SCAFFOLD LEDGE (SPECIAL FX) (SOUND FX)

With the wrist disc TEETOO dismantles his suit and the necessary parts taken off and reset to the helmet. There is enough fibre to make thick string. Not enough to get across. YNRYS gets up and starts to cut a panel out of a bracket. TEETOO cuts another. A swing with a handle is made. It is short. The idea is to get across make another piece to lengthen the apparatus and continue. wrist blade cut sounds, fibre twist weave to make rope sounds, scramble up bracket sounds, cut bracket with wrist blade sounds

YNRYS

Let me go.

(FILTERS) SCAFFOLD LEDGE (SPECIAL FX) (SOUND FX)

TEETOO hangs out with his legs on the ledge and swings the make shift trapeze back and forth with YNRYS below. YNRYS let go at the end of the swing. Its too far. YNRYS falls into the abyss swing of made rope and bracket sounds, let go sound

(FILTERS) ABYSS (SPECIAL FX) (SOUND FX)

As YNRYS falls YNRYS turns in her drop to reach

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into her suit to get the vial.

fall wind sound

Before YNRYS can grasp the vial a transparent shimmer barrier suspends her in a cushion force field. YNRYS laughs out loud.

(FILTERS) YNRYS (SOUND FX)

YnrYS laughter sounds

(FILTERS) SHIMMER BARRIER (SPECIAL FX) (SOUND FX)

YNRYS suspends in darkness. Helmet lights discover nothing. Still with a smile on her face the shimmer gathers YNRYS and dispenses her onto the anti matter outer road.

YNRYS placed on road sound

(FILTERS) YNRYS HELMET (SPECIAL FX) (SOUND FX)

YNRYS blips TEETOO

soft laughter continues

(FILTERS) BLIP (SOUND FX)

blip sounds

(FILTERS) SCAFFOLD LEDGE (SPECIAL FX) (SOUND FX)

TEETOO pulls himself back onto the ledge and

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reaches down to retrieve the swing. TEETOO stares at the depths where YNRYS fell. Without YNRYS the mission is lost. Tears begin to show in TEETOO'S eyes.

climb sounds

There is a click from the roof.

(FILTERS) ROOF (SOUND FX)

click sound

(FILTERS) SCAFFOLD ROOF GAP (SPECIAL FX) (SOUND FX)

The panel system between their scaffold and the next dislodges and a strip is withdrawn into itself. This will effect the volume of the chamber and bring the first chamber closer to the second anti matter chamber.

TGY technology roof fold sounds

(FILTERS) SCAFFOLD LEDGE (SPECIAL FX) (SOUND FX)

TEETOO openly weeps.

weep sounds

Faintly in his helmet on the ledge YNRYS laughter and voice.

muffled helmet YNRYS laughter and voice sounds

TEETOO places the helmet on, wires dangle, to hear the repeat.

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(FILTERS) BLIP (SOUND FX)

blip sounds

(FILTERS) YNRYS (SOUND FX)

Ynrys soft laughter sounds

(FILTERS) YNRYS (VO)

Jump. Jump. Its OK. Jump.

(FILTERS) OUTER ROAD (SPECIAL FX) (SOUND FX)

After a time YNRYS calms down. The experience at Zaidhayth influences her and she removes her helmet. The freedom of this is not EETOO. Around her the road is very wide. Ribbon barriers stretch to the horizon where the curve of the containment tube is obvious. At her feet mesh lengths of tiny straight rods intertwine to make a solid ground. massive slight technology motion background sound

YNRYS

Where is he?

(FILTERS) YNRYS HELMET (SOUND FX)

From the helmet under her arm comes a faint reply.

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(FILTERS) TEETOO (VO) (OOV)

Soon. I'll be there soon.

(FILTERS) OUTER ROAD (SPECIAL FX) (SOUND FX)

Instinctively she turns. Far away a figure shows on the horizon. TEETOO waves. YNRYS heads to TEETOO YNRYS footsteps on the TGY outer road.

(FILTERS) TEETOO (SPECIAL FX) (SOUND FX)

The remains of TEETOO suit armour and a weave mixture of ribbon in tattered with technology connectors barely covers the Ballast supply coat. It glitters slightly. A comical look. slight jingle jangle sounds, footsteps sounds

(FILTERS) YNRYS (SOUND FX))

YnrYS laughter sounds

YNRYS

Well.

TEETOO

Well.

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(FILTERS) OUTER ROAD (SPECIAL FX) (SOUND FX)

TEETOO smiles and removes his helmet a moment and they look around. TEETOO and YNRYS replace the helmets.

helmet connectors disengage sounds

TEETOO

Time?

YNRYS

No. Get to the ship. Come back. How to get off here to the next one?

(FILTERS) OUTER ROAD (SPECIAL FX) (SOUND FX)

Together TEETOO and YNRYS stroll along the road next to the ribbon fence. A slight vibration alerts them and they move toward the middle of the road.

TGY technology motion and vibration sound

Large cog boxes swing slowly up from the sides and vertical to the road stop. A moment passes and the whole construction moves a few millimetres in rotation.

TGY technology swing motion and rotation sound

Before more movement YNRYS in a trance takes out the key and places it against the cog box. A cavity

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is made they can enter.

slight key indentation TGY technology sound

(FILTERS) COG BOX CHAMBER (SPECIAL FX) (SOUND FX)

TEETOO and YNRYS struggle to upright themselves as the box turns over to resume its place inside under the road and above the tube.

TGY technology swing motion, stumble around sounds YNRYS again uses the key. TEETOO looks out. The cog box panel opens into a hollow section.

(FILTERS) TUBE UNDER ROAD (SPECIAL FX) (SOUND FX)

A vehicle swiftly runs up, parks at the panel door.

TGY glide travel cab sound

(FILTERS) TGY CAB (SPECIAL FX)

In the cab TEETOO and YNRYS are wary. Five machines of different sorts sit in alcoves. Each appears with a variety of alien attachments. Two can be recognised by limbs and arms as similar to the simple specimens first seen at the trainer hall.

TEETOO

Try the stick.

(FILTERS) TGY CAB (SPECIAL FX) (SOUND FX)

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YNRYS reaches in and pushes the stick into one of
the hominid robot holes. A cab wall lights up.
TGY connector technology sounds

(FILTERS) CAB WALL SPEAKER (VO)

About time. This is the wrong tube. The end section
mechanicals will guide you under your instruction.
Be careful. Ask the right questions. Monitors? Oh
yes. Ignore them. Be careful Tegeeyher is
everywhere.

TEGEEYHER (VO) (OOV)

You are free.

(FILTERS) TGY CAB (SPECIAL FX) (SOUND FX)

One of the robots stands on the cab floor. On the
wall a map lights up and beside this a motion view
of the road and the exit they will head for.

TGY robot walk sound

TEETOO

The cab. It is still stationary.

(FILTERS) TGY CAB (SPECIAL FX) (SOUND FX)

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The second robot hominid walks to one of the mechanisms, taps on buttons with a rod extension. TGY robots walk sounds, tap on TGY button sounds

(FILTERS) SECOND ROBOT (VO)

Still a bit to do.

(FILTERS) TGY CAB (SPECIAL FX) (SOUND FX)

The five mechanisms wheel out of the cab into the panel.

cavity robot work motion fades and builds up sounds

(FILTERS) SECOND ROBOT (VO) (OOV)

OK. Soon.

YNRYS

You know? You could use a new suit.

(FILTERS) TGY CAB (SPECIAL FX) (SOUND FX)

TEETOO strips down to the Ballast grey. YNRYS places the stick into a technical connector and pushes the suit into fit around the empty robot alcove.

slight key indentation TGY technology sound

A pattern is left on the surface. The stick

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is placed against the dark of YNRYS suit and she leans against the pattern at a similar point to mark it. The key is fixed in place and a suit forms. TEETOO is satisfied with the connectors and the new dark plaid design. TEETOO smiles.

(FILTERS) TEETOO HELMET (VO)

Armour Good. Sixty percent.

(FILTERS) TGY CAB (SPECIAL FX) (SOUND FX)

The five TGY robots return to their install holds.

TGY robot walk sound, TGY technology sounds

A clear screen appears at the front of the cab as it smoothly speeds away along the centre road markings. TEETOO and YNRYS stand and sway.

The cab elevates an up ramp to the outer boundary road slows and stops.

TGY glide travel cab sound, TGY glide stop sound

(FILTERS) OUTER ROAD (SPECIAL FX) (SOUND FX)

TEETOO and YNRYS step out. Flat in the middle of the road a set of pipes circle a central cylinder.

Behind TEETOO and YNRYS five upright boxes on spindly legs with thin tube arms alight from the cab. All wear a plaid design like TEETOO with a colour change where the robot upper control sits.

The robot guard squad marches to the edge of the

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pipe surface which begins to rise off the road. The pipes rise to small up and down height variations like steps or organ pipes.

footsteps, TGY robots walk sounds

(FILTERS) ABOVE THE ROAD (SPECIAL FX) (SOUND FX)

A sphere shaped carrier twenty metres across with a flat bottom flies toward them and descends over the pipe system. Near the height of the surface machine extensions fold out.

sphere carrier flight sound, extension fold sounds

(FILTERS) OUTER ROAD (SPECIAL FX) (SOUND FX)

The sphere shaped carrier extensions clamp to the road outside of the pipe boundary. Four then four more wide enough to walk up and where the foldout starts doors open to inside. One of the robots with slightly different colours steps in front of TEETOO and YNRYS.

sphere carrier extension clamps to the road

sounds, footsteps, TGY robots walk sounds

(FILTERS) ROBOT LEADER (VO)

We serve.

(FILTERS) CARRIER (SPECIAL FX) (SOUND FX)

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Four EXTRAS robots ascend the walkway ramps, enter the carrier then stand at the alternate doors. The ROBOT LEADER is near TEETOO and YNRYS.

TGY robots walk sounds

(FILTERS) ROBOT LEADER (VO)

Ready

(FILTERS) CARRIER (SPECIAL FX) (SOUND FX)

The ROBOT LEADER leads TEETOO and YNRYS up the ramps to the carrier cavity. A wall cartridge belt dispenses thousands of individual vials to a clear central vertical supply tube.

TGY dispenser and internal industrial sounds, TEETOO takes a vial from the conveyor. YNRYS takes her vial out and holds it near. They look the same. YNRYS looks through the open gap down the clear tube. Part of the circular road pipe creates a hole for the next vial. The central tube then rotates to another.

conveyor and pipe motion sounds, industrial sounds

TEETOO (VO) (OOV)

Look.

(FILTERS) OUTER ROAD (SPECIAL FX) (SOUND FX)

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Small box shape automations made from tiny spindle sections embedded in the road gather up and scurry up the ramps to try and enter the carrier.

TGY assembly of spindle robots, movement sounds
Guard robot ray beams doorway fire hits the small box automations as they swarm up the extension ramps. Mechanical connectors fail and pieces drop away. Debris scatters as they fall apart.

TGY ray beam sounds, spindle robot motion sounds, spindle robots break from ray beams contact sounds

(FILTERS) CARRIER (SPECIAL FX) (SOUND FX)

The ROBOT LEADER puts an arm inside a fixture in the carrier wall cavity until it changes colour.

industrial conveyor sounds

The carrier separates from the road and lifts.

Extensions fold in and automations continue to be fired upon as the vessel glides off.

industrial conveyor, sphere carrier flight, sounds

(FILTERS) ROBOT LEADER (VO)

There is a stop. We will pass by and get to the target. Please. Sit.

(FILTERS) SEPARATION WALL (SPECIAL FX) (SOUND FX)

The carrier approaches one anti matter chamber separation wall.

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sphere carrier flight sounds

(FILTERS) HELMET MAP (VISUAL FX)

Massive square blocks from horizon to horizon align beyond the limit of TEETOO and YNRYS helmet scanners. A basic 2D map shows a horizon edge then white noise

(FILTERS) CARRIER (SPECIAL FX) (SOUND FX)

The carrier passes through an entrance in the block wall. The carrier flies down a wide corridor with walls several cube's of thickness in depth until it enters a vast central chamber. Ventilation cools the entire anti matter complex from a giant shaft open to space above and below. Shimmer barriers contain the atmosphere. There is a vessel on a launch plate. A sleek alien egg shape sits with curved edges that make it disappear and appear in surface reflections. The carrier enters a new made slot in the alien space craft hull where transparent walls make it easy to see inside.
sphere carrier flight sounds

(FILTERS) CRAFT HOLD (VISUAL FX)

near transparent internal walls make it both easy to see into the craft and difficult to discover solidity

83. ALIEN VESSEL. LIGHTS. INT.

(FILTERS) ALIEN VESTIBULE (SPECIAL FX)

TEETOO and YNRYS enter an entrance hall which leads to a central area. The craft is set up with soft surfaces and colours. Two plush command chairs wait for TEETOO and YNRYS. An instrument panel in front of the seats with a flat surface that glows gives no indication of access for grip or touch indicators. YNRYS takes out her vial, TEETOO his. TEETOO places his vial on the wall table. TEETOO leans in close to be visible to YNRYS. He mouths so she may lip read.

TEETOO (SILENTLY MOUTHS THE WORD)

Trap

(FILTERS) ALIEN VESTIBULE (SPECIAL FX)

YNRYS puts her vial beside the other and TEETOO lowers his helmet over the two.

(FILTERS) TEETOO HELMET FACE WINDOW (TEXT FX)

identical

TEETOO

83. (CONTD)

What's the game?

YNRYS

We will be the vial.

(FILTERS) ALIEN VESTIBULE (SPECIAL FX) (SOUND FX)

YNRYS takes a vial and waves to the ROBOT LEADER who bows from the sphere carrier. The ROBOT LEADER rises and approaches a different passage that opens for it into the vestibule hall.

TGY robot walk sound

TEETOO

We want to leave. Where is Tegeeyher?

(FILTERS) WALL (VISUAL FX)

The TGY TEGEEYHER appears on a flat wall screen above the wall table.

TEGEEYHER

You may go. Our study is finish.

YNRYS in front of the LEAD ROBOT asks of it.

YNRYS

Could you open for me?

(FILTERS) ROBOT TOP PLATE (SPECIAL FX) (SOUND FX)

The ROBOT LEADER's top section detaches and forms a flat plate. On one part a piece of CLEECLEP cell is near a control mound. The DORS unit lights YNRYS temple visible from the helmet front view. YNRYS in a trance uses her wrist blade to make intricate changes on the top plate of the ROBOT LEADER.
robot technology motion sounds, cut sounds

(FILTERS) WALL TABLE (SPECIAL FX) (SOUND FX)

TEETOO holds a vial on the wall table flat surface and slices it open with his wrist blade. Inside the vial small segments similar to the road mechanical spindles intricately intertwine.
cut sounds

(FILTERS) ROBOT TOP PLATE (SPECIAL FX) (SOUND FX)

YNRYS blade shifts Wafer layers apart and knobs appear either side of the robot top plate as hand grips. The head piece detaches with a click before the DORS unit closes down. YnrYS temple DORS connection light shuts down
adjustment tinker with TGY technology sounds

83. (CONTD)

(FILTERS) WALL TABLE (SPECIAL FX) (SOUND FX)

TEETOO cuts at different places in the wall above the table where lines to the table indicate as colour change and light blinks appear.

adjustment tinker with TGY technology sounds

(FILTERS) ALIEN VESTIBULE (SPECIAL FX) (SOUND FX)

YNRYS pushes a part of her language pin into the ROBOT LEADER top plate surface and snaps a length off. YNRYS throws the pin section left in her hand to TEETOO. It lands on the table and he places it into one of the cut wall lines where there is a slot. YNRYS moves beside TEETOO. A hole appears on the table. YNRYS puts the head piece neck into the hole. Behind YNRYS the bottom section of the ROBOT LEADER follows and embraces her as she grabs one handle of the robot top and TEETOO the other. The ROBOT LEADER bottom swings YNRYS away from the panel with enough force so she has to let go.

adjustment tinker with TGY technology sounds,
language pin snap and land on table sounds, robot motion sounds,

(FILTERS) SHIP LOUDSPEAKER (VO)

The shuttle is ready.

83. (CONTD)

(FILTERS) ALIEN VESTIBULE (SPECIAL FX) (SOUND FX)

The four robot guard EXTRAS surge into the vestibule. The four robot guard EXTRAS crash tackle TEETOO and force him toward a command chair. The command chair violently reacts with TEETOO's ribbon suit with lights and lightning zaps robot motion sounds, fight sounds, chair reaction sounds, crackle fizz chaotic sounds, Low hum increases in volume sounds, a very loud clunk reverberates through the vestibule.

(FILTERS) ANTIMATTER (VISUAL FX)

Antimatter power up dims the lights.

FADE OUT FADE IN

(FILTERS) ALIEN VESTIBULE (SPECIAL FX) (SOUND FX)

TEETOO dislodges himself from the robot EXTRAS. He hurls himself at the control piece on the table. It breaks off and is free held by TEETOO. robot motion sounds, fight sounds, robot top plate break off sound

84. TGY ANTI MATTER CHAMBER. LIGHTS. INT.

(FILTERS) SHIP DOCK CAVITY (SPECIAL FX) (SOUND FX)

84. (CONTD)

The ship rises and begins to swing around slowly.
It bashes into the vertical atmospheric space vent.
anti matter power up hum sound, alien space ship
synthetic power thrust sound, alien space ship
impact crash sounds

85. ALIEN VESSEL. LIGHTS. INT.

(FILTERS) ALIEN VESTIBULE (SPECIAL FX) (SOUND FX)

The headless ROBOT LEADER pins YNRYS arms and drags
her away from the control plate.
headless robot motion sounds, fight sounds,

86. ANTI MATTER CORRIDOR. LIGHTS. INT.

(FILTERS) CUBE CORRIDOR (SPECIAL FX) (SOUND FX)

the space craft swift upward flight slams into the
TGY anti matter wall and cracks a massive
connective section of cube blocks
anti matter power up hum sound, wind suck and crack
breakage sounds
the alien space ship is sucked along the floor of
the anti matter tunnel contrary to the direction of
the power controls
anti matter power up hum sound, wind suck and
scrape sounds

87. ALIEN VESSEL. LIGHTS. INT.

87. (CONTD)

(FILTERS) ALIEN VESTIBULE (SPECIAL FX) (SOUND FX)

YNRYS flips over the light weight of the headless
ROBOT LEADER into the wall. After repeated thrusts
it breaks and releases her.

headless robot breakage sounds,

YNRYS runs to assist TEETOO. Four robot EXTRAS
attack them. YNRYS with her agility somersaults and
slashes at the robots. YNRYS grabs hold of a handle
and together with TEETOO they fight to control
navigation.

robot fight sounds, wrist blade slash sounds,

tangle struggle sounds

88. ANTI MATTER CORRIDOR. LIGHTS. INT.

(FILTERS) CUBE CORRIDOR (SPECIAL FX) (SOUND FX)

the alien space craft fights the anti matter power
and with a swift turn changes direction again to
smash into the cube wall tunnel and a crack forms
on the ship's canopy

anti matter power up hum sound, wind suck and heavy
impact sounds

89. ALIEN VESSEL. LIGHTS. INT.

(FILTERS) ALIEN VESTIBULE (SPECIAL FX) (SOUND FX)

89. (CONTD)

The impact of the ship crash throws YNRYS and
TEETOO to the floor amongst broken and damaged
robots and robot parts
robot clutter thrown around armour impact sounds

90. ANTI MATTER CORRIDOR. LIGHTS. INT.

(FILTERS) CUBE CORRIDOR (SPECIAL FX) (SOUND FX)

pieces of the alien ship and broken cube tunnel
bits throw around as they suck into the anti matter
power up
suck sounds and junk impact noise

91. TGY ANTI MATTER CHAMBER VERTICAL SHAFT. LIGHTS. INT.

(FILTERS) SPACE VENT (SPECIAL FX) (SOUND FX)

a crack in the funnel wall breaks the shimmer
barrier to space
shimmer dislodges; crackle of broken funnel sounds

92. ANTI MATTER CORRIDOR. LIGHTS. INT.

(FILTERS) CUBE CORRIDOR (SPECIAL FX) (SOUND FX)

the alien space craft flips and upside down impacts
the cube corridor wall
canopy scrape and impact sounds
the alien space ship flips upright and hits the

92. (CONTD)

floor with a loud impact bang

bang of impact sound

the alien ship scapes along as it twist fish tails

down the anti matter corridor and slows to a halt

fish tail scrapes slow to a halt sounds, loud hiss

from the vertical space vent leak sound

93. ALIEN VESSEL. LIGHTS. INT.

(FILTERS) ALIEN VESTIBULE (SPECIAL FX) (SOUND FX)

YNRYS wakes amongst a debris of robot parts.

clutter of robot parts against armour sounds

(FILTERS) YNRYS HELMET (VO)

Armour fifty percent.

(FILTERS) ALIEN VESTIBULE (SPECIAL FX)

TEETOO is face up unconscious on the floor. YNRYS

quickly places TEETOO's helmet on him. TEETOO'S

pasty face does not respond to the armour

environment. TEETOO regains consciousness and

whispers to YNRYS

atmosphere leak hiss, atmosphere hiss stops sound

(FILTERS) TEETOO (VO)

The suit. Get it off. Its toxic get it off.

93. (CONTD)

(FILTERS) ALIEN VESTIBULE (SPECIAL FX) (SOUND FX)

YNRYS turns TEETOO on his back and quickly dials an emergency release on his wrist weapon. The suit unclips.

space suit unclip action sound

YNRYS rips the back off and this reveals a damaged Ballast layer. It powders in places as she turns him over on his back to remove the front.

dry stiff broken Ballast suit removal sound

The Ballast suit layer turns to powder in places and has no shine. She removes his helmet. YNRYS senses a change. An open way appears in the chamber and YNRYS sets herself in a battle crouch. Two TGY in formal armour enter with a male Dndr. A column of fog is contained between the two TGY guards. near transparent shimmer sphere encloses YNRYS and TEETOO

weird soft shimmer sphere appearance sound

(FILTERS) SHIP SPEAKER (VO)

Atmosphere One hundred percent.

(FILTERS) TGY ONE (VO)

Tegeeyher's gas is contained for examination.

(FILTERS) DNDR (VO)

93. (CONTD)

There is no biology here. You must come with us.

(FILTERS) ALIEN VESTIBULE (SPECIAL FX)

YNRYS cuts the damage away from TEETOO. A mosaic of rewired Ballast feeds the equipment that keeps TEETOO alive. The suit is of no use. The helmet feeds TEETOO air and is put on. YNRYS drags him to his feet. TEETOO assists but is very weak.

(FILTERS) DNDR (VO)

Do you agree? Be quick he will die here.

YNRYS

Agree.

(FILTERS) ALIEN VESTIBULE (SPECIAL FX) (SOUND FX)

A tight shimmer moulds around TEETOO who is barely conscious and this helps lift him into a stand position.

weird body shimmer appearance sound

(FILTERS) ALIEN VESTIBULE WALKWAY EXIT (SPECIAL FX)

YNRYS and TEETOO follow the DNDR out of the vestibule along a tube walkway that leads directly

93. (CONTD)

to the DNDR craft.

94. DNDR BLUEBALL. LIGHTS. INT.

(FILTERS) DNDR TUBE CORRIDOR (SPECIAL FX)

Inside the tube there is no sense of space around them. The walls are semi permeable and retract from the group as they walk in. The DNDR stops. A chamber opens with a floor and curved dome walls.

(FILTERS) DNDR CHAMBER (SPECIAL FX) (SOUND FX)

The tube expands into a room size chamber that is spherical with a flat floor. In the centre two female DNDR shell shapes modified to take the humans stand open. YNRYS places TEETOO in one and immediately a soft jelly engulfs him. When she stands back the shell closes. YNRYS enters the second shell.

glug pfhlop gurgle of jelly emersion sounds

FADE OUT.

CREDITS

STAR ORE

Part 3 Lillian

science fiction

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LILLIAN Introduction.

Machine Council, an entity with ubiquitous access and control to biological universe travellers, provides its Corx connection through City TAG. Strict Machine Council governance covers colonial contact with the Corx Five primal Drimodle. This does not include any requirement of native species with regard to contact of colonials. When TRESSAH gives birth to error wing NOTWIL, her gift transfers. NOTWIL unaware of his special mutation delivers a translation to Drimodle of TAG. TAG stores Xelhn, Xepien and Human histories, a vast amount of information. Secret files not available to inhabitants reveal individual details of colonial aspirations and technologies. Drimodle intervene in many aspects of city routine. Root ganglia infest buildings and this changes city life. An open pathway for Drimodle is created by ganglia via two towers. Citizens now day visit surface. A water way is made inside sky tower for Mollusc, the second species thought to be intelligent, to be close to their neighbours. Vinvr, a leaf shape capable flyer, climb above their own canopy limits. Covert security brings a type of corruption. Social unrest kept under control by Xelhn administration for centuries grows. Colonial official affiliates of Moson Corporation no longer influence administration. A sense of freedom comes to Corx city. Sections of the community separate into enclaves and begin to self regulate. With a smaller population move is no longer a dominant technology. Exclusion becomes fashionable. Sections of Corx city population resent Drimodle and consider colonial settlement, not a condition set out by Machine Council, but a right to grow on surface as free Corxian citizens. As technology recedes various groups try to inhabit surface without success. No records exist of their current status. After fifteen years in Dndr hibernation TEETOO and YNRYS return to Corx City. Moson Corporation treasure, a peak commodity sought by Xelhn, pirates and traders, is buried inside YNRYS. Hidden, its existence is discovered by TAG scrutiny. YNRYS is a target. Eetoo who remain after the Bounce incident

LILLIAN Introduction (CONTD) become citizens in Corx and revert to birth names. YNRYS is LIL, TEETOO, PEE. Bounce's Eetoo mission continues. Curve space motion pressure in the DNDR hibernation capsules cuts LIL and PEE diagonally with scars from the hairline over one eye to nose, cheek and jaw. This and a green tinge that will dissipate over time gives LIL and PEE an alien look. Quarantine will soon be over.

1. BIGDOT TWO. LIGHTS. INT.

Bigdot Two is in orbit around Corx Six. Three new graduate Corx fleet space officer EXTRAS will observe the BOBA weapon when it examines Corx system.

(FILTERS) LOUD HAILER (VO) (OOV)

Orbit complete. Pulse active.

2. BIGDOT ONE ROTATION PLATFORM. LIGHTS. INT.

Bigdot One is in orbit around Corx Four. Commander instructor XOH faces the assembly of twenty seven space cadet EXTRAS ready for the graduation orbit.

INSTRUCTOR XOH

Stand ready.

(FILTERS) LOUD HAILER (VO) (OOV)

Action stations.

The platform rotates to observation and helm level one. Three Corx fleet

2. (CONTD) cadet EXTRAS move off at a brisk walk to their positions. Without pause the platform smoothly rotates to middle deck where four second level group toothwing pilot crew EXTRAS march off. The platform moves the remainder down to ship maintenance and stores level where the twenty cadet EXTRAS engage freighter apparatus space way access and multi purpose rescue shuttles. Commander XOH will captain a rescue tug.

3. SPACE. EXT.

(FILTERS) STARSHIPS (SPECIAL FX)

Outside of gravity influence starships in a long line continue to self build.

(FILTERS) BINBA (SPECIAL FX)

From space the Binba away from the line becomes active. A gun metal dull glow with highlights at the squared off edges of the trapezoidal cogs dimly show. The Binba prepares to fire the systems weapon.

TITLES

(FILTERS) BINBA (SPECIAL FX) (SOUND FX)

Trapezoid armour protrusions interlace around two convex external hulls. Motion cogs break the barrier of nature to create an internal worm hole. The ship folds out is visible from outside where a

3. (CONTD)

gap appears from between a short section of cogs. The size of aperture depends on the size of ship the size of launch ship and its pressure zone in space. A dull sound deeply penetrates space. Each cog on the Binba wheel becomes stable. Weapons and surveillance equipment installs from a central space inside the containment hull. Cogs line up and stop. The binary wall dispenser splits open. Cogs on the wheel come apart in a section and the automaton Binba launches a small weapon drone that speeds away like a shooting star to search for external uninvited trans-universe entities around system Corx sun and back.

BOBA starship fold technology, drone weapon sounds

4. APPROACH TO CORX FIVE SPACE. EXT.

(FILTERS) SPACE SMUGGLER (SPECIAL FX)

A derelict becon smuggler transporter with new engines and black coated hull chemistry approaches Corx Five.

5. SMUGGLER TRANSPORTER. LIGHTS. INT.

(FILTERS) MAIN HOLD (SPECIAL FX) (SOUND FX)

Loaded centrally onto stretch scaffold is a massive stolen pre-Ballast liquid container. Passenger capsules line corridors down either side of the

5. (CONTD)

main hold.

internal stress hum sounds

(FILTERS) MAINTENANCE AREA (SPECIAL FX) (SOUND FX)

Two shuttle tugs with powerful pulse engines that rotate round thick bumper sides or push from one oval end sit in front of the container scaffold area.

internal stress hum sounds

(FILTERS) CAFETERIA TABLE (SPECIAL FX) (SOUND FX)

Two tug crews, six EXTRAS with captains NAR and CHIFFERE remain on duty all trip in case of problems. They sit at a table where prepared food is untouched and look at captain NAR a seasoned soldier. NAR knows LIL from Eetoo recruitment and is dedicated to her freedom.

internal stress hum sounds

NAR

We're comin Lil.

(FILTERS) CAFETERIA TABLE (SPECIAL FX) (SOUND FX)

Xelhn strain Xepien tug captain CHIFFERE views YNRYS LIL as treasure for Xelhn free colonials to use. What is hidden in LIL will be removed and

5. (CONTD)

LIL'S alien change examined in detail.

internal stress hum sounds

6. SPACE. EXT.

(FILTERS) WEAPONS DRONE (SPECIAL FX)

The Binba drone zooms through the old smuggler hull
at the pulse engine.

shooting star weapons drone zoom past speed sound

7. CENTRAL ADMINISTRATION SATELLITE CORX FIVE ORBIT. LIGHTS. INT.

There is an alert at fleet command. The alert buzzer sound turns Fleet
Officer EXTRAS to a screen board to view an indicator that shows on a Corx
system chart.

(FILTERS) ALERT BUZZER (SOUND FX)

buzzer sounds

8. APPROACH TO CORX FIVE SPACE. EXT.

(FILTERS) DUMMY CONTAINER (SPECIAL FX)

An assault team cylinder hidden with black
camouflage falls out by the shadow of the hull into
space.

9. SMUGGLER TRANSPORTER. LIGHTS. INT.

9. (CONTD)

(FILTERS) MAIN HOLD (SPECIAL FX) (SOUND FX)

Emergency sirens go off in the hold and lights
blink for a moment.

internal stress hum sounds, siren sound

FADE OUT FADE IN

(FILTERS) SOFT BEEPS (SOUND FX)

soft beep sounds

(FILTERS) CAFETERIA TABLE (SPECIAL FX) (SOUND FX)

Food is drawn away. Helmets dispense in front of
each tug crew member.

internal stress hum sounds, dispenser sounds

(FILTERS) MAIN HOLD (SPECIAL FX) (SOUND FX)

NAR'S tug heads for the left facing side of the
container scaffold.

internal stress hum sounds,

10. SMUGGLER TUG ONE HELM. LIGHTS. INT.

NAR swings hard.

11. SMUGGLER TRANSPORTER. LIGHTS. INT.

11. (CONTD)

(FILTERS) MAIN HOLD (SPECIAL FX) (SOUND FX)

NAR'S tug breaks open a hull tear as the tug bashes into the shifting Ballast.

Captain CHIFFERE wedges his tug hard into the Ballast container. CHIFFERE'S tug is stuck between the Ballast container and the hull deck floor.

rip of structural material sounds, bracket whine twist sounds, tug plasma sheet thrust sounds, tug jams under container bracket sound

12. APPROACH TO CORX FIVE SPACE. EXT.

(FILTERS) BIGDOT TWO (VISUAL FX)

Bigdot Two materialises out of Hyper drive and dispenses rescue shuttles.

13. SMUGGLER TRANSPORTER. LIGHTS. INT.

(FILTERS) MAIN HOLD (SPECIAL FX) (SOUND FX)

Both tugs jam hard against the Ballast container and bracket moorings snap.

rip of structural material sounds, bracket whine twist sounds, tug plasma sheet thrust sounds, tug jams under container bracket sound, bracket moorings snap sound

14. APPROACH TO CORX FIVE SPACE. EXT.

(FILTERS) BIGDOT ONE (VISUAL FX)

Bigdot One materialises out of hyper drive and dispenses rescue vessels.

15. SPACE. EXT.

(FILTERS) SPACE WRECKAGE (VISUAL FX)

Corx Five horizon looms. Passenger freezer capsules float out amongst the broken decay wreckage of the smuggler transporter.

FADE OUT

16. CORX FIVE. DAY. EXT.

(FILTERS) DRIMODLE LAKE (VISUAL FX)

Drimodle make a vast shallow lake around the impact trajectory.

17. SPACE. EXT.

(FILTERS) SPACE WRECKAGE (SPECIAL FX)

Corx Five horizon looms. A tourist craft diverts at hyper drive entry, seizes as planned the

17. (CONTD)

camouflaged assault team cylinder, then manoeuvres so Bigdot shuttles may transfer capsule survivors aboard.

hyper drive weird pop sound, wreckage sounds

(FILTERS) TUG ONE (SPECIAL FX)

NAR'S tug, ejected through the tear in the hull, now pushes up externally from below against the increase heat of the hull descent.

(FILTERS) BIGDOT ONE (SPECIAL FX) (SOUND FX)

Bigdot One takes hold of the Ballast container by its broken mounts as it breaks through wide open hull cracks. Bigdot One drags the container half engaged by the grab tool, half in free space, away out of orbit.

moan of grab tool sounds, screech wreckage sounds

(FILTERS) BIGDOT TWO (SPECIAL FX) (SOUND FX)

Bigdot Two's open cavity grasps the pulse engine wreckage. The engine breaks off from the hull and Bigdot Two with enough grip holds on and moves away out of orbit.

moan of grab tool sounds, screech wreckage sounds

18. SMUGGLER TRANSPORTER LIGHTS. INT.

18. (CONTD)

(FILTERS) MAIN HOLD (SPECIAL FX) (SOUND FX)

CHIFFERE 'S Tug is pushed into internal wreckage
folds of the hull.

hull screech sounds

19. SMUGGLER TUG TWO. LIGHTS. INT.

(FILTERS) TUG HELM (SPECIAL FX) (SOUND FX)

CHIFFERE waits deep in a portion of crush affected
by ever more atmospheric entry heat.

hull screech, tug plasma sheet thrust sounds,

20. CORX FIVE PLANET ATMOSPHERE ENTRY SPACE. EXT.

(FILTERS) TUG ONE (SPECIAL FX) (SOUND FX)

Tug one holds until pressure force damage no longer
supports hull integrity. As the hull breaks up
further tug one slips away to one side.

hull screech, tug plasma sheet thrust sounds,

21. ABOVE THE CORX FIVE DRIMODLE FOREST CANOPY. DAY. EXT.

(FILTERS) TUG ONE (SPECIAL FX)

NAR'S tug limps at an oblique horizon angle with a
diversion smoke trail.

22. CORX FIVE SURFACE. DAY. EXT.

(FILTERS) TUG ONE (SPECIAL FX) (SOUND FX)

NAR'S tug bottom scrapes along a flat rock surface.
scrape over rock, tug plasma sheet thrust sounds,

(FILTERS) DRIMODLE FOREST (SPECIAL FX) (SOUND FX)

NAR with his crew of three EXTRAS runs down a VINVR forest path. NAR and the three EXTRAS crew do not run far. Sunlight opens up ahead. NOTWIL stands across from the open sunlit area in shadow. NAR and the three crew EXTRAS stare in surprise. NOTWIL waits then runs off. NAR and the three crew EXTRAS follow NOTWIL at a good pace along a curved path. NOTWIL takes NAR and the three crew EXTRAS back to where their tug should be. It is gone. Scrape marks show on the rock.

footsteps run sounds

(FILTERS) TOOTHWING BUS (SPECIAL FX) (SOUND FX)

A toothwing carrier skims DRIMODLE VINVR forest and lands on the open ground. Fold out seats dispense from a rack for NAR and the three crew EXTRAS. NAR looks around as the path closes off for NOTWIL who is no longer with them.

toothwing plasma sheet sound, seat foldout sounds

22. (CONTD)

(FILTERS) NEW LAKE BEACH (SPECIAL FX) (SOUND FX)

Lakeside toothwing carriers sit on sand ready for casualties. Overhead another toothwing drops dot spotters into the lake. The bulk of the wreckage sits in the middle of the lake and is in a state of collapse.

toothwing plasma sheet sound, hull screech sounds
Four android EXTRAS, rescue diver headlamps on and with weight belts walk under toward the wreck through sandy churn.

hull screech sounds

(FILTERS) BENEATH THE LAKE (SPECIAL FX) (SOUND FX)

Four android EXTRAS diver headlamps glow dimly underwater

slow twist screech hull muffles as the divers go under the water sounds

Four androids EXTRAS rescue divers activate tiny jets to propel them in the deeper murky water. The four androids EXTRAS rescue divers one by one attach lines to capsules stuck in mud and folds in the wreck. There is a surge swirl of mud. The dim lights of Captain CHIFFERE'S tug thrusts out through split wreckage. The tug light glare is ineffective in the murky water

muffled wreckage, tug engine, capsule ejects sounds

(FILTERS) TUG TWO (SPECIAL FX) (SOUND FX)

22. (CONTD)

CHIFFERE'S tug surfaces and beaches near a
toothwing.

hull screech, tug plasma sheet thrust sounds

(FILTERS) NEW LAKE BEACH (SPECIAL FX) (SOUND FX)

Stunned CHIFFERE and his crew of three EXTRAS head
for a toothwing.

Hull twist screech increases and the wreck,
apparently under its own weight goes under sounds

23. CORX FIVE CITY. DAY. EXT.

(FILTERS) SPACE PAD (SPECIAL FX) (SOUND FX)

It is dusk. PASSENGER EXTRAS transfer to corx city
riser platforms above several towers. Flyer hangers
line lander platforms. Captain CHIFFERE and NAR
head for a hanger as a small toothwing obviously
modified with powerful engines to speed their
escape is brought out of the assault cylinder store
on an auto trolley from the tourist craft side exit.
passenger bustle sounds, auto trolley glide sound

CHIFFERE

Get flight cover. Wait till I leave.

24. CORX FIVE CITY FIGHTER HANGER. DAY. EXT.

24. (CONTD)

NAR steps out of hanger shadows and walks to a fleet command fighter.

25. TOURIST VESSEL FOYER. LIGHTS. INT.

The container ASSAULT GROUP EXTRAS mix with capsule CREW SURVIVOR EXTRAS and chosen PASSENGER EXTRAS from the tourist craft to distribute travel carries that contain android gang costumes and pistols.

26. CORX FIVE CITY PLATFORM LIFT. LIGHTS. INT.

The FALSE GANGSTER EXTRAS who easily pass through quarantine monitors and TAG exit the lift.

27. TOWER PROMENADE BALCONY LODGINGS. LIGHTS. INT.

The FALSE GANGSTER EXTRAS enter rooms with balconies on different levels opposite Xepien hospital exits.

28. A ROOM. LIGHTS. INT.

Insignias register with android gangster groups who already exist. The assault teams of FALSE GANGSTER EXTRAS dial down surveillance so TAG reads no overload on pistols while they prepare. Faster than city load rounds, the modified pump charges break open and release clamp stunners. There will be time for one shot before security responds.

29. CORX FIVE TOWER. DAWN. EXT.

(FILTERS) END STREET LEDGE (SPECIAL FX) (SOUND FX)

29. (CONTD)

AVAKER'S old Cyborg companion lives with him. Its sensors experience a new world from a table in front of his rooms at the edge of the tower cliff at DRIMODLE gap where AVAKER sits to catch the slight thermal. Recreation pills dispense from a table vendor. Ex-EETOO KOS, PHY, YEL and ZE, spread out in a natural self defence posture walk toward him. Behind them under the cover of higher street levels is the city human sector. vendor dispenser sound, slight thermal breeze sound

AVAKER

Let em come.

AVAKER swallows a few pills. KOS waves. MIGYTE, an android in fashion armour with a looks big pistol holstered side arm joins KOS, PHY, YEL and ZE from the street shadows.

30. TOWER STREET UPPER LEVEL WALKWAYS. DAWN. EXT.

Colour markers sign more ANDROID GANG MEMBER EXTRAS on point at different street levels. They will repel another gang attack with same pistol loads. Pellet splash contact against the armour target zone will warn or disable any android gangster.

(FILTERS) GANG MARKER (VISUAL FX)

armour gang marker reacts to Migyte's movement

31. DRIMODLE TOWER STREET. DAWN. EXT.

(FILTERS) DRIMODLE FOREST (VISUAL FX)

Blue to aqua changes show in a cloudless dawn sky.

32. AVAKER'S TABLE. DAWN. EXT.

(FILTERS) TABLE VENDOR (SPECIAL FX) (SOUND FX)

A vendor shelf dispenses drinks.

dispenser sounds

33. AVAKER'S STREET FRONT. DAWN. EXT.

Already smoothed out a bit AVAKER, still seated, looks at KOS.

AVAKER

Beautiful.

KOS

Yeah. Who knew.

They look again. As AVAKER stands he is a little stiff. AVAKER, KOS, PHY, YEL, ZE and MIGYTE look again then walk slowly down the tower stairwell with its open cliff view.

34. CORX FIVE SURFACE TOWER RIVER INLET BEACH. DAWN. EXT.

(FILTERS) DRIMODLE (SPECIAL FX) (SOUND FX)

The VINVR FLUTTER waves its hollow crinkles into many pages, back and forth, to make soft breeze over NOTWIL as he sleeps. Under him is FUZZY, an old MOLLUSC provider of soft fur comfort. Sleepy FROND music rhythms slow and cease.

(FILTER) FLUTE WIND (SOUND FX)

FronD music sounds slow and cease

(FILTERS) DRIMODLE (SPECIAL FX)

FUZZY'S fur gently wrinkles to nudge NOTWIL.
NOTWIL'S tail reaches out to caress a FROND.

35. TOWER RIVER SANDBANK. DAWN. EXT.

(FILTERS) DRIMODLE (SPECIAL FX)

NOTWIL wears a Xelhn wrap and clip trouser with its tail sheath and a collar shirt. Dressed for the city, NOTWIL approaches his VINVR friend PUFF with pleasure.

NOTWIL

35. (CONTD)

Lookin good Puff.

(FILTERS) DRIMODLE (SPECIAL FX) (SOUND FX)

More VINVR join PUFF at the sandbank. They expand to get bigger and pump to regulate jet motion in preparation for the flight. The VINVR leaf is hollow and it expands like a bellows in and out until it has enough propulsion to fly as a jet

(FILTERS) BELLOWS (SOUND FX)

bellows expansion sounds

(FILTERS) DRIMODLE (SPECIAL FX)

TRI-STEMS fit their shape naturally into VINVR pockets so they might accompany NOTWIL.

36. CORX CITY XEPIEN SECTOR HOSPITAL CORRIDOR. LIGHTS. INT.

Colour indicators for Corx surface atmosphere change as LIL and PEE pass through closer to the Tower Promenade exit.

(FILTERS) CORRIDOR (LIGHTS FX)

quarantine lights change colours

From a side entrance Doctor DIMEF DVUR and XEPIEN mutant FORTUNE join them. DIMEF knows LIL and PEE from treatment visits.

37. XEPIEN HOSPITAL EXIT. DAY. EXT.

(FILTERS) FOG SHEET (VISUAL FX)

Doctor DIMEF DVUR, XEPIEN mutant FORTUNE, LIL and
PEE pass through a final fog sheet into Tower
Promenade city central morning light.

a solid wall becomes a fog mist entry exit

LIL

Is that really your name?

PEE

Pee? Apparently so.

LIL

I don't know.

38. FLEET COMMAND TRANSPORT FIGHTER COCKPIT. LIGHTS INT.

In dim cockpit light NAR slips an old Eetoo insignia on and taps it. This
is enough to unlock a fleet command flyer auto pilot with very fast hyper
drive and easy door access for passengers. NAR wants to pick up LIL not
PEE. This flyer will overtake CHIFFERE along Tower Promenade.

39. CORX CITY OLD CITY CENTRE. EARLY MORNING. EXT.

39. (CONTD)

It is early morning. DIMEF walks alongside LIL. A semi circle of fleet command EXTRAS in casual dress keeps pace. FORTUNE a mutant with many inhibitions wears gangster fashions and walks further behind. A young man fitted with a wrist weapon comes up alongside LIL from a rear guard position. It is MUFFINOR'S grown son GLAXIS. GLAXIS passes LIL.

GLAXIS

You look good Lil.

GLAXIS slows again to keep pace with PEE. Nobody is too close.

40. TOWER PROMENADE. EARLY MORNING. EXT.

(FILTERS) DRIMODLE (SPECIAL FX) (SOUND FX)

A flock of VINVR leaf fly below rays of early sunlight in the shadows at balcony level. NOTWIL'S city dress stands out slung outstretched under PUFF who is a big flyer. TRI-STEM carriers land here and there along Tower Promenade. Everyone pauses to look.

VINVR jets expand and contract propulsion sound

GLAXIS

Eatin. See?

41. TOWER PROMENADE NORTH VIEW TOWARD EATIN. EARLY MORNING. EXT.

41. (CONTD)

Five hundred metres down Tower Promenade north and opposite to them is the EATIN glow sign.

GLAXIS

Mother is there.

(FILTERS) DRIMODLE (SPECIAL FX) (SOUND FX)

VINVR leaf flyers continue on. PUFF deposits NOTWIL well out in front of EATIN where there is room to leave several TRI-STEMS. TRI-STEMS disappear in shadow. The lighter VINVR leaf fly further toward the green cover of the roof higher up.

VINVR jets expand and contract propulsion sound

42. TOWER PROMENADE. EARLY MORNING. EXT.

FALSE GANGSTER EXTRAS with several insignias emerge across from LIL and PEE on higher balconies and at street level. FLEET GUARDS relax. GLAXS explains.

GLAXIS

Androids. A social thing.

43. MODIFIED TOOTHWING. LIGHTS. INT.

(FILTERS) KIDNAP COCKPIT (SPECIAL FX) (SOUND FX)

43. (CONTD)

Next to CHIFFERE the XLA EXTRA'S co-pilot dual body observes front and behind. CHIFFERE and the XLA EXTRA pilot watch LIL'S position on a console map. modified toothwing pulse sheet thrust sound

44. ABOVE TOWER PROMENADE. LIGHTS. INT.

(FILTERS) KIDNAP TOOTHWING (SPECIAL FX) (SOUND FX)

Taxi slow and easy speed brings them no attention. The toothwing hovers near the target vertical point.

modified toothwing pulse sheet hover sound

45. TOWER PROMENADE ROAD CENTRE. EARLY MORNING. EXT.

PEE and LIL hear a whistle first.

(FILTERS) JET WHISTLE (SOUND FX)

jet whistle sound

(FILTERS) FLEET FIGHTER (SPECIAL FX) (SOUND FX)

All EXTRAS turn to look at the fleet fighter fly at super speed from the furthest end south along Tower Promenade toward them.

jet whistle sound

45. (CONTD)

(FILTERS) KIDNAP TOOTHWING (SPECIAL FX) (SOUND FX)

The XLA EXTRA pilot's rear body pushes a fire
button on the rear toothwing console.

jet whistle, multi digit keyboard tap sounds

46. CORX CITY TOWER PROMENADE SOUTHERN VIEW TOWARD NAR. LIGHTS. INT.

(FILTERS) FLEET FIGHTER (SPECIAL FX) (SOUND FX)

A line of light hits NAR'S fleet fighter. Three
more light lines fire out from city positions and
hit the fighter. Quick as it is it slows to a stop
and lands without incident still a long way down
south Tower Promenade away from LIL.

jet whistle sound stops

47. TOWER PROMENADE CORX CITY OLD CITY CENTRE. EARLY MORNING. EXT.

FALSE GANGSTER EXTRAS start to Shoot. GLAXIS along with PERIMETER GUARD
EXTRAS fall.

(FILTERS) PISTOL SHOTS (SOUND FX)

dull twang of propellant pistol shots sounds

48. TOWER PROMENADE SOUTH. MORNING. EXT.

When NAR exits his fleet fighter he turns to look for an escape route. Two
FLEET OFFICER EXTRAS who rush for NAR drop when hit by pellets from balcony

48. (CONTD) levels. NAR pivots for another direction to run. NAR'S mouth opens in astonishment.

(FILTERS) DRIMODLE (SPECIAL FX) (SOUND FX)

A TRI-STEM folds its centre stave over and taps his chin. NAR collapses with a small puncture.

TRI-STEM inject into chin sound

49. TOWER PROMENADE XEPIEN HOSPITAL EXIT. MORNING. EXT.

More OFFICER EXTRAS run out of Xepien hospital exits and fire back.

(FILTERS) PISTOL SHOTS (SOUND FX)

constant dull twang of propellant pistol shots

50. ACROSS FROM HOSPITAL BALCONY VIEW. MORNING. EXT.

Groups of FALSE GANGSTER EXTRAS attack and fire at angles into the GUARD EXTRAS.

(FILTERS) PISTOL SHOTS (SOUND FX)

constant dull twang of propellant pistol shots

City security wall response hits two FALSE GANGSTER EXTRAS who fall.

(FILTERS) PISTOL SHOTS (SOUND FX)

50. (CONTD) two dull twangs of propellant pistol shots

51. TOWER PROMENADE ROAD CENTRE. MORNING. EXT.

(FILTERS) PISTOL SHOTS (SOUND FX)

three dull twangs of propellant pistol shots

PEE and LIL rested and limber react fast. They somersault over shot lines. PEE airborne, takes down a FALSE GANGSTER EXTRA with an aerial kick. PEE recovers and runs for LIL.

(FILTERS) CLAMP SHOT (SPECIAL FX) (SOUND FX)

FORTUNE runs in front of PEE and FORTUNE takes three stunner clamp hits.

thwack onto flesh clamp stunner shots sounds

FORTUNE knocks over PEE as FORTUNE falls down. LIL somersault twists as she delivers an aerial kick to one FALSE GANGSTER EXTRA, and in a final turn as she descends hand chops the neck of another FALSE GANGSTER EXTRA. LIL lands badly. LIL sees PEE push the unconscious FORTUNE off. PEE gets up and runs for LIL. LIL'S ankle is damaged. LIL rubs it.

(FILTERS) KIDNAP TOOTHWING (SPECIAL FX) (SOUND FX)

CHIFFERE'S specially designed toothwing wings close over LIL.

modified toothwing pulse sheet, wing motion, sounds

52. KIDNAP TOOTHWING CAGE. LIGHTS. INT.

LIL is surprised by her windowless enclosure.

53. TOWER PROMENADE ROAD CENTRE. MORNING. EXT.

(FILTERS) KIDNAP TOOTHWING (SPECIAL FX) (SOUND FX)

The toothwing kidnap craft quickly lifts vertical
out of Corx City.

modified toothwing pulse sheet thruster sound

54. SKY. EXT.

(FILTERS) KIDNAP TOOTHWING (SPECIAL FX) (SOUND FX)

Pulse engines scoot the toothwing into hyper-drive.
It disappears in the sky.

modified toothwing pulse sheet whistle, thin hyper
drive pop sound

55. TOWER PROMENADE ROAD CENTRE. MORNING. EXT.

FALSE GANGSTER EXTRAS put their weapons down after a single shot and walk
or run away.

56. TOWER PROMENADE BALCONY. MORNING. EXT.

On balconies the FALSE GANGSTER EXTRAS try to re-enter their quarters but
there is no door. The FALSE GANGSTER EXTRAS see FLEET OFFICER EXTRAS enter

56. (CONTD) from below.

57. TOWER PROMENADE. MORNING. EXT.

FALSE GANGSTER EXTRAS who attack in clusters fire more than one round.

(FILTERS) PISTOL SHOTS (SOUND FX)

multiple dull twangs of propellant pistol shots

58. XEPIEN HOSPITAL EXITS. MORNING. EXT.

FLEET OFFICER EXTRAS scramble from Xepien hospital to fire at assaulting
FALSE GANGSTER EXTRAS.

(FILTERS) PISTOL SHOTS (SOUND FX)

multiple dull twangs of propellant pistol shots

59. TOWER PROMENADE. MORNING. EXT.

FALSE GANGSTER EXTRAS groups fall as they receive pellet fire from FLEET
OFFICER EXTRAS.

(FILTERS) PISTOL SHOTS (SOUND FX)

multiple dull twangs of propellant pistol shots

Unconscious BODY EXTRAS litter Tower promenade.

60. TOWER PROMENADE. FRONT OF EATIN. MORNING. EXT.

Near EATIN several FALSE GANGSTER EXTRAS try to blend in or in the excitement run.

(FILTERS) DRIMODLE (SPECIAL FX) (SOUND FX)

From shadows TRI-STEMS run faster in front of them and staves rotate to chin inject all.

TRI-STEM run sound, TRI-STEM inject into chin sound

61. XEPIEN HOSPITAL EXITS. MORNING. EXT.

(FILTERS) LITTER BEDS (SPECIAL FX) (SOUND FX)

Medi-beds flow from hospital exits.

medi bed hover glide sounds

62. CANTER'S DOOR ENTRY MAUL STREET. LIGHTS. INT.

LIL, PEE, TERLLIS, DOCTOR DIMEF DVUR, two FLEET OFFICER EXTRAS, YEL and ZE meet at a lower level of Six Tower in Maul street outside CANTER'S and enter through a fog sheet.

(FILTERS) FOG SHEET (VISUAL FX)

a solid wall becomes a fog mist entry exit

63. CANTER'S ROOM. LIGHTS. INT.

63. (CONTD) KOS and PHY sit around a pill table. On a move wall screen a pair of beautiful big cartoon eyes blinks at them.

(FILTERS) MOVE WALL (VISUAL FX)

cartoon eyes blink on a screen

(FILTERS) CANTER (SPECIAL FX) (SOUND FX)

To the left of the wall screen a large lumpy ball of flesh wriggles. Canter is an agile bean bag of mutant flesh.

bag wrinkle fold sounds, struggle sounds

AVAKER'S husky voice.

AVAKER

Heh; heh.

(FILTERS) CANTER (SPECIAL FX) (SOUND FX)

CANTER'S fleshy fold roll exposes an untidy AVAKER in loose singlet and baggy shorts. CANTER releases AVAKER who stands and smiles.

bag wrinkle fold sounds,

The greenish skin tone of LIL and PEE is a surprise. AVAKER crosses to PEE, shakes his hand vigorously and embraces LIL. AVAKER steps back. AVAKER feels invisible scars. His smile returns.

63. (CONTD)

AVAKER

This is Canter. She loves me.

(FILTERS) MOVE WALL (VISUAL FX)

A cartoon smile appears and disappears on CANTER'S
free wall communicator

SCREEN FADE OUT FADE IN

(FILTERS) MOVE WALL (TEXT FX)

He's pretty

AVAKER becomes solemn.

AVAKER

Gone?

PEE

There is a crew of about sixty. A new Earth planet.
No star chart.

AVAKER

How long?

63. (CONTD)

LIL

We think fifty; sixty years. Cell depletion. Who knows.

DOCTOR DIMEF DVUR

Avaker's Cyborg. Tell her.

AVAKER

Yes. Its fine. We live together. There's no Moson power.

LIL

Moson Corporation?

AVAKER

Two hundred? Never maybe.

64. PRISON CELL. LIGHTS. INT.

LIL

It is Nar.

NAR is on a bed. NAR'S eyes open to see LIL.

64. (CONTD)

FADE OUT FADE IN

LIL, PEE, TERLLIS, DOCTOR DIMEF DVUR, AVAKER, YEL, ZE, KOS, PHY and two FLEET OFFICER EXTRAS in the room watch NAR.

DIMEF

He's awake.

PEE, LIL, DIMEF and AVAKER move close to NAR'S medibed.

NAR

Lil?

LIL

Its him alright. Nar.

ANDROID TERLLIS

We want Carista returned.

PEE

This is Terllis. My double.

NAR rubs his head. With no make-up TERLLIS does not look like PEE.

64. (CONTD)

NAR

No. I'll take you. Its a camp. There's no maps.

65. CORX FOUR MOON. NIGHT. EXT.

(FILTERS) HIDEAWAY CAMP (SPECIAL FX) (SOUND FX)

The fleet hyper drive transporter lands well inside a large cave overhang on a space pad. A clear entry section horizontally divides a wide vent. There is no sign of occupation. No lights on.

Corx system hyper drive plasma conversion sounds

66. FLEET TRANSPORTER. LIGHTS. INT.

(FILTERS) COCKPIT (VISUAL FX) (SOUND FX)

A screen text lights with colour indicator codes.
change colour alert ping sound

(FILTERS) CONSOLE (TEXT FX)

No lifeforms

(FILTERS) COCKPIT (VISUAL FX) (SOUND FX)

The screen changes to a Corx system star chart
streak line close to Corx Four on the way to Middle
Moon.

66. (CONTD)

screen change indicator alert phlok sound

The FLEET TRANSPORT CREW EXTRAS and PASSENGER EXTRAS on the helm deck do not have space suits on.

FLEET COMMANDER

We crossed a trace line. It stops at Middle Moon.

NAR

No. First hide her.

FLEET COMMANDER (VO) (OOV)

There, Corx Four.

NAR

That'll be it.

67. SPACE. EXT.

(FILTERS) FLEET TRANSPORTER (SPECIAL FX) (SOUND FX)

The fleet command transporter appears in space
pop of hyper jump entry to real time sound

68. FLEET TRANSPORTER. LIGHTS. INT.

68. (CONTD)

(FILTERS) HELM DECK (SPECIAL FX) (SOUND FX)

The forward view screen opens.

synthetic solid wall opens views to space sound

A fleet rescue ship cluster appears as star
movements packed together over a small area in
space above Corx Four.

NAR (VO) (OOV)

This is it.

(FILTERS) CONSOLE SPEAKER (VO) (OOV)

Flatscats alert. Chlorine, ion break up.

FLEET COMMANDER

We'll go on foot.

69. CORRIDOR. LIGHTS. INT.

Android TERLLIS follows the FLEET COMMANDER, LIL, PEE, NAR, DOCTOR DIMEF
DVUR, AVAKER, YEL, ZE, KOS, PHY and two FLEET OFFICER EXTRAS to suit up.

FLEET COMMANDER

No. Not you. Sorry. No. You wait here.

70. CORX FOUR CRATER RIM. NIGHT. EXT.

70. (CONTD)

(FILTERS) TOOTHWINGS (SPECIAL FX) (SOUND FX)

At low altitudes toothwings skim a fog crater back and forth.

toothwing pulse sheet sound

Floodlight teams circle the crater rim. FLEET COMMANDER, LIL, PEE, NAR, DOCTOR DIMEF DVUR, AVAKER, YEL, ZE, KOS, PHY and two FLEET OFFICER EXTRAS exit the vessel with communication tether lines to attach into a continuous circle of space suited fleet searchers.

(FILTERS) FLOODLIGHTS (VISUAL FX)

floodlights scatter the darkness

A line of space suits descend the crater in unison through floodlit fog.

(FILTERS) FLEET COMMANDER (VO) (OOV)

A bit worried. Land line communicator. Flatscats make atmosphere. A Xelhn biology. Eat dirt create gases.

71. HELMET SCREEN. LIGHTS. INT.

At five hundred metres a Helmet alert blips before audio and text.

(FILTERS) BLIP (SOUND FX)

71. (CONTD)

blip sounds

(FILTERS) HELMET (TEXT FX) (LIGHTS FX) (VO)

Alert. Five hundred metres. Corrosion alert.

72. CORX FOUR CRATER. NIGHT. EXT.

(FILTERS) CRATER SLOPE (SPECIAL FX) (SOUND FX)

SEARCHER EXTRAS in space suits try to stay in contact on the crater slope in dense fog. Lines wear and break against obstacles in the fog. tramp footsteps, rope wear on rock and snap sounds

(FILTERS) FLEET COMMANDER (VO) (OOV)

No. No good. Alright. Everybody back. Make a head count don't leave anyone behind.

(FILTERS) CRATER RIM (SPECIAL FX) (SOUND FX)

Critical space suit corrosion gives off smoke as FLEET COMMANDER, LIL, PEE, NAR, DOCTOR DIMEF DVUR, AVAKER, YEL, ZE, KOS, PHY and two FLEET OFFICER EXTRAS return to the top of the rim out of patchy mist.

tramp footsteps, crackle hiss of corrosion sounds

73. FLEET TRANSPORTER HELM DECK. LIGHTS. INT.

73. (CONTD)

At helm deck the FLEET COMMANDER is in uniform.

(FILTERS) FLEET COMMANDER (VO)

Get a P-finder. Where-away?

(FILTERS) CONSOLE SPEAKER (VO) (OOV)

Onway sir.

74. ABOVE THE CORX FOUR CRATER. NIGHT. EXT.

(FILTERS) P-FINDER (SPECIAL FX) (SOUND FX)

Bigdot One provides an Eetoo P-finder device meant to detect interference from outside the area of Corx space on its register. Rapidly the P-finder flies a strict grid pattern surveillance motion with a conversion adjustment designed for these extreme conditions.

very fast EETOO motion in space technology sound

75. SPACE. EXT.

(FILTERS) SATELLITE (SPECIAL FX)

The Fleet Command satellite sphere that orbits Corx Five is the size of a small moon.

76. CORX FIVE CENTRAL ADMINISTRATION SATELLITE. LIGHTS. INT.

(FILTERS) VIEW SCREEN (VISUAL FX) (SOUND FX)

A grid map mirrors the activity of the P-finder at Corx Four with a motion dot representative over the grid. A position is found on a screen grid map.

The dot blinks.

dot blink alert sound

77. ABOVE THE CORX FOUR CRATER. NIGHT. EXT.

(FILTERS) P-FINDER (SPECIAL FX)

The P-finder hovers over the mark and throws a vertical line of light below into the dense fog.

78. SURFACE FLEET COMMAND TRANSPORTER SUIT ROOM. LIGHTS. INT.

In the suit chamber EXTRAS scramble to suit up. Android TERLLIS suits up.

79. CRATER SLOPE DENSE FLOODLIT FOG. NIGHT. EXT.

Space suits floodlight the fog. They hear Flatscat herd noises

(FILTERS) CRATER TERRAIN (LIGHTS FX)

helmet floodlights scatter the dense fog

(FILTERS) FLATSCAT (SOUND FX)

79. (CONTD)

flatscat sounds

Four EXTRAS in space suits see dimly a body shape on the ground.

(FILTERS) LASER LIGHT (VISUAL FX)

helmet floodlights scatter the dense fog tinted
with laser light glow

(FILTERS) CRATER SURFACE (SPECIAL FX)

Half CARISTA'S torso and some of her skull is not
there.

80. CRATER RIM. NIGHT. EXT.

(FILTERS) CLEE SHUTTLE (SPECIAL FX) (SOUND FX)

Two EXTRAS in space suits carry CARISTA'S remains
on a stretcher to a fleet Transporter with many
EXTRAS around. All the space suits smoke. CARISTA
gives off gases.

footsteps trudge in the dirt sounds

81. CORX FIVE CITY. DAY. EXT.

(FILTERS) SPACE PORT (SPECIAL FX) (SOUND FX)

The fleet transporter lands on the Corx City riser

81. (CONTD)

platform space port.

fleet transporter engine hum sound

(FILTERS) POSTER CORNER (SPECIAL FX) (SOUND FX)

The Tower Promenade is different. Poster images of CARISTA as LIL is on every side exit each with different features but the same green tinge and costume. Many EXTRAS turn out to walk the street made up as PEE and LIL. Android TERLLIS and LIL stop to look at a poster on one of the street corners.

ambient pedestrian city sounds

TERLLIS

It's Lil.

LIL touches the poster and the features change.

(FILTERS) CARISTA LIL POSTER (VISUAL FX)

Carista Lil's poster image changes identity

82. CORRIDOR. LIGHTS. EXT.

FLEET COMMANDER, LIL, PEE, NAR, android TERLLIS, DOCTOR DIMEF DVUR, AVAKER, YEL, ZE, KOS, PHY and two FLEET OFFICER EXTRAS walk a tower corridor. NAR grabs LIL by the arm and pulls LIL through a side fog sheet.

82. (CONTD)

(FILTERS) FOG SHEET (VISUAL FX)

a solid wall quickly becomes a fog mist entry exit

83. A ROOM. LIGHTS. EXT.

NAR is in front of LIL when LIL chops NAR in the throat. NAR sprawls across the floor. NAR sits up and grabs at his throat. NAR looks at LIL. LIL'S colour is almost normal. LIL looks at NAR.

LIL

I am Eetoo one. Go home Nar.

84. CORRIDOR. LIGHTS. EXT.

When the FLEET COMMANDER, LIL, PEE, android TERLLIS, DOCTOR DIMEF DVUR, AVAKER, YEL, ZE, KOS, PHY and two FLEET OFFICER EXTRAS continue along the corridor NAR is at the rear with the two FLEET OFFICER EXTRAS. Everyone stops to look at NAR.

NAR

I can't. They'll find out.

85. CORX FIVE CITY ANDROID TOWER SECURE MAINTENANCE ROOM. LIGHTS. INT.

Android Tower is below the Deadrock shuttle platform. Deep in a secure section the remains of CARISTA LIL lies in a clear box in the process of preparation for Deadrock. Technology builds a security box around her.

85. (CONTD)

(FILTERS) CARISTA LIL'S REMAINS (VISUAL FX)

Carista Li's remains in a clear container
automatically has a security box erect around it

The new CARISTA model is not LIL. A new face and body shape gives CARISTA an autonomy. CARISTA looks at herself in the box. The CARISTA LIL android remains is in bad condition.

TERLLIS

Trackers in operation. Everyone is grateful.

CARISTA

They plan to take Vinvr. The new ship.

One last look at CARISTA LIL then TERLLIS, CARISTA, ANDROID MECHANIC YEAYEM and an ANDROID MECHANIC EXTRA leave.

86. TOWER PROMENADE POSTER CORNER. DAY. EXT.

TERLLIS, CARISTA, ANDROID MECHANIC YEAYEM and an ANDROID MECHANIC EXTRA look at a CARISTA LIL poster.

CARISTA

It is so; diminished. Like a dead thing.

86. (CONTD)

ANDROID MECHANIC YEAYEM.

We must continue. This is not an animal. We do not live. Be grateful. This may be a mercy for our kind.

87. CORX FIVE DEADROCK SHUTTLE SPACE PORT TERMINUS. DAY. EXT.

(FILTERS) SPACE PORT (SPECIAL FX) (SOUND FX)

Deadrock shuttle is very popular with its own riser platform. One side of the shuttle is open. A crowd of EXTRAS enter as they want. FORTUNE boards the Deadrock shuttle further toward the rear through the deceased security room entrance with the float box technology sarcophagi of CARISTA LIL. bustle of tourist pedestrian sounds

(FILTERS) CARISTA CONTAINER (SPECIAL FX) (SOUND FX)

float technology makes it easier to move the Carista Lil float box technology sarcophagi weird hover glide sounds

88. DEADROCK SHUTTLE. LIGHTS. INT.

(FILTERS) SECURITY CHAMBER (SPECIAL FX) (SOUND FX)

The CARISTA LIL technology sarcophagi enters a security room with FORTUNE. Xelhn Physicians

88. (CONTD)

NKLUGLIRRM and SHIRNLAAM step through a solid wall
as it becomes a fog mist entry exit and usher
FORTUNE into another room.

weird hover glide sounds, quiet footsteps sounds

89. A ROOM. LIGHTS. INT.

(FILTERS) FORTUNE ARMOUR (SPECIAL FX)

Xelhn Physicians NKLUGLIRRM and SHIRNLAAM examine
FORTUNE'S wound streaks.

SHIRNLAAM

This won't take long.

NKLUGLIRRM

Come. Look at this.

(FILTERS) SUIT TROLLEY (SPECIAL FX) (SOUND FX)

A model of a new space suit on a rack wheels out
through a solid wall that becomes a fog mist entry
exit to the room.

roller wheels sounds, footsteps sounds

SHIRNLAAM

New. Hyper drive suit. Its not been tested?

89. (CONTD)

(FILTERS) SECURITY CHAMBER (SPECIAL FX)

While FORTUNE takes a view of the suit detail and documentation on a wall screen SHIRNLAAM enters the restricted deceased security room through a solid wall that becomes a fog mist entry exit. SHIRNLAAM inserts an examiner key into the sarcophagi.

On the screen lights up in another antechamber.

90. CARISTA LIL SECURITY ANTECHAMBER. LIGHTS. INT.

NKLUGLIRRM taps codes on the wall to extract fine detail on the screen.

(FILTERS) WALL SCREEN (VISUAL FX)

An artefact found on the achilles tendon is a small Moson Corp. stamp.

(FILTERS) SECURITY CHAMBER (SPECIAL FX)

Satisfied, NKLUGLIRRM passes the coffin with a button press against the screen and leaves the Sarcophagus chamber through a solid wall that becomes a fog mist entry exit.

91. A ROOM. LIGHTS. INT.

FORTUNE views the suit documentation on a screen. NKLUGLIRRM and SHIRNLAAM enter.

91. (CONTD)

NKLUGLIRRM

Its not ready. A year perhaps, we may need to fit the first few to volunteers. Dangerous? Yes, a useful improvement for our system.

FORTUNE nods.

FORTUNE

Dangerous. The design looks stable. Anyone?

SHIRNLAAM

Yes. You could be one. Spend more time with us.

92. FORTUNE'S STATEROOM CORRIDOR ENTRANCE. LIGHTS. INT.

FORTUNE returns to his stateroom.

FADE OUT FADE IN

93. STATEROOM ESCAPE CAPSULE. LIGHTS. INT.

FORTUNE'S passenger stateroom escape capsule spacious sleeper is fitted for his special mutant needs. A star chart points to the right position in space.

94. SPACE. EXT.

94. (CONTD)

(FILTERS) ESCAPE POD (SPECIAL FX)

Escape pods protrude down one side of the Deadrock shuttle. FORTUNE'S escape capsule pops out and flies into space.

95. BUBBLES ARCADE. LIGHTS. INT.

Fleet command surveillance in the Bubbles facility is everywhere. FORTUNE goes straight to a vendor arcade where FORTUNE stops at a shopfront catalogue dial up. FORTUNE puts his TAG badge in.

(FILTERS) CLEE SHUTTLE (SPECIAL FX) (SOUND FX)

Three vendors come through a catalogue wall that becomes a fog mist entry exit, an EX EETOO HUMAN EXTRA, an ANDROID EXTRA and XEPIEN FINSTA.
quiet background alien music sounds

XEPIEN FINSTA

We will not be able to suit you. Your special needs make it unsafe and unwise. To enter open space is most likely lethal.

Fortune places a small device against the wall vendor.

(FILTERS) SCREEN (VISUAL FX)

95. (CONTD)

a technical drawing with text commentary displays
on a screen overlaid on the catalogue wall

XEPIEN FINSTA

This is OK. Here is the Corx Five address. It will
be ready.

FORTUNE leaves. The EX EETOO HUMAN EXTRA looks at the request.

96. B.W. SEVENTEEN MIDDLE MOON LOW SECURITY STORES. LIGHTS. INT.

Long rows of technology, old models, machinery pieces and parts of builds
line a lower level storage section. TAG labels connect each article to
surveillance.

(FILTERS) VSVRNEEKA (SPECIAL FX) (SOUND FX)

VSVRNEEKA an Aox-bi symbiont, moves several pieces.
shuffle of objects sounds

CHIFFERE recognises a vague shape amongst the inventory. CHIFFERE speaks
into the shelves.

CHIFFERE

Its Lil.

(FILTERS) VSVRNEEKA (VO)

96. (CONTD)

You possess her?

CHIFFERE

Lil is an android.

(FILTERS) VSVRNEEKA (VO)

Hide her well.

CHIFFERE

You won't find her.

97. ANDROID MECHANICS ARMoured CORX FIVE TOWER CORRIDOR. LIGHTS. INT.

(FILTERS) TOWER CORRIDOR (SPECIAL FX) (SOUND FX)

FORTUNE travels down an armour wall corridor, two security spheres float either side dot weapons ready.

slight hum of gravity control sounds

98. ANDROID MECHANICS ROOM. LIGHTS. INT.

Inside at the tower address three ANDROID EXTRAS wheel in on a stand a transparent torso armour. It is positioned close to FORTUNE.

(FILTERS) TORSO ARMOUR (SPECIAL FX) (SOUND FX)

98. (CONTD)

A switch control opens the transparent torso armour and flexi moulds around Fortune includes a clear over helmet. An ANDROID EXTRA slips on the arm sleeve armour. On one arm a slide lever control with an override controller sits along the top of a thick pin barrel forearm cannon.

synthetic gel sound, clip pops and slider sounds

XEPIEN SHOTHNA and the HUMAN EXTRA nod.

SHOTHNA

The fire overload is one hundred metres. Do not be within one hundred metres.

SHOTHNA points to a large pair of flat buttons.

SHOTHNA

Warning. Override. Go with care brother.

99. CORX FOUR MOVE CORRIDOR TAXI RECESS. LIGHTS. INT.

(FILTERS) TAXI (SPECIAL FX) (SOUND FX)

A move platform takes FLEET COMMANDER VLUVLIMER, GLAXIS, NAR and two FLEET OFFICER EXTRAS all now in uniform down a blank move corridor on a platform taxi. The taxi stops and seats sideways into a recess auto wall creates in the corridor for them.

99. (CONTD)

taxi hum of gravity control glide sound, wall sound

FLEET COMMANDER VLUVLIMER

Tracker. Zirhairterher. We like to know if it is in
the building.

(FILTERS) LEG LOOP (SPECIAL FX) (SOUND FX)

A continuous loop covered in tiny legs rotate walks
across their fog sheet transparency and on down
the move road.

XELHN biotechnology tiny walk sounds

FLEET COMMANDER VLUVLIMER

I am a rebirth. Volvulmer was keep watch. She saw
the murder of a citizen. Now I am Fleet Commander
Vlublimer.

100. CORRIDOR. LIGHTS. INT.

(FILTERS) FOG ENTRANCE (SPECIAL FX) (SOUND FX)

FORTUNE slides the forearm pistol to the light end
toward the wrist. FORTUNE steps through a solid
wall that becomes a fog mist entry exit
arm cannon slide adjuster sound

101. XELHN EVOLUTION CENTRE LABORATORY. LIGHTS. INT.

101. (CONTD)

Five ANDROID EXTRAS assist NKLUGLIRRM and SHIRNLAAM. They know it is FORTUNE and take no notice. Their backs slightly bent all continue to work at a bench full of biology specimens.

(FILTERS) LABORATORY (SPECIAL FX) (SOUND FX)

FORTUNE aims and fires slow and regular. When the pistol ball shots go through each ANDROID EXTRA the burst of dust from the impact blackens the bench and wall.

projectile, wall impact shot to powder, sounds

The ANDROID EXTRAS collapse. NKLUGLIRRM and SHIRNLAAM still do not comprehend and turn unconcerned to the sound.

(FILTERS) LABORATORY (SPECIAL FX) (SOUND FX)

FORTUNE fires two shots into specimens either side of NKLUGLIRRM and SHIRNLAAM.

two projectile hit and shatter specimen sounds

FORTUNE shoots NKLUGLIRRM through the shoulder. In complete shock NKLUGLIRRM collapses. SHIRNLAAM is now aghast mouth wide and pressed back against the bench.

FORTUNE

Where is Lil?

101. (CONTD) SHIRNLAAM is catatonic, unable to speak. A transparent security cylinder descends from the ceiling and rises from the floor.

(FILTERS) SECURITY CYLINDER (VISUAL FX)

A transparent cylinder emerges from the ceiling and floor to encase Fortune

(FILTERS) LABORATORY (SPECIAL FX) (SOUND FX)

FORTUNE sets the slide up to high, holds the override, and fires. A hole is blown in the ceiling. The concussion bashes FORTUNE heavily into the floor. Smoke and dust begins to fill the room. a cannon shot, ceiling hit and explosion sounds

(FILTERS) FOG SHEET (VISUAL FX) (SOUND FX)

FLEET COMMANDER VLUVLIMER, GLAXIS, NAR and two FLEET OFFICER EXTRAS enter through the solid wall that becomes a fog mist entry exit.

footsteps hurry sounds

NAR goes to FORTUNE unconscious on the floor. The instrument panel behind the armour is not live. NAR looks at SHIRNLAAM. SHIRNLAAM remains in place frozen with fear.

NAR

Its dead.

101. (CONTD)

(FILTERS) MEDICAL STAFF (SPECIAL FX) (SOUND FX)

ANDROID EXTRAS, teck boxes, beds and MEDICAL STAFF EXTRAS enter the open access entry from the open access entry across the corridor to take into care NKLUGLIRRM, SHIRNLAAM and the five injured ANDROID EXTRAS on the floor.

hum of Corxian technology and hover glide sounds

FORTUNE is left till last.

102. XELHN EVOLUTION CENTRE CORRIDOR ENTRANCE. LIGHTS. INT.

(FILTERS) TAXI (SPECIAL FX) (SOUND FX)

FLEET COMMANDER VLUVLIMER, GLAXIS, NAR and two FLEET OFFICER EXTRAS platform taxi stops in the front of a corridor entrance where two FLEET OFFICER EXTRAS stand guard.

taxi hum of gravity control glide sound,

103. WORKROOM OFFICE. LIGHTS. INT.

A large office fronts a deeper room area covered in technical drawings, pictures of Drimodle and on the tables models of experimental hold cells, space vessels, space suits, and broken rejects litter table tops and the floor. Float examiners sample each specimen and artefact as they get to them.

103. (CONTD)

(FILTERS) FLOAT EXAMINERS (SPECIAL FX)

float examiners hover near objects and record data

FLEET COMMANDER VLUVLIMER looks at a wall schematic of a hold cell.

FLEET COMMANDER VLUVLIMER

Plenty of this goes on. Some supervised. This is our dream gentle folk. Drimodle. How to extract Drimodle and live them here. Space travel. In exchange for settlement Corx Five. This lot is illegal. Forensics will list any regular visitor identities.

(FILTERS) FLOAT EXAMINER (SPECIAL FX) (LIGHT FX)

GLAXIS picks up a glaze block from a bench and places the glass along a float bar. The bar reads technology and stores it for use in a capsule along the top sensor filaments.

Sign of LIL will light a response.

GLAXIS

No. No Lil.

GLAXIS goes to another glaze block.

103. (CONTD)

FLEET COMMANDER VLUVLIMER

Leave it to forensics. We found a new location.

As the EXTRAS walk out NAR picks up a model of the modified toothwing kidnap vessel from a pile of pieces on a bench. All stop to look. They turn around and spread out along the extensive shelves to try to find more clues.

104. CORX FIVE TOWER OF HUMAN ARCHIVES. LIGHTS. INT.

MUFFINOR and PEE view the surround of exhibits in a public gallery with a small background crowd of EXTRAS. The open space displays many objects from the earth colonial ship. CHILDREN EXTRAS run through part of a human sequencer, a large clear cylinder.

MUFFINOR

We all come from this. Xelhn use them. This is the only model we kept.

PEE.

A new version could be; adequate?

105. B.W. SEVENTEEN MIDDLE MOON CORRIDOR ALCOVE. LIGHTS. INT.

From a distance the XLA pilot EXTRA watches as CHIFFERE leaves stores where VSVRNEEKA hides. CHIFFERE steps onto the move road. Two FLEET OFFICER EXTRAS appear from a corridor fog sheet opposite and apprehend CHIFFERE.

106. PRISON CELL. LIGHTS. INT.

NAR enters CHIFFERE'S cell. Two FLEET OFFICER EXTRAS guard.

107. HIDDEN VIEW ROOM. LIGHTS. INT.

Behind one wall is a full one way view room where FLEET COMMANDER VLUVLIMER, LIL, PEE, ANDROID TERLLIS, ANDROID CARISTA, DOCTOR DIMEF DVUR, AVAKER, YEL, ZE, KOS, PHY, and two FLEET OFFICER EXTRAS guards watch and listen. NAR, beside himself with rage, attacks CHIFFERE with EETOO martial kicks and punches.

108. HOLDING CELL. LIGHTS. INT.

CHIFFERE is too tough and Side steps the kick punches. Six finger grips fend off NAR. A forearm block wards off more punches and kicks. NAR is near exhaustion. CHIFFERE smiles an unpleasant smile.

CHIFFERE

Slow Nar slow down.

NAR

We. Will. Never. Get outta here.

CHIFFERE

I already worked that one out. You got in mind?

108. (CONTD)

NAR

Where is Lil? That is all.

CHIFFERE says clearly to wall surveillance.

CHIFFERE

OK.

109. CORX FIVE CITY TOWER RISER TOURIST TRANSPORT SPACE PORT. LIGHTS. INT.

Two young FLEET OFFICER EXTRAS bring CHIFFERE and NAR to a room on the Corx Four tourist flight and leave them. Surveillance security combines with wall and TAG in the Corx system.

110. CORX FOUR VENTED SPACE PORT. LIGHTS. INT.

CHIFFERE and NAR in work helmet space suits follow a group of EXTRAS in similar dress when they leave the tourist transport. Two FLEET OFFICER EXTRAS wait at the main entry as CHIFFERE and NAR walk past to surface transports.

111. SURFACE HANGERS. LIGHTS. INT.

Workers go to flight hanger entries for surface connections or land transports. CHIFFERE and NAR choose a two seater sphere with basic pulse plate thrusters.

112. CORX FOUR VENTED SPACE PORT. LIGHTS. INT.

Two FLEET OFFICER EXTRAS look at each other then quickly go back into the large tourist vessel.

113. SPACE PORT SURFACE EXIT VENT. LIGHTS INT.

(FILTERS) SPHERE TRANSPORT (SPECIAL FX) (SOUND FX)

The two seat sphere lifts vertically. The two seat sphere thrusts toward a dark horizon.

pulse sheet thrust sound

114. TOURIST TRANSPORT LOBBY. LIGHTS. INT.

In the tourist transport lobby a FLEET OFFICER EXTRA waits while FLEET OFFICER QUOSHY contacts FLEET COMMANDER VLUVLIMER.

FLEET OFFICER QUOSHY

Gone. No tracer.

115. CORX FIVE CITY FLEET TRANSPORT SPACE PORT. NIGHT. EXT.

FLEET COMMANDER VLUVLIMER, PEE, LIL, AVAKER, DOCTOR DIMEF DVUR, CHIEF MECHANICAL SURGEON MOLIN, and six FLEET OFFICER EXTRAS wait while a secure cargo fits into the transport vessel. A large WHITE RABBIT EXTRA with a huge clock over its shoulder enters the ship. FLEET COMMANDER VLUVLIMER smiles.

115. (CONTD)

FLEET COMMANDER VLUVLIMER

Our pilot. We must go.

116. CORX FOUR HIDEAWAY APPROACH TUNNEL. LIGHTS. INT.

(FILTERS) TAXI (SPECIAL FX) (SOUND FX)

CHIFFERE leads NAR through a corridor exit solid wall that becomes a fog mist exit to a platform taxi that takes them down a long rock tunnel. taxi hum of gravity control glide sound

117. HIDEAWAY CHAMBER. LIGHTS. INT.

(FILTERS) CHAMBER INDUSTRY (SPECIAL FX) (SOUND FX)

In a vast open chamber technology is busy. Large sections of alien machinery separators move Ballast from a base container to a refiner. Moulder vats for automatic construction designs line a length of wall. NAR sees many operations familiar to the free colony. In one section with a clear area big enough for carry vehicles, technical apparatuses hold two transparent cubes in position. There is a skull fragment in one and a second contains the contents of LIL's torso portion. Each lights up as a simultaneous slice removes an atomic thickness. Tiny armatures remove fine particles from the wafer and put each piece in a three dimensional pattern

117. (CONTD)

map over a clear table surface until a complete model can take place. In this way a true production of LIL's secret will shape.

various technology synthetic sounds

NAR is surprised and astonished.

NAR

Real.

CHIFFERE

TAG is wrong, see?

(FILTERS) WALL SCREEN (VISUAL FX) (SOUND FX)

A wall screen grows into a magnified view of the two body parts. The android area of manufacture is dead fluid that shows as dull background. Both pieces reveal tiny solid containers and from these a trail of dust glistens as it disperses.

background of various technology synthetic sounds

CHIFFERE

It might be a leak. We need all of Lil to see. The secret may be this small spread of quantity. We need to find out.

117. (CONTD) NAR wonders if this is the real LIL.

CHIFFERE (CONTD)

Our quest might be finished. We no longer require assistance. You should return home?

NAR

Will I?

CHIFFERE

I am no longer your commander Nar. A ship.

(FILTERS) FOG SHEET (VISUAL FX)

Behind NAR a solid wall fog mist clears to be transparent and reveals a shuttle in a vertical vent launch pad. When NAR walks through the fog mist solidifies to become a wall.

CHIFFERE (CONTD)

Is he convinced?

(FILTERS) PUBLIC ADDRESS SPEAKERS (OOV)

No matter. They will not find us in time. Please; continue.

117. (CONTD)

(FILTERS) TAXI (SPECIAL FX) (SOUND FX)

CHIFFERE walks back to the platform taxi. CHIFFERE travels further down the long rock tunnel incline. The taxi stops at the entrance to a second secret chamber.

taxi hum of gravity control glide sound

118. SECOND LARGE CHAMBER. LIGHTS. INT.

(FILTERS) CHAMBER INDUSTRY (SPECIAL FX) (SOUND FX)

Construction to equip several vessels is under way. Cages similar to the capture cell install into designer holds.

various synthetic industrial technology sounds

CHIFFERE, a MAYBE REAL JAKE EXTRA, a MECHANICAL JAKE and a XLA EXTRA watch.

MAYBE REAL JAKE

We win either way. Drimodle will sell anywhere.

(FILTERS) CHAMBER INDUSTRY (SPECIAL FX) (SOUND FX)

Open for construction each ship side shows laboratory modules in build process.

various synthetic industrial technology sounds

119. (CONTD) CHIFFERE is impressed.

120. SPACE. EXT.

(FILTERS) SPACE FLYER (VISUAL FX)

NAR'S space shuttle appears in space

(FILTERS) SPACE FIGHTER (VISUAL FX)

A fleet fighter appears in space near NAR'S space
shuttle

121. CORX FIVE CITY. NIGHT. EXT.

(FILTERS) RISER PLATFORM (SPECIAL FX) (SOUND FX)

NAR lands on the Corx Five lander platform. The
fleet fighter lands near the shuttle.

plasma sheet thrust sounds

As NAR crosses a safety line, two FLEET OFFICER EXTRA guards detain NAR and
escort NAR off the platform.

122. CORX FIVE CITY HUMAN SECTOR BRIG. LIGHTS. INT.

Two FLEET OFFICER EXTRA guards wait in the cell with NAR. GLAXIS and TWO
OFFICER EXTRAS enter.

GLAXIS

122. (CONTD)

Nar, we lost you very quick. Our technology did not go past our city limit. Your equipment cut us off.

NAR

Corx Four. Lil. Corx Four.

GLAXIS

You saw her?

NAR nods.

123. SPACE. EXT.

(FILTERS) CORX FOUR ORBIT (SPECIAL FX) (SOUND FX)

Available Fleet Command craft disperse to circumnavigate Corx Four. A P-finder from Bigdot One is sent into orbit.

EETOO craft motion in space sounds

124. BIGDOT ONE. LIGHTS. INT.

(FILTERS) LOUDSPEAKER (SOUND FX))

alert beep sounds

(FILTERS) ROTATION DECK (SPECIAL FX) (SOUND FX)

124. (CONTD)

EXTRAS crew move into action stations from middle deck to main below deck ships.

EETOO internal technology motion hum sounds

125. SPACE. EXT.

(FILTERS) BIGDOT ONE (VISUAL FX)

Bigdot One appears in space

126. CORX FIVE CITY DEADROCK SHUTTLE RISER PLATFORM. DAY. EXT.

GLAXIS and NAR walk toward Deadrock shuttle.

GLAXIS

What you decide Nar. We will be close at hand.

GLAXIS turns to leave the platform as NAR enters Deadrock shuttle.

127. B.W. SIXTEEN DEADROCK MAIN TOURIST TRANSITION TERMINAL. LIGHTS. INT.

NAR enters a tourist shuttle, a children's information tour of the outside.

128. TRANSIT LAUNCH AREA. LIGHTS. NIGHT. EXT.

(FILTERS) PLANET SPACE PORT (SPECIAL FX) (SOUND FX)

The children's tour shuttle, a small flyer, rises

128. (CONTD)

above the ground complex.

toothwing pulse sheet thrust sound

129. DEADROCK TOUR SHUTTLE. LIGHTS. INT.

NAR walks past CHILDREN EXTRAS to his seat. A dispense vendor drops a space suit and helmet. CHILDREN EXTRAS giggle and watch NAR slip on the easy fit Space suit. He takes his seat. NAR smiles through the clear helmet shield. CHILDREN EXTRAS laugh out loud.

(FILTERS) CHILDREN EXTRAS (SOUND FX)

laughter of children sounds

(FILTERS) VISION WINDOW (SPECIAL FX)

The blank window next to NAR converts to show a wide landscape view of the Deadrock complex

NAR watches.

NAR

Vent details.

(FILTERS) VISION WINDOW (SPECIAL FX)

An auto motion map overlay appears. Vent details highlight as they approach. One section is secure near glaze storage. New work is visible.

129. (CONTD)

NAR switches off the map. Easy to see street vent control temperature pipes go into each crypt.

(FILTERS) VISION WINDOW (SPECIAL FX)

vent temperature pipes feed into the crypts

130. B.W. SIXTEEN DEADROCK TOURIST TRANSITION TERMINAL. LIGHTS. INT.

NAR leaves the tour shuttle and walks through a fog barrier maintenance surface exit.

(FILTERS) FOG BARRIER EXIT (VISUAL FX)

a solid wall becomes a fog mist no atmosphere exit

131. B.W. 16 DEADROCK MAINTENANCE ATMOSPHERE LOCK. LIGHTS. INT.

The transition space contains tecboxes and maintenance equipment on shelves. NAR removes a multi tool from a robot arm. The connector light goes off without security notice.

(FILTERS) MAINTENANCE SHELF (LIGHTS FX)

robot arm connection illumination goes out

132. B.W. SIXTEEN DEADROCK MAINTENANCE ROAD. NIGHT. EXT.

There is surveillance. Robot tecbox flat trolleys move casually and slowly

132. (CONTD) around NAR as he walks the perimeter road. One side is the wall of the cemetery tourist complex and to his right the undeveloped rough surface of B.W. Sixteen.

133. HELMET. NIGHT. EXT.

NAR counts softly as he walks past a vent.

(FILTERS) NAR (VO)

Fifty three.

134. VENT ACCESS LANE. NIGHT. EXT.

Nar turns left into the lane where vent pipes flow into a blocked up wall.

135. HELMET. NIGHT. INT.

(FILTERS) NAR (VO)

Extreme Life support.

Oxygen and heat increases.

(FILTERS) LIFE SUPPORT (SOUND FX)

Wind flow sounds

136. VENT WALL. NIGHT. EXT.

136. (CONTD) NAR lifts his multi tool and begins to remove plug fasteners. Each plug fastener sits inside the tool to be reset. The thermal barrier and tecbox access point is open enough for NAR to slide inside.

137. MAINTENANCE CORRIDOR. NIGHT. INT.

NAR closes the wall. Inside the helmet light is diminished by the impenetrable dark. There is noises as NAR feels his way.

(FILTERS) HELMET (LIGHT FX)

inside helmet light set very low shows NAR'S face

(FILTERS) HAND FEELS (SOUND FX)

hand scrape wall sounds

138. HELMET. NIGHT. EXT.

A tiny helmet screen blink feed shows NAR to keep on.

(FILTERS) HELMET (LIGHT FX)

a red dot light blinks

139. MAINTENANCE CORRIDOR. NIGHT. INT.

(FILTERS) HELMET (VISUAL FX)

Dimly the helmet light shows a different design on

139. (CONTD) the crypt wall. No door.

NAR works a portion of wall apart.

(FILTERS) CRYPT LIGHT (VISUAL FX)

A dim blue crypt light warns NAR.

140. HELMET. NIGHT. EXT.

NAR switches the entire suit down.

(FILTERS) NAR (VO)

Emergency. Shut down.

(FILTERS) HELMET (LIGHT FX)

all helmet illumination shuts down

NAR slips through the crack in the crypt wall.

141. BLUE LIGHT CRYPT ROOM. DIM BLUE LIGHT. INT.

NAR moves quick as he can in the dim blue light. NAR follows gas mix pipes a few steps to the sarcophagi in the middle of an empty room. The side sits at an angle on the lid. The body remains of CARISTA LIL is not there.

FADE OUT

142. SPACE. EXT.

The shuttle with LIL aboard drops out of hyper drive into real time local.

(FILTERS) SHUTTLE (VISUAL FX)

a shuttle appears in space

143. APPROACH TO CRUSHER CARRIER SPACE. EXT.

(FILTERS) CRUSHER (SPECIAL FX) (SOUND FX)

The Crusher carrier grows in size as the shuttle approaches in pulse mode. Only Crusher's helm deck shows light above the dull body of the hull's full armour.

plasma sheet thrust sounds

(FILTERS) LEFT CRUSHER BARREL (VISUAL FX)

The left side barrel opens a panel to indicate where to dock light shows the way.

(FILTERS) CRUSHER (SPECIAL FX)

The shuttle enters Crusher's left barrel entry.

144. CRUSHER SHUTTLE PLATFORM. LIGHTS. INT.

FLEET COMMANDER VLUVLIMER, PEE, LIL, AVAKER, DOCTOR DIMEF DVUR, CHIEF

144. (CONTD) MECHANICAL SURGEON MOLIN and two FLEET OFFICER EXTRAS disembark the shuttle onto the newly prepared Crusher platform that sits as a temporary level inside a vast barrel cavity big enough to launch Bigdots or fire the feared pulse bam. In front of them on different levels small Corx fleet ships assemble. This includes the Pinfighter group of two, a seventy five flight of Eetoo grade Toothwing strafe weapons and newer Corx system flyers. The forward view is of an armour bulk head. An EETOO FLEET OFFICER EXTRA in parade dress uniform greets them.

(FILTERS) PUBLIC ADDRESS (VO) (OOV)

Target range. Time correct.

145. CRUSHER HELM DECK. LIGHTS INT.

Many EETOO EXTRAS gather on the helm deck. The screen stretches right along the deck and reaches the roof. Helm central vertical bars separates the screen into three independent views. The helm controller EETOO stands at the centre.

(FILTERS) FRONT VIEW SCREEN (VISUAL FX)

The front view shows an approach to the Moson Pod still a speck in the front view. The target ship is visible

HELM EETOO

All ahead slow.

146. SPACE. EXT.

(FILTERS) SUPPLY DRONE (SPECIAL FX) (SOUND FX)

The target ship is cigar shape, long thin with a taper to either blunt end. A rear pulse is active. pulse sheet synthetic sound

147. CRUSHER CENTRAL DIVIDER HALL. LIGHTS. INT.

EETOO ONE

This way.

EETOO ONE, FLEET COMMANDER VLUVLIMER, PEE, LIL, AVAKER, DOCTOR DIMEF DVUR, CHIEF MECHANICAL SURGEON MOLIN and five FLEET OFFICER EXTRAS exit a lift to the below central hall and walk toward the left barrel. Construction clearly is still under way.

(FILTERS) CONSTRUCTION (SPECIAL FX) (SOUND FX)

Pipes self adjust.

EETOO industrial synthetic motion sounds

An observation and control deck at the start of the left barrel entry gives EETOO ONE, FLEET COMMANDER VLUVLIMER, PEE, LIL, AVAKER, DOCTOR DIMEF DVUR, CHIEF MECHANICAL SURGEON MOLIN and five FLEET OFFICER EXTRAS a wide platform view.

(FILTERS) CONSTRUCTION (SPECIAL FX) (SOUND FX)

147. (CONTD)

EETOO EXTRAS in space suits and Tec equipment continue work on scaffold. Dots fly in and around to record. Central to the Crusher barrel amongst the scaffold is an empty space with the same cigar shape as the target vessel. The end of the left Crusher barrel is open to space.

EETOO industrial synthetic motion sounds

148. LEFT SIDE OBSERVATION PLATFORM. LIGHTS. INT.

PEE grabs EETOO ONE'S shoulder and nods toward LIL. LIL grips a hand rail; rigid.

EETOO ONE (VO (OOV)

This way.

LIL turns and EETOO ONE, FLEET COMMANDER VLUVLIMER, PEE, AVAKER, DOCTOR DIMEF DVUR, CHIEF MECHANICAL SURGEON MOLIN and five FLEET OFFICER EXTRAS follow as EETOO ONE leads them back to the central divider hall.

149. CENTRAL DIVIDER HALL. LIGHTS. INT.

EETOO ONE leads, FLEET COMMANDER VLUVLIMER, LIL, PEE, AVAKER, DOCTOR DIMEF DVUR, CHIEF MECHANICAL SURGEON MOLIN and five FLEET OFFICER EXTRAS through the central divider hall full of technology. New pipes and glass tubes run to the right side barrel.

EETOO ONE (VO)

149. (CONTD)

No connection Yet.

EETOO ONE leads, FLEET COMMANDER VLUVLIMER, LIL, PEE, AVAKER, DOCTOR DIMEF DVUR, CHIEF MECHANICAL SURGEON MOLIN and five FLEET OFFICER EXTRAS through to the right side observation deck.

150. RIGHT VAST CLOSED BULK HEAD CHAMBER. LIGHTS. INT.

Technology fills the space. Vats, Control variation technology and other very large equipment modules surround the central glass case. In a series of containment glass barriers four large cylinders protect small capsules that grow human blank bodies. Forward across is another cubicle with a very large flat table. The AVAKER CYBORG laid out with tendrils that go everywhere runs overhead along a clear walkway. Control panels line either side.

151. RIGHT SIDE OBSERVATION PLATFORM. LIGHTS. INT.

EETOO ONE

Colonial technology. Not Moson Corporation.

PEE

Four?

(FILTERS) AVAKER'S CYBORG (VO) (OOV)

There will be four Bounce survivors.

151. (CONTD)

AVAKER looks at LIL.

AVAKER

We don't know. Really. This is pretty dangerous
Lil.

LIL

Get on with it.

152. LEFT BARREL FORWARD INDUSTRIAL TECHNOLOGY VIEW. LIGHTS. INT.

EETOO CONTROLLER (VO) (OOV)

Set auto alignment.

(FILTERS) INTERNAL HULL (SPECIAL FX) (SOUND FX)

Scaffold shift to adjust fine vibration is less
than the slower change in the Crusher hull that
needs to alter for flex at each weight variant.
Both move.

EETOO industrial synthetic motion sounds

153. LEFT BARREL FORWARD AREA OPEN TO SPACE. LIGHTS. INT.

(FILTERS) HELM EETOO (VO) (OOV)

153. (CONTD)

Auto helm. Action Stations.

(FILTERS) INDUSTRIAL VIEW (SPECIAL FX) (SOUND FX)

At mark entry an absorbent wall fits against the rear pulse thruster of the target ship. This moves back into the Crusher barrel. The ship is overtaken and an equal speed achieved. Crusher technology throws out pipes to engage with the supply ship hull. A semi transparent force barrier keeps an open calculation between the Moson Corporation Ballast supply ship and any equipment yet to attach.

EETOO industrial synthetic motion sounds

154. SPACE. EXT.

(FILTERS) CRUSHER (SPECIAL FX) (SOUND FX)

The Crusher left barrel disconnects and starts to rotate to synchronise the supply ship and Crusher at anchor dock.

EETOO industrial synthetic motion sounds

155. LEFT BARREL. LIGHTS. INT.

(FILTERS) INDUSTRIAL VIEW (SPECIAL FX) (SOUND FX)

Inside layers rotate and settle as the Moson Corp. stamp on the supply ship lines up with Crusher

155. (CONTD)

technology.

EETOO industrial synthetic motion sounds

(FILTERS) P.A. AVAKER'S CYBORG (VO) (OOV)

All stop.

156. CRUSHER RIGHT SIDE OBSERVATION PLATFORM. LIGHTS. INT.

EETOO ONE, FLEET COMMANDER VLUVLIMER, LIL, PEE, AVAKER, DOCTOR DIMEF DVUR,
CHIEF MECHANICAL SURGEON MOLIN and five FLEET OFFICER EXTRAS hang onto
rails.

EETOO ONE

This is it.

157. LEFT BARREL. LIGHTS. INT.

(FILTERS) INDUSTRIAL VIEW (SPECIAL FX) (SOUND FX)

Crusher's forward bulkhead closes. The semi-transparent force barrier around the supply vessel alters its colour code as a change of colour. The new material absorbent technology barrier change approaches the supply vessel and stops.

EETOO industrial synthetic motion sounds

Moson Corporation technology is an unknown factor. The explosion from an incorrect assessment is an unknown factor.

157. (CONTD)

(FILTERS) PUBLIC ADDRESS (VO) (OOV)

Set.

FADE OUT

158. CORX SIX FREE COLONISTS ROOM. LIGHTS. INT.

A meeting of FREE COLONIST EXTRAS. The room is big enough for many more people. All appear in a casual and military work mix fashion and sit around a clear area in use of the present speaker.

WOMAN ONE

We sick oh orl dem make up peobbles.

SEVERAL LISTENERS

Yeh yeh.

WOMAN ONE

I fine dish een um ooff me groure pond. Its no need.

No proper create woo in.

WOMAN ONE goes to her seat and sits. WOMAN TWO in a technical less casual suit stands in front of her chair.

WOMAN TWO

158. (CONTD)

Atmosphere ease off point twenty in sim rainers.

Gude een muff fir ease ter stoitt.

WOMAN TWO sits. MAN ONE walks into the speak area.

MAN ONE

Sore Rea? Watt a bit dem ole doll? We kin liff orl

red eye; jess doe more eye bet.

MAN ONE returns and sits. MAN TWO goes to the speak area.

MAN TWO

We dry nay zirgle dear. Eye gude day grouur ubb fie

spee chies. Eee din buy id. Stay. Ear.

The FREE COLONIST EXTRAS turn to look with fear in their eyes as NAR enters.

159. SPACE. EXT.

(FILTERS) CARISTA LIL (SPECIAL FX) (SOUND FX)

A crate in cover armour rotates slowly in space

until it hits the hull wall of the Binba.

a dull thud crate to hull sound

160. CORX FIVE ORBIT SPACE. EXT.

160. (CONTD)

(FILTERS) KIDNAP CRAFT (SPECIAL FX)

Four small objects drop out of hyper drive to appear in space. A cloak loop dissolve scatters any signal. A barely visible loop dispersal mirage disappears. The barely visible ships dim streak of meteor light as they enter the Corx Five atmosphere will show no detectable sign.

161. CORX FIVE. DAY. EXT.

(FILTERS) KIDNAP CRAFT (SPECIAL FX) (SOUND FX)

The tiny kidnap craft show as small dots that free fall at an ever faster rate through the upper atmosphere. Modified pulse thrusters rear sheets glow as they ignite at an altitude of five kilometres when they reach peak speed for engines. modified toothwing pulse sheet thrust sound

162. KIDNAP CRAFT COCKPIT. LIGHTS. INT.

The small ship is an open plan with a front cockpit where CHIFFERE keeps an eye on the screen of Fleet command. The kidnap cell catcher is visible behind a glass door and next to enough area to walk around, with engines to the rear behind a heat wall.

(FILTERS) COCKPIT SCREEN (VISUAL FX)

162. (CONTD)

Fleet Command huge satellite is a spot on a plain screen. As the engines fire up a dot cluster cloud appears disappears and reappears above their group and quickly spreads across the planet high above at an altitude outside of Corx Five's atmosphere. Gaps can be seen as the cluster thins out and escape lines show on an overlay on the screen. These begin to shrink as Fleet Command fighters get closer.

163. CORX FIVE. DAY. EXT.

(FILTERS) DRIMODLE CANOPY (SPECIAL FX) (SOUND FX)

A kidnap craft slows to descend beneath the Drimodle forest canopy.

modified toothwing pulse sheet thrust sound

(FILTERS) DRIMODLE FOREST (SPECIAL FX)

VINVR leaf routinely fly between high TRI-STEM where many attach and stay in a normal daily travel experience.

(FILTERS) DRIMODLE FOREST PATH (SPECIAL FX)

One kidnap craft slips almost to ground level. With its catch vent face up and flap open it easily inducts a leaf flyer.

163. (CONTD)

(FILTERS) DRIMODLE CANOPY (SPECIAL FX)

One kidnap craft breaks viciously tilting the craft vent flap forward to net another leaf flyer.

(FILTERS) FOUR KIDNAP CRAFT (SPECIAL FX) (SOUND FX)

The four craft pulse engines shoot vertically from the DRIMODLE forest to escape within seconds of each other.

modified toothwing pulse sheet thrust sound

164. KIDNAP CRAFT CAPTURE CELL. LIGHTS. INT.

The cell holds a VINVR leaf.

(FILTERS) VINVR (SPECIAL FX) (SOUND FX)

The VINVR leaf converts to a ganglia form and eats a hole in the kidnap craft cell floor.

hull to dust sound

165. CORX FIVE SKY. DAY. EXT.

(FILTERS) KIDNAP CRAFT (SPECIAL FX) (SOUND FX)

Kidnap craft auto slows to control turbulence as the VINVR leaf escapes as dust into the atmosphere. Dust blows everywhere for a moment out of the craft modified toothwing pulse sheet thrust sound, craft

165. (CONTD) in turbulence sounds

166. KIDNAP CRAFT INTERIOR. LIGHTS. INT.

CHIFFERE shifts to horizontal. The hole leak is enough to stop any thought of exit to space.

(FILTERS) HOLE LEAK (SOUND FX)

hole leak whistle sound

(FILTERS) FRONT VIEW SCREEN (SPECIAL FX) (SOUND FX)

CHIFFERE navigates by line of sight and looks to find a safe place to hide. The screen panel display shows Fleet Command close. CHIFFERE cuts the engine.

modified toothwing pulse sheet thrust sound stops, craft in turbulence sounds, hole leak whistle sound

167. CORX FIVE. DAY. EXT.

(FILTERS) KIDNAP CRAFT (SPECIAL FX) (SOUND FX)

The kidnap craft is aerodynamic. Twin toothwings open partially to stabilise an ever unstable flight path.

craft in turbulence sounds

(FILTERS) FRONT VIEW SCREEN (SPECIAL FX) (SOUND FX)

167. (CONTD)

CHIFFERE pilots the kidnap craft into a gap in the
DRIMODLE forest.

hole leak whistle sound

168. DRIMODLE FOREST. DAY. EXT.

(FILTERS) KIDNAP CRAFT (SPECIAL FX) (SOUND FX)

The kidnap craft shape digs into the soft soil. The
front dips and the tail rears slightly until
momentum is used up. It stops in a resistance
mound.

scrape crash in soft soil sounds

169. KIDNAP CRAFT INTERIOR. LIGHTS. INT.

The automatic emergency control gauge shows a swift reduction of heat.

(FILTERS) CONSOLE (VISUAL FX)

meters all drop to zero

170. CORX FIVE. DAY. EXT.

The kidnap craft changes the hull surface into camouflage mode to blend in.

(FILTERS) CRAFT HULL (VISUAL FX)

the hull converts to basic jungle camouflage

171. KIDNAP CRAFT INTERIOR. LIGHTS. INT.

CHIFFERE hears Fleet Command flyers zoom across the sky.

(FILTERS) FLEET FLYERS (SOUND FX)

feint jet sounds

172. CORX FIVE. DAY. EXT.

(FILTERS) DRIMODLE FOREST (SPECIAL FX)

DRIMODLE make no noise. It is still outside.

FADE OUT FADE IN

173. CORX FIVE. AFTERNOON. EXT.

(FILTERS) DRIMODLE FOREST (SPECIAL FX) (SOUND FX)

Twilight approaches and shadows darken. Anxious CHIFFERE leaves the safety of the cabin and walks around the craft perimeter to look at the damage. Forest canopy shadows the DRIMODLE jungle. There is no sensation of movement. CHIFFERE sees several FRONDS and TRI-STEMS quietly erect along the damage path of the crash. The sturdy kidnap craft looks undamaged, a few scratches. CHIFFERE steps back into the kidnap craft.

173. (CONTD) footsteps in soft soil sounds

174. KIDNAP CRAFT INTERIOR. LIGHTS. INT.

The power is down and no lights work. CHIFFERE looks at the cell.

(FILTERS) DRIMODLE (SPECIAL FX) (SOUND FX)

A FROND pokes through the hole. As fast as he might

CHIFFERE grabs a cutter and opens the cell door.

The FROND slips back out.

open cell door sound, CHIFFERE movement sounds

CHIFFERE finds tools and repairs the hole to block any more entry. Night approaches.

(FILTERS) KIDNAP CRAFT (SOUND FX)

synthetic technology work tools sounds

(FILTERS) FRONT VIEW SCREEN (VISUAL FX)

CHIFFERE manually uses a flexi cover to shut out

the forward clear screen light.

In a foetal position CHIFFERE waits out as the darkness grows.

FADE OUT

175. CORX SIX FLEET COMMAND LARGE ROOM. LIGHTS. INT.

175. (CONTD)

NAR is with six FREE COLONIAL EXTRAS in military costume in a large room with CORX SIX FLEET COMMANDER DOX and two FLEET OFFICER EXTRAS.

(FILTERS) WALL SCREEN (VISUAL FX)

An display of the Corx Eleven deep space sector. XELHN ANDROID EXTRAS work on another Ring of a new trans-universe vessel. A second Ring is visible in space nearby. Shuttles move about from one float container. A skeleton framework builds. Screen number scrolls of two columns of eight digit population estimates change the weight values of Corx Four and at a near half measure, Corx Six. A weight shift estimate below each column shows Ballast use. Corx Four is near to ten times Corx Six. A bar motion graph shows Ballast production slowly diminishes and is at two percent of demand.

(FILTERS) TEXT GRAPH (TEXT FX)

bar motion graph

(FILTERS) WALL SCREEN (VISUAL FX)

The wall screen focus switches to the Ring of the new trans-universe vessel. There is unidentified activity in one sector. The wall screen switches to an enlarged image of XELHN Director FLOMILN, once in charge of Corx Five city, now commander of build

175. (CONTD)

construction.

CORX SIX FLEET COMMANDER DOX

Volvulmer?

XELHN COMMANDER FLOMILN

We think deceased. No body still we find no list for seclusion that makes sense for her. Xelhn do not rebirth. Seclusion; rest; a similar not identical process.

CORX SIX FLEET COMMANDER DOX

Good work Nar. If there is an action to convert the Pod into a different technological change Machine Council will approve?

(FILTERS) WALL (VO)

There is no plan in place. Machine Council does not approve this action.

CORX SIX FLEET COMMANDER DOX

Alien out of system technology in play?

Machine Council rules can deny alien information about activities to do with colonial contact.

175. (CONTD)

FADE OUT

176. CRUSHER RIGHT CHAMBER MEDICAL WALKWAY. LIGHTS. INT.

AVAKER'S CYBORG is head of medical procedure. PEE, AVAKER and DOCTOR DIMEF DVUR intense scrutiny assists. CHIEF MECHANICAL SURGEON MOLIN faces the other side to monitor the human sequence controls.

177. OPERATION TABLE. LIGHTS. INT.

(FILTERS) MEDIC TECHNOLOGY (SPECIAL FX) (SOUND FX)

Below the walkway filaments drop slowly from a line of small CYBORG machines. Robot arms wait over a very wide soft white preparation table.

industrial synthetic motion sounds

178. RIGHT BODY MODULES. LIGHTS. INT.

(FILTERS) MEDIC TECHNOLOGY (SPECIAL FX) (SOUND FX)

Filaments connect walkway lines, vats of chemicals, formulae from colonial upgrades, and contemporary technologies to blank body feeders.

industrial synthetic hum sounds

179. RIGHT SIDE OBSERVATION PLATFORM. LIGHTS. INT.

A right barrel observation deck high in the chamber gives EETOO ONE, FLEET

179. (CONTD) COMMANDER VLUVLIMER, five FLEET OFFICER EXTRAS and off duty EETOO EXTRAS the opportunity to watch behind a clear barrier.

180. OPERATION TABLE. LIGHTS. INT.

LIL, her scalp bare, lifts onto the table. LIL wears only a soft space suit under short. Tape tube flat catheter straps on both thighs show when LIL lays face up. LIL shuffles around to get a good position then lays flat; eyes open. PEE is the only witness to the original BOBA operation.

PEE (VO) (OOV)

On your left side may be better.

LIL

Fuck off.

From this flat spread out arms and limbs as splayed as is comfortable LIL waits.

(FILTERS) FILAMENTS (SPECIAL FX) (SOUND FX)

Filaments rise up through the table soft fabric and enter LIL. The filaments renders LIL unconscious. Catheter pipes worm up along LIL'S inside legs and attach. CYBORG filaments lower and enter LIL'S body. Robot arm operators descend. A complete red incision line appears around the cut area that follows where the removal portion of LIL will take

180. (CONTD)

place. LIL'S eye is circumvented and most of the skull. The right ear and temple is inclusive with a large right neck and torso area that stops at the hip.

industrial synthetic hum sounds, ray beam sound

(FILTERS) TAPE SCALPEL (SPECIAL FX) (SOUND FX)

A robot arm extends a flexi tape scalpel that inserts under LIL's skin and a ribbon knife slices LIL open with precision contour cuts efficiently away and down the incision area. Blood gushes freely.

whisper ping whistle of ribbon blade sound

181. RIGHT SIDE OBSERVATION PLATFORM. LIGHTS. INT.

(FILTERS) VIEW SCREEN (SPECIAL FX) (SOUND FX)

It is difficult to see the flap and guts removal process through the fast tangle movement of robot arms. Every detail shows from a discrete distance. A second level thin shiny table moves to sit over the top of LIL's right arm where the body parts lay. More robot arms work over these parts as more filaments insert. Robot arms and filament controller fibres act fast
background industrial synthetic sounds

(FILTERS) WALL ADDRESS SPEAKER (VO) (OOV)

181. (CONTD)

Unarmed BOBA shuttle.

PEE (VO) (OOV)

Let them in.

EETOO ONE, FLEET COMMANDER VLUVLIMER, five FLEET OFFICER EXTRAS and two EETOO turn to leave as they hear PEE.

PEE (VO) (OOV)

Stop. See? The peritoneal layer is false. See? A slight discolour? This is a Sirdir implant. It's a live decoy cover. Care now.

182. SPACE. EXT.

(FILTERS) FLEET GUARD (SPECIAL FX)

As Crusher approaches the Moson Corporation Pod EETOO fighters in shifts fly in a sphere formation around the Crusher. At intervals fighters continuously enter and leave the rear left barrel flight decks. A BOBA shuttle pauses at the outer guard boundary then moves forward with an escort of new fixed wing Corxian fighters.

183. CRUSHER RIGHT CHAMBER MEDICAL WALKWAY. LIGHTS. INT.

183. (CONTD)

AVAKER

Well?

On a panel in front of DOCTOR DIMEF DVUR a temperature gauge indicates the operation chamber drop to a lower level and all stops.

(FILTERS) PANEL METER (VISUAL FX)

meters show very cold temperatures

LIL is put into a deeper suspended state as the temperature lowers more.

184. OPERATION TABLE. LIGHTS. INT.

(FILTERS) ROBOT ARMS (SPECIAL FX) SOUND FX)

Robot arms retract and different robot arms descend. Theatre lights dim.
industrial synthetic sounds,

185. RIGHT SIDE OBSERVATION PLATFORM. LIGHTS. INT.

(FILTERS) VIEW SCREEN (SPECIAL FX) (SOUND FX)

the observation deck screen shows colour code changes for robot arms and filaments around LIL
background industrial synthetic sounds

186. OPERATION TABLE. LIGHTS. INT.

186. (CONTD)

(FILTERS) FILAMENTS (SPECIAL FX) (SOUND FX)

Filaments from the CYBORG lower from the walkway and insert into the new robot arms. The robot arms light with a tiny glow and along LIL'S exposed innards sensors stop the robot arms to examine the physiology.

industrial synthetic hum sounds, ray beam sound

(FILTERS) LILLIAN (SPECIAL FX) (VISUAL FX)

As dot lights appear between Lil's spleen and temple more robot sensor arms stop to examine the pathway

industrial synthetic hum sounds, ray beam sound

187. SPACE. EXT.

(FILTERS) MOSON POD (VISUAL FX)

The orb of the Moson Corporation Pod is over fifty kilometres across. The size dwarfs Crusher.

188. CRUSHER HELM DECK. EXT.

(FILTERS) FRONT VIEW SCREEN (VISUAL FX)

The target position is a black dot central in the glow of the Moson Pod.

188. (CONTD)

This close the intense glow reflects on the helmet of the HELM EETOO.

189. CRUSHER LEFT REAR BARREL. LIGHTS. EXT.

(FILTERS) EETOO FLEET (SPECIAL FX) (SOUND FX)

From the rear compartment all Eetoo guard flights
launch from every level.

pulse sheet thrust sounds

190. SPACE. EXT.

(FILTERS) EETOO GUARD (SPECIAL FX) (SOUND FX)

Eetoo guard now extends around the Pod as well as
it can. The margin is wide and inside this picket a
Corxian freighter drops out of hyper drive. There
is a disruption wave that wobbles Crusher slightly.
A shuttle leaves the freighter.

pop of hyper drive entry into real time space,
shuttle plasma sheet thrust sounds,

191. CRUSHER RIGHT SIDE OBSERVATION PLATFORM. LIGHTS. INT.

EETOO ONE, FLEET COMMANDER VLUVLIMER, five FLEET OFFICER EXTRAS, EETOO
interested observer EXTRAS and two BOBA EXTRAS intensely follow the
procedure.

(FILTERS) WALL ADDRESS SPEAKER (VO) (OOV)

191. (CONTD)

Corx Six Fleet Commander Dox and party.

FLEET COMMANDER VLUVLIMER, five FLEET OFFICER EXTRAS and two EETOO EXTRAS leave the observation area.

192. CONFERENCE ROOM. LIGHTS. INT.

Two EETOO EXTRAS, CORX SIX FLEET COMMANDER DOX, a group of ten CORX SIX FLEET OFFICER EXTRAS, NAR and six COLONIAL EXTRAS in their own military costume crowd a room devoid of furniture. FLEET COMMANDER VLUVLIMER, five FLEET OFFICER EXTRAS and two EETOO EXTRAS enter. When the ten CORX SIX OFFICER EXTRAS surround FLEET COMMANDER VLUVLIMER and five FLEET OFFICER EXTRAS, EETOO ONE interjects.

EETOO ONE

Seal the room.

The Corxian EXTRAS all display anger in their faces. There is no possible way to use weapons. On an EETOO base their weapons will not operate. CORX SIX FLEET COMMANDER DOX after a pause is uncomfortable. NAR is very intense. FLEET COMMANDER VLUVLIMER is po-faced.

FLEET COMMANDER DOX

Vluvlimer is an imposter and under arrest.

EETOO ONE

192. (CONTD) Comrades. We are detained.

The entire assembly slump.

193. CRUSHER HELM. LIGHTS. INT.

(FILTERS) FRONT VIEW SCREEN (VISUAL FX)

The EETOO Crusher helm screen shows a depiction version of out front. Crusher left barrel is a light brown spot. Gently the light brown spot lines up with the larger entry spot on the Moson Corporation Pod. The orb is huge and covers all the background screen. The between gap reduces very slowly. Lightning zaps begin to fire out of the orb which now is much brighter and covers all horizon views. Crusher reverses until the sparks stop. The light brown spot increases in size until it fits to the Pod dark spot.

194. OPERATION TABLE. LIGHTS. INT.

(FILTERS) LILLIAN (SPECIAL FX)

A fine sensor goes across the surface of the Sirdir implant sheet.

(FILTERS) LILLIAN (VISUAL FX)

A grid of light hovers over the implant sheet.

195. RIGHT CHAMBER MEDICAL WALKWAY. LIGHTS. INT.

DOCTOR DIMEF DVUR stands in front of the control panel.

(FILTERS) PANEL SCREEN (VISUAL FX)

In close up on the panel screen the spleen three dimensional grid cover is in place.

(FILTERS) PANEL (SPECIAL FX)

control nobs alter.

DOCTOR DIMEF DVUR glows.

196. OPERATION TABLE. LIGHTS. INT.

(FILTERS) LILLIAN (SPECIAL FX)

a 3D grid section of light contours the sirdir implant and solidifies

197. RIGHT SIDE OBSERVATION PLATFORM. LIGHTS. INT.

EETOO ONE, EETOO interested OBSERVER EXTRAS and two BOBA EXTRAS watch with greater intensity as screen vision switches. The procedure now is in unknown territory.

(FILTERS) VIEW SCREEN (VISUAL FX)

197. (CONTD)

Number groups and a colour code blinks with
continuous colour changes

Vision switches the codes and colour tables off. The picture of LIL comes
onto the screen.

(FILTERS) LILLIAN (VISUAL FX)

Lil on the operation table

(FILTERS) AVAKER'S CYBORG (VO) (OOV)

All stop.

LIL's table goes dark for a moment with only the dim grid glow visible.

(FILTERS) LIGHTS (LIGHT FX)

all robot control lights dim

(FILTERS) AVAKER'S CYBORG (VO) (OOV)

Resume.

(FILTERS) LIGHTS (LIGHT FX)

all robot control lights come back again

198. OPERATION TABLE. LIGHTS. INT.

198. (CONTD)

(FILTERS) ROBOT SURGERY (SPECIAL FX) (SOUND FX)

A second robot arm delicately siphons the alien
Sirdir implant sheet away.

very fine suction sound, fine liquid spray sound

(FILTERS) LILLIAN (SPECIAL FX)

all robot sensor arms suction begins along the
spleen to temple pathway

199. RIGHT CHAMBER MEDICAL WALKWAY. LIGHTS INT.

DOCTOR DIMEF DVUR glows.

(FILTERS) FILTER NOISE (SOUND FX)

filter noise sounds

200. OPERATION TABLE. LIGHTS. INT.

(FILTERS) LILLIAN (SPECIAL FX) (SOUND FX)

all robot sensor arms suction continues along the
spleen to temple pathway. The robot siphon arm
continues up LIL along the main filament line until
it reaches the temple brain connection. The robot
siphon arm retracts. all robot arms retract
very fine suction sound, fine liquid spray sound

201. RIGHT SIDE OBSERVATION PLATFORM. LIGHTS. INT.

(FILTERS) EETOO EXTRAS, BOBA EXTRAS (SOUND FX)

A group loud sigh sound

202. SPACE. EXT.

(FILTERS) POD ENTRY EXIT (SPECIAL FX)

Crusher position is left barrel central to the orb spot, the entry portal for supply. The dark spot on the Moson Corporation orb fogs over, no longer visible.

203. CRUSHER RIGHT CHAMBER MEDICAL WALKWAY. LIGHTS. INT.

CHIEF MECHANICAL SURGEON MOLIN faces the body blanks control panel.

CHIEF MECHANICAL SURGEON MOLIN

Ready.

204. OPERATION TABLE. LIGHTS. INT.

(FILTERS) LILLIAN (SPECIAL FX) (VISUAL FX)

A robot arm connects one of AVAKER'S CYBORG filaments to exit fibres that enter from a

204. (CONTD)

connection box to LIL'S brain. A second robot arm
with a wide flat extension sensor activates a light
that illuminates the box.

fine technology hum sound

205. RIGHT CHAMBER MEDICAL WALKWAY. LIGHTS. INT.

DOCTOR DIMEF DVUR

No change.

206. SPACE. EXT.

(FILTERS) SUPPLY SHIP (SPECIAL FX) (SOUND FX)

An exit spot appears to the right of Crusher on the
Moson Pod. It is the tip of a supply ship. The ship
smoothly ejects toward Corx eleven.

pulse sheet synthetic sound

207. CRUSHER LEFT BARREL FORWARD INDUSTRIAL TECHNOLOGY VIEW. LIGHTS. INT.

(FILTERS) SUPPLY SHIP (SPECIAL FX) (SOUND FX)

The left barrel supply ship pulse flap opens. This
secures a fine power brake.

pulse sheet synthetic sound

(FILTERS) AVAKER'S CYBORG (VO) (OOV)

207. (CONTD)

Connect.

(FILTERS) PRESSURE BARRIER (SPECIAL FX) (SOUND FX)

Grabber tubes push at the supply ship hull and the force pressure barrier shows as it increases power. colours of the pressure translucent barrier change toward the red range
pulse sheet synthetic sound

208. HELM DECK. LIGHTS. INT.

Helm front view screen reflects a glow on the EETOO HELM CONTROLLER'S face.
The eyes of the EETOO HELM CONTROLLER widen.

EETOO HELM CONTROLLER

Battle stations.

209. SPACE. EXT.

(FILTERS) MOSON POD ORB (SPECIAL FX) (SOUND FX)

A vast cavity much wider than Crusher opens as a same colour funnel shape that perspectives into the centre of the Moson Corporation orb.
awesome subtle weird Moson power sound

210. CRUSHER RIGHT CHAMBER MEDICAL WALKWAY. LIGHTS. INT.

210. (CONTD) CHIEF MECHANICAL SURGEON MOLIN faces the controls.

CHIEF MECHANICAL SURGEON MOLIN

No.

211. OPERATION TABLE. LIGHTS. INT.

(FILTERS) LILLIAN (SPECIAL FX) (SOUND FX)

a CYBORG filament descends and attaches to a brain connection fibre. The small temple connection box opens with a flip. Lights activate along all connection filaments to AVAKER'S CYBORG technology to the walkway above.

fine technology hum sound , box flips open sound

212. RIGHT CHAMBER MEDICAL WALKWAY. LIGHTS. INT.

CHIEF MECHANICAL SURGEON MOLIN faces the blank body growth controls.

CHIEF MECHANICAL SURGEON MOLIN

Something. Something happening.

213. RIGHT CHAMBER. LIGHTS. INT.

(FILTERS) ACTIVATION (SPECIAL FX) (SOUND FX)

The vast chamber fills with activity. All systems

213. (CONTD) activate. Many instrument panel lights blink
technology hum sound power sound

Crusher in its entirety blacks out for a moment.

FADE OUT FADE IN

(FILTERS) SPECTRAL LIGHT (VISUAL FX) (SOUND FX)

An eery weird spectral glow fills the chamber.
technology hum sound power sound

214. A ROOM. LIGHTS. INT.

Two EETOO EXTRAS stand with CORX SIX FLEET COMMANDER DOX, a group of ten
CORX SIX FLEET OFFICER EXTRAS, NAR, six COLONIAL EXTRAS in their own
military costume, FLEET COMMANDER VLUVLIMER, five FLEET OFFICER EXTRAS and
two EETOO EXTRAS gesture in fear as a spectral light replaces normal
illumination.

(FILTERS) SPECTRAL LIGHT (VISUAL FX)

An eery weird spectral glow fills the room.

215. CRUSHER LEFT BARREL FORWARD INDUSTRIAL TECHNOLOGY VIEW. LIGHTS. INT.

(FILTERS) INDUSTRIAL ACTION (SPECIAL FX) (SOUND FX)

The forward bulkhead continues to open as an eery
weird spectral glow changes all illumination in

215. (CONTD)

Crusher.

technology hum sound power sound, pulse sheet
synthetic sound

216. RIGHT CHAMBER SIDE OBSERVATION PLATFORM. LIGHTS. INT.

EETOO ONE, EETOO EXTRAS and two BOBA EXTRAS look about bewildered.

(FILTERS) SPECTRAL LIGHT (VISUAL FX) (SOUND FX)

An eery weird spectral glow fills the chamber.
technology hum sound power sound

The GUARDIAN is heard by all.

(FILTERS) MOSON CORPORATION GUARDIAN (VO) (OOV)

Who enters here? Speak.

(FILTERS) P.A. AVAKER'S CYBORG (VO) (OOV)

All release. Times two. Times two.

(FILTERS) MOSON CORPORATION GUARDIAN (VO) (OOV)

One or all its all the same.

217. SPACE. EXT.

(FILTERS) SPECTRAL LIGHT (LIGHTS FX)

217. (CONTD)

The eery weird spectral glow exits Crusher and spreads out over the Moson Pod funnel and dissipates.

(FILTERS) MOSON POD ORB (SPECIAL FX)

The Moson Pod funnel closes

218. CRUSHER HELM DECK. LIGHTS. INT.

EETOO HELM CONTROLLER (VO)

Action stations.

219. LEFT BARREL FORWARD INDUSTRIAL TECHNOLOGY VIEW. LIGHTS. INT.

(FILTERS) ACTIVATION (SPECIAL FX) (SOUND FX)

Grabber tubes and the force barrier releases pressure. The motionless supply ship opens the access door. The transfer tube attaches through the Moson Corp. entry hatch. A pellet of artificial light acquired material blows down the tube cavity along an artificial line of Moson Cell acquired light to enter Moson Corporation's supply ship technology Moson weird hum sound power sound, pulse sheet synthetic sound

220. MOSON CORPORATION SUPPLY SHIP MACHINE CONNECTION. LIGHTS. INT.

220. (CONTD)

(FILTERS) BOUNCE PELLETT (SPECIAL FX) (SOUND FX)

The Bounce pellet enters the machine technology and deposits into a container. The Bounce pellet activates motion sensors in the supply ship cavity. sensor terminals inside the cavity light up technology Moson weird hum sound power sound, pulse sheet synthetic sound

221. CRUSHER LEFT BARREL FORWARD VIEW. LIGHTS. INT.

(FILTERS) SUPPLY SHIP (SPECIAL FX) (SOUND FX)

the supply thrusters ignite the ship leaves Crusher jet ignition sound, pulse sheet synthetic sound,

222. SPACE. EXT.

(FILTERS) MOSON POD ORB (SPECIAL FX) (SOUND FX)

The supply ship enters the hull and disappears with no visual orb hull changes.

pulse sheet synthetic sound stops on entry

223. MOSON POD INTERNAL VIEW. LIGHTS. INT.

(FILTERS) SUPPLY SHIP (SPECIAL FX) (SOUND FX)

Light inside the orb is reflected off the supply

223. (CONTD)

ship as it moves to the centre. The supply ship flat round front dissolves. A sphere emerges and expands to double the size and sits. Tendrils appear in every direction. This is the nucleus. very weird fine Moson synthesis hum sound

(FILTERS) NUCLEUS (VISUAL FX)

the nucleus is a sphere with extensions that project from the centre to its outer circumference

(FILTERS) SUPPLY SHIP CONE (SPECIAL FX) (SOUND FX)

Ballast floods out of the front of the supply ship to cover the tendrils and sphere. The new sphere of different translucent colour changes to the nucleus colour gradually as it matures.

very weird fine Moson synthesis hum sound

224. CORX FIVE KIDNAP CRAFT. DAY. INT.

Grey dawn fills the interior of the kidnap craft. With a shrug CHIFFERE gets up.

225. DRIMODLE FOREST CRASH SITE. DAY. EXT.

CHIFFERE steps out and walks around the the kidnap craft. There is not much damage. No noise. CHIFFERE returns inside.

226. KIDNAP CRAFT. DAY. INT.

226. (CONTD)

CHIFFERE risks a power check.

(FILTERS) CONTROL PANEL (SPECIAL FX) (SOUND FX)

The emergency monitor glows green from the control cockpit panel then all systems light up.

weird hum of dials and switches sound

CHIFFERE moves amongst the panel controls and the cabin light green glow shuts down. CHIFFERE finds a maintenance box of parts and tools and steps back outside.

227. DRIMODLE FOREST CRASH SITE. DAY. EXT.

Suspicion makes CHIFFERE turn.

(FILTERS) VINVR (SPECIAL FX)

NOTWIL watches from behind a VINVR leaf thicket.

CHIFFERE

What are you?

NOTWIL like the DRIMODLE is silent. CHIFFERE is stunned by NOTWIL'S appearance.

(FILTERS) DRIMODLE (SPECIAL FX) (SOUND FX)

227. (CONTD)

In seconds, behind CHIFFERE, the kidnap craft turns to dirty grey sand. CHIFFERE turns around at the sound as the sand dissolves into the ground.
sand sift sounds

CHIFFERE turns back and can not see NOTWIL. NOTWIL sees CHIFFERE move around for the last time.

(FILTERS) CHIFFERE (SPECIAL FX) (SOUND FX)

CHIFFERE'S body turns grey, stone like. CHIFFERE dissolves into the ground as sand.
sand sift sounds

FADE OUT

228. CRUSHER ANTECHAMBER. LIGHTS. INT.

EETOO ONE, six EETOO EXTRAS and two BOBA crew joined by a cable now wait in an antechamber. PEE comes down the entry walk from surgery. PEE smiles and nods to all. One hand fist clenched middle finger extended over his thigh indicates to the BOBA crew to follow him.

229. RIGHT CHAMBER WALKWAY. LIGHTS. INT.

PEE and the BOBA crew walk the overhead walkway. White cover excludes scrutiny on both sides of the walkway.

PEE

229. (CONTD)

All's well.

AVAKER'S CYBORG is head of medical procedure. AVAKER and DOCTOR DIMEF DVUR and CHIEF MECHANICAL SURGEON MOLIN intense scrutiny of monitors continues.

230. WALKWAY TABLE SHELF. LIGHTS. INT.

Artefacts on display in glass cases sit on a riser shelf in front of the LIL control panel. One long case shows the sirder camouflage neatly laid out. In another case there is two container sizes with a line between that sits on a bed of fine hair filaments. Both containers have marks on their surface. Only the temple smaller container is open.

231. RIGHT CHAMBER WALKWAY. LIGHTS. INT.

PEE gestures to the BOBA crew of two. The BOBA crew of two nod to AVAKER, DOCTOR DIMEF DVUR and CHIEF MECHANICAL SURGEON MOLIN then look at the display and nod again.

BOBA ONE

BOBA.

PEE

Doctor?

DOCTOR DIMEF DVUR

No. We're near finished. Pee? She will need you.

231. (CONTD)

CHIEF MECHANICAL SURGEON MOLIN

No. Perfect. Perfect copies. Go ahead.

The BOBA close to the panel enters a code over the flat surface. The second BOBA team member passes a small disc to the panel operator. Panel operator BOBA lays the button disc on the panel.

232. WALKWAY TABLE SHELF. LIGHTS. INT.

(FILTERS) BOUNCE CONTAINERS (SPECIAL FX)

Both containers show a dim light and smoothly open.

Inside the temple container is connection technology to the brain. In the larger spleen container three small artefacts remain.

233. RIGHT CHAMBER WALKWAY. LIGHTS. INT.

The BOBA panel operator continues to put codes into the panel key.

(FILTERS) BOUNCE CONTAINERS (VISUAL FX)

The small artefacts colour code surfaces reveal.

PANEL OPERATOR BOBA (VO) (OOV)

The sequencer cylinders. Empty. There is a container. Below. Below Bounce. It is ours.

233. (CONTD)

The second BOBA reaches right over the panel and snatches up the glass case.

PANEL OPERATOR BOBA

We will take this. Please. Come with us. We will share. The artefact should be opened in the presence of our BOBA. BOBA wait patiently.

AVAKER

I will. I'll come with you.

AVAKER looks fondly at his CYBORG friend. No response.

234. HALL CHAMBER OPEN WAY. LIGHTS. INT.

The BOBA crew carry the glass case ceremoniously in the hall with Avaker behind. They pass an open arch where the large group of four EETOO EXTRAS, CORX SIX FLEET COMMANDER DOX, ten CORX SIX FLEET OFFICER EXTRAS, NAR, six COLONIAL EXTRAS in their own military costume, FLEET COMMANDER VLUVLIMER, five FLEET OFFICER EXTRAS see and follow.

235. RIGHT CHAMBER WALKWAY. LIGHTS. INT.

PEE

Well?

235. (CONTD)

CHIEF MECHANICAL SURGEON MOLIN

Copy. Yes complete.

(FILTERS) AVAKER'S CYBORG (VO) (OOV)

Yes. A Bounce record. I have it all.

236. CRUSHER SHUTTLE PLATFORM. LIGHTS. INT.

FLEET OFFICER QUOSHY, ANDROID TERLLIS and two FLEET OFFICER EXTRAS exit their shuttle as the BOBA crew of two and AVAKER walk past. An armour crate sits on the platform. With a small gesture the nearest BOBA to TERLLIS says to TERLLIS.

NEAREST BOBA

This is yours.

AVAKER

Come. Come with us.

The two FLEET OFFICER EXTRAS join the BOBA crew of two and AVAKER to enter the BOBA shuttle.

237. CORX FIVE CITY TRESSAH RESIDENCE. LIGHTS. INT.

An anxious NOTWIL sits on one of the comfortable softs head bowed forward stress obvious. TRESSAH touches NOTWIL with her gift. TRESSAH use of a code

237. (CONTD) to alert NOTWIL always works.

TRESSAH

Puff still grows?

NOTWIL

Thank you. Yes.

TRESSAH

What is it son? You look well?

NOTWIL

No. Yes. The transition. I feel nothing. I. I need
to speak freely?

TRESSAH

Not here Notwil.

TRESSAH takes her troubled son NOTWIL'S arm as NOTWIL rises and they leave.

238. SECURE TOWER ROOM. LIGHTS. INT.

TRESSAH and NOTWIL stand in a room with armour walls, mechanical sphere
blockers situate around the room and two FLEET OFFICER EXTRAS guard. The
room is as safe as possible to divulge information.

238. (CONTD)

NOTWIL

Drimodle know my every move. The free settlers may resort to extremes that can not work. It is not safe here any more.

TRESSAH

We know these things Notwil. A surveillance block zone is available on six and four.

FADE OUT.

239. CORX ELEVEN XLA STARSHIP. LIGHTS. INT.

(FILTERS) XLA LAUNCH DANCE (SPECIAL FX)

In a cavernous dim lit area twenty XLA EXTRAS bend toward a central column. It is a death ceremony for the Corx Five XLA pilot DRIMODLE kidnapper. They chant.

TWENTY XLA

Arr Arr, Arr Arr. Arr Arr, Arr Arr. Oooshxla.

(FILTERS) XLA LAUNCH DANCE (SPECIAL FX) (SOUND FX)

The four arms of each XLA EXTRA reach out to the

239. (CONTD)

circle centre. An orb extends from a rod off the central column and as it circles the XLA EXTRAS touch it. When the orb reaches the last XLA EXTRA it is the end of the chant. The orb produces a colour cap which is ceremoniously touched by the last four hands.

hum of XLA starship sound

240. SURFACE. NIGHT. EXT.

(FILTERS) XLA LAUNCH DANCE (SPECIAL FX) (SOUND FX)

Rimrock falls at irregular intervals on the bare Corx Eleven rock surface. A modest plain round space ship rises from the soil in a screw motion. rock rain sound includes irregular boulder smashes to ground sounds, hum of XLA starship sound, vessel screw out the ground sound

241. FLEET COMMAND SATELLITE CORX FIVE. LIGHTS. INT.

Ten FLEET OFFICER EXTRAS work in a large control room. A signal is audible.

(FILTERS) SIGNAL BEEP (SOUND FX)

beep sound

FLEET COMMANDER VLUVLIMER

241. (CONTD)

Where away?

FLEET OFFICER ONE

BOBA want to resume at the mine. An unarmed drone.

FLEET COMMANDER VLUVLIMER

Signal agreed.

A second signal is audible.

(FILTERS) SIGNAL BEEP (SOUND FX)

beep sound

FLEET COMMANDER VLUVLIMER

Where away?

FLEET OFFICER TWO

The Xla. A Xla ship.

FLEET COMMANDER VLUVLIMER

Onscreen.

(FILTERS) WALL SCREEN (VISUAL FX)

241. (CONTD)

Satellite images of the modest round flat Xla
starship position as it slowly tips to angle slip
its way through rimrock replaces a screen map.

Increase in rimrock displacement is a clear danger.

FLEET COMMANDER VLUVLIMER

Is SPAK available? SPAK satellite?

FLEET OFFICER THREE

A SPAK drone in dock.

FLEET COMMANDER VLUVLIMER

Make an order.

FLEET OFFICER THREE

Sir.

242. CORX SIX OCN TOWN DREAM SEQUENCE. NIGHT. EXT.

(FILTERS) NOTWIL DREAM (SPECIAL FX) (SOUND FX)

The ten kilometre diameter dome surface town is
situated along an equatorial line that takes
advantage of diminished solar activity, a design
from EETOO architectural files made to suit. With

242. (CONTD)

machinery in short supply Ballast producers and converters feature around the perimeter outside the dome. Further away a smooth road surface half a kilometre wide circles the industrial area. This is the town power plant. On the road a procession of technical carts also provide reconnaissance for intruders. TOWN DIRECTOR NAR, in official coat, mingles in with the new residents of the new town of Ocn. NOTWIL is one amongst many citizens here from Corx Five. The population includes a large portion of FREE COLONIAL EXTRAS, EX-EETOO, XEPIEN and XELHN who will remain here. Eventually NOTWIL nears the centre piece of the assembly, a metre square town model on a riser pedestal. AVAKER sees NOTWIL and joins him.

glide traffic sounds, road sweepers sounds, crowd mingle sounds

AVAKER

You touch the dome.

(FILTERS) NOTWIL DREAM (SPECIAL FX)

AVAKER touches the dome and a GLAZE (1) with features similar to AVAKER stands beside them.

(FILTERS) GLAZE (1)

242. (CONTD)

What area of town would you like to examine?

AVAKER

The Cyborg residence.

(FILTERS) GLAZE (1)

There is no information for private residences.

Cyborg replica tourism sites.

(FILTERS) NOTWIL DREAM (SPECIAL FX)

On the dome dots appear.

AVAKER

Pick one.

(FILTERS) NOTWIL DREAM (SPECIAL FX) (SOUND FX)

The GLAZE (2) now resembles NOTWIL. NOTWIL smiles and picks a dot at random. The dome becomes a flat area and central is an entry to a structure. Slowly the Ocn town model building becomes an alcove then a walk around shop style complex with vendor and display walls. The model stops.

242. (CONTD)

weird model shape shift sounds

NOTWIL

Oh.

AVAKER

Did you meet a human? The new ones?

NOTWIL

I saw them together. No.

AVAKER

They do not fit well. I hope you get on.

(FILTERS) NOTWIL DREAM (SPECIAL FX) (SOUND FX)

NOTWIL follows AVAKER through the small crowd.

TRESSAH nods. TRESSAH is with MUFFINOR and FLOMILN.

NAR increases his steps to be with NOTWIL. NOTWIL

stops when AVAKER does. NAR and one of the NEW

HUMANS turn to greet NOTWIL. NOTWIL and the NEW

HUMAN (one , SOR) stare intensely and smile

together.

crowd mingle sounds, NAR footsteps increase sounds

242. (CONTD)

NEW HUMAN (one) (SOR)

Weird alright. What do you think?

TRESSAH (VO) (OOV)

Notwil. Its OK. Notwil.

243. CORX ELEVEN RIMROCK CHAOS ORBIT SPACE. EXT.

(FILTERS) XLA STARSHIP (SPECIAL FX)

The XLA starship is through the closer rimrock into an open space debris zone.

244. SPACE. EXT.

(FILTERS) ANCHOR ZONE (SPECIAL FX)

Next to a line of two small and three larger BOBA space ships the XELHN skeleton Ring circle of a new starship continues to build. Shuttle freighters deliver technology for the XELHN android construction crew. BOBA's mine freighter launches and the weapon drone becomes active.

245. CORX ELEVEN RIMROCK CHAOS ORBIT SPACE. EXT.

245. (CONTD)

(FILTERS) DISTANT RIMROCK (SPECIAL FX) (SOUND FX)

The mosaic of Corx Eleven orbit rimrock is a close visible ball. The trans-universe XLA starship launch force space wobble causes more chaos action that spreads the nearest rimrock into an asteroid dispersal. The launch shows on the distant rimrock as a small glow spot.

feint crackle of rimrock chaos sound

246. FLEET COMMAND SATELLITE CORX FIVE. LIGHTS. INT.

Ten FLEET OFFICER EXTRAS work in a large control room. New signals come on the screen. Spots represent a new asteroid cloud, deep space Corx Eleven.

(FILTERS) WALL SCREEN (VISUAL FX)

Corx Eleven rimrock is overlaid with spots

FLEET COMMANDER VLUVLIMER

Yes?

FLEET OFFICER

We need an emergency action plan.

247. CORX SIX ROOM. LIGHTS. INT.

FADE IN

247. (CONTD)

Uneven rock surfaces feature in the room with flat walls floor and ceiling dug economically and fast. NOTWIL, in a cot, opens his eyes. Beside him TRESSAH sits in a comfort chair.

TRESSAH

Notwil. Its OK. A diverter.

TRESSAH holds out a device and with it in her hand gestures about the room.

TRESSAH

This is it. Sorry. These towns exist. Glaze towns. We broadcast dreamer promotions. Decoys.

(FILTERS) VINVR (SPECIAL FX) (SOUND FX)

TRESSAH puts a hand on NOTWIL'S shoulder near the open strip that lets out the error wing skin flap where they quiver.

feint vibration quiver sounds

TRESSAH

Drugs. Does it hurt. Notwil?

NOTWIL

What? No. This is Corx Four?"

247. (CONTD)

TRESSAH

Yes. Not Corx City. Corx Six. We will be safe here.
The new humans. Pee and Lil. Avaker is in Corx to
bring Canter back. This will do. Its not safe. You
were right as usual.

248. CORX ELEVEN RIMROCK CHAOS ORBIT SPACE. EXT.

The BOBA mine freighter drops out of hyper drive a safe distance from
rimrock spread that heads its way.

(FILTERS) BOBA MINE FREIGHTER (VISUAL FX)

the BOBA freighter appears in space

(FILTERS) BOBA MINE DRONES (SPECIAL FX) (SOUND FX)

Two drone mine craft launch

BOBA mine drone heavy synthetic bioplasma hum sound

(FILTERS) BOBA MINE FREIGHTER (VISUAL FX)

the BOBA freighter disappears in space

(FILTERS) BOBA MINE DRONES (SPECIAL FX) (SOUND FX)

The mine craft open cavity replaces a grind sphere.
Induction Ballast converter processors attach

248. (CONTD)

directly onto rock. As a boulder passes one BOBA mine drone swings and lands cavity down. The BOBA mine drone attaches to a boulder rimrock background sounds, BOBA mine drone heavy synthetic bioplasma hum sound

249. CORX SIX CORRIDOR. LIGHTS. INT.

The corridor is well lit with smooth bare rock walls and floor.

(FILTERS) SIX CHILDREN (VO) (SOUND FX)

Children laughter, roof roller technology sounds

(FILTERS) CORRIDOR ROOF (SPECIAL FX) (SOUND FX)

TRESSAH and NOTWIL hear six child EXTRAS laughter and roller sleds before they see them scoot past overhead each one face down to look at the NOTWIL features.

Children laughter, roof roller technology sounds

Notwil in surprise shakes with nervous tension in reaction to the noise.

250. SPACE. EXT.

(FILTERS) RIMROCK CHAOS (SPECIAL FX) (SOUND FX)

250. (CONTD)

Boulders in front of the main asteroid cloud spread
by the XLA starship launch clip the SPAK LAWBOSS
manufacturer satellite in orbit around Corx Eleven.
explosive sounds

251. FLEET COMMAND SATELLITE CORX FIVE. LIGHTS. INT.

Ten FLEET OFFICER EXTRAS work in a large control room. Wall screen spots
represent an asteroid cloud as it spreads through deep space Corx Eleven.

(FILTERS) WALL SCREEN (VISUAL FX)

Corx Eleven rimrock is overlaid with spots

FLEET COMMANDER VLUVLIMER

Wall?

(FILTERS) WALL (VO) (OOV)

A simple detonation will not suffice. Loop barrier
a possible delay action. BOBA notified. SPAK
surface notified. Loop is a trader technology.

252. CORX ELEVEN SURFACE. DAY. EXT

On a flat rock plane a large transport tilts at an angle as rock fall bangs
into the surface.

(FILTERS) ROCK SHOWER (SPECIAL FX) (SOUND FX)

252. (CONTD)

Fifty metre boulder hits begin to land at irregular intervals closer to the derelict Becon. A stone shower that spits against the dents and hull corrosion now includes larger rock pieces.
rock shower sounds, irregular boulder hit sounds

(FILTERS) SMUGGLER TUG (SPECIAL FX) (SOUND FX)

Below the Becon transporter thick armour is a black Ballast converter. A shiny smuggler tug style shuttle launches from a tunnel underneath out through the tilt gap.

rock shower sounds, irregular boulder hit sounds,
anti matter pulse drive sounds

253. SPACE. EXT.

(FILTERS) SMUGGLER TUG (SPECIAL FX) (SOUND FX)

the smuggler shuttle tug appears in space
pop of hyper jump entry into real time space

(FILTERS) LOOP BARRIER (SPECIAL FX) (SOUND FX)

Loop technology spreads a translucent spherical barrier to encase the SPAK LAWBOSS satellite
weird large loop barrier spherical creation sound

253. (CONTD)

(FILTERS) SPAK SATELLITE (SPECIAL FX) (SOUND FX)

rocks and boulders hit the translucent loop
barrier and roll around the satellite to continue
irregular boulder hits loop cushion sounds,

254. CORX SIX UNDERGROUND LEVEL ONE PARKLAND. LIGHTS. INT.

When TRESSAH and NOTWIL enter parkland they see FLEET OFFICER EXTRAS all
leave from the central area of seats and food vendors. Four FLEET OFFICER
CARER EXTRAS YERD, LYN, AENN and LEW, remain behind to assist where needed.
CHILDREN EXTRAS play chase with colour sphere noise balls.

(FILTERS) SPHERE (SPECIAL FX) (SOUND FX)

colour balls light up with sounds

YEL, KOS, PHY, and ZE sit with NAR and the four NEW HUMANS. The four NEW
HUMANS neat clothes and stiff stature freshness describes bodies of younger
twenty five year old adults no physical wear. NAR in new Fleet Officer
clothes looks old next to the NEW HUMANS. When TRESSAH and NOTWIL walk
close enough a NEW HUMAN WOMAN (BO) turns, smiles, stands and walks toward
them.

255. B.W. SEVENTEEN MIDDLE MOOON LOW SECURITY STORES. LIGHTS. INT.

TERLLIS and an UNDERWORLD XEPIEN EXTRA trolley the armour crate down to the
VSVRNEEKA shelf isle. TERLLIS is unable to speak and leaves. The UNDERWORLD
XEPIEN EXTRA is not able to find VSVRNEEKA in the shelves and leaves. The

255. (CONTD) armour crate sits in the isle.

256. SPACE. EXT.

(FILTERS) BIGDOT ONE (SPECIAL FX) (SOUND FX)

Bigdot One appears in space

pop of hyper jump entry into real time space

(FILTERS) BIGDOT TWO (SPECIAL FX) (SOUND FX)

Bigdot Two appears in space

pop of hyper jump entry into real time space

(FILTERS) BIGDOT ONE (SPECIAL FX) (SOUND FX)

Both Bigdots launch the entire fleet of available tugs from wide Bigdot exit ramps. The tugs spread toward boulder targets.

(FILTERS) SPAK SATELLITE (SPECIAL FX) (SOUND FX)

When tugs reach the closest boulders the loop cloud is switched off and the shiny smuggler tug disappears. A small cannon fires a round at one tug.

weird large loop barrier spherical shut down sound, weird projectile cannon sound, detonation explosion sound

256. (CONTD)

(FILTERS) BIGDOT SHUTTLES (SPECIAL FX) (SOUND FX)

Bigdot tug shuttles push at individual boulders to guide them away or around their impact trajectory of the SPAK LAWBOSS CENTRE hull.

shuttle tug pulse thrust sound, tug impact sounds

(FILTERS) SPAK SATELLITE (SPECIAL FX) (SOUND FX)

canons mounted on the SPAK satellite fire explosive rounds into oncoming boulder targets that explode
cannon fire sounds, explosion sounds

(FILTERS) SPAK SATELLITE (SPECIAL FX) (SOUND FX)

small canons appear on the SPAK satellite to fire rapid rounds into oncoming smaller rock targets that explode
explosion sounds

257. FLEET COMMAND SATELLITE CORX FIVE. LIGHTS. INT.

Ten FLEET OFFICER EXTRAS work in a large control room.

(FILTERS) WALL SCREEN (VISUAL FX)

Wall screen spots represent an asteroid cloud as it spreads through deep space Corx Eleven around and into the SPAK LAWBOSS CENTRE mark.

257. (CONTD) FLEET COMMANDER VLUVLIMER listens to wall as it relays impact data.

(FILTERS) WALL (VO)

Impact ten. Twenty. Forty.

258. CORX SIX UNDERGROUND LEVEL ONE PARKLAND. LIGHTS. INT.

(FILTERS) ERROR WING (SPECIAL FX) (SOUND FX)

An old ERROR WING XEPIEN scoots down from roost bars and lands in front of NOTWIL to look at the fine fur that pokes out of sleeves and shirt collar and NOTWIL'S unusual features. The naked old ERROR WING XEPIEN is a XELHN strain XEPIEN with no human modesty. NOTWIL looks at the wings modified years ago now grey as the creature. The old ERROR WING XEPIEN does a slight head shake and looks again at the tiny skin flap wings on the shoulders of NOTWIL as they flutter then takes off.

wing flight sound, toe scratch table sound, NOTWIL faint shoulder wing vibration flutter sounds

FLEET OFFICER CARER YERD approaches NOTWIL beside the NEW HUMAN woman (BO).

FLEET OFFICER CARER YERD

Hello Notwil. This is the new woman. Sorry no names yet.

258. (CONTD)

The NEW HUMAN woman (BO) is the same height as the three NEW HUMANS. They realise together the significant strangeness.

NEW HUMAN FEMALE ONE (BO)

You. You look human.

NOTWIL

Xepien. Human strain.

NEW HUMAN FEMALE ONE (BO)

Xepien? What's that?

TRESSAH

Hello. I am Notwil's mother. I am Xepien.

The four; NOTWIL, TRESSAH, BO and YERD; walk to the group; FLEET OFFICER CARER EXTRAS, LYN, AENN and LEW, PHY, ZE, NAR, the NEW HUMANS SOR, WIT, and TEL who sit at light weight tables. YEL and KOS bring tables and seats, so they all may sit with NOTWIL in XELHN style clothes. NEW HUMAN MALE ONE (SOR) across from NOTWIL, like everyone, stares a moment at the incredible NOTWIL features.

NEW HUMAN MALE ONE (SOR)

We got here. Trouble at the mine?

258. (CONTD)

FLEET OFFICER CARER LYN, nearest to NEW HUMAN MALE ONE (SOR), notices the vague note in the NEW HUMAN MALE ONE'S (SOR) voice.

FLEET OFFICER CARER LYN

Moson Corporation? Not to worry sir.

NEW HUMAN MALE ONE (SOR)

Oh. We. We will change. Like you? Five years adjustment they say.

NOTWIL

Five years what?

TRESSAH

He means the change. Error wings take five years. Notwil is not an error wing, exactly. Notwil is like you, new.

The chair back rest makes NOTWIL uncomfortable. He rises and walks to the nearby stack.

(FILTERS) NOTWIL FEATURES (SPECIAL FX) (SOUND FX)

NOTWIL takes a stool, replaces his seat and while he is up he undoes his Xelhn style pants that clasp

258. (CONTD)

like a skirt. The tail comes out of its sheath and sits on NOTWIL'S shoulder. NOTWIL sits.

NOTWIL feint shoulder wing vibration flutter sounds
whisk of tail sound

(FILTERS) ERROR WING (SPECIAL FX) (SOUND FX)

The old ERROR WING XEPIEN flies down and lands on the table.

wing flight sound, toe scratch table sound,

(FILTERS) ERROR WING XEPIEN (VO)

wing xepien laugh sounds

(FILTERS) ERROR WING (SPECIAL FX) (SOUND FX)

ERROR WING XEPIEN wings back to its roost.

wing flight sound,

FLEET OFFICER CARER AENN

She likes you. Flyers do not breed. Yet. No zygote gamete.

NOTWIL is not an adult and the news does not seep into his brain.

TRESSAH

Five years.

258. (CONTD)

NEW HUMAN FEMALE TWO (TEL)

Oh brother.

Everyone laughs.

(FILTERS) SMALL CROWD (VO)

crowd laughter sounds

259. CORX ELEVEN SMUGGLER UNDERGROUND HIDEAWAY. LIGHTS. INT.

(FILTERS) SMUGGLER TREASURE (SPECIAL FX) (SOUND FX)

VSVRNEEKA in the hideaway beneath the becon transporter visibly protrudes as an assortment of technology amongst different pieces of new apparatus smuggler treasure that lies around the cave floor. The armour crate sits in a clear area amongst the technology.

XEPIEN MAWKS'S disconnected artificial arm leans on a module stack. No one else is there. Many use this place.

XEPIEN MAWKS

A box of rubbish?

259. (CONTD)

(FILTERS) VSVRNEEKA (VO)

This is Lil. Lil is valuable. More than that trash.

XEPIEN MAWKS looks around for a moment and with a tool in his only hand opens the armour crate. The crate sides fall away. Inside is a clear cabinet that holds the remains of CARISTA LIL in a thick liquid.

(FILTERS) VSVRNEEKA (VO)

We can use the technology. Look at the artefact.

(FILTERS) CARISTA LIL (SPECIAL FX) (SOUND FX)

XEPIEN MAWKS arm descends into the fluid. MAWKS holds up and examines a thick gooey mess with visible grains and grains that sparkle as the thick muck dribbles through his six fingers.

feint sparkle tone sounds

260. CORX SIX. UNDERGROUND LEVEL ONE SEATED GROUP. LIGHTS. INT.

TRESSAH, NOTWIL, YERD, LYN, AENN and LEW, FLEET OFFICER EXTRAS, CHILDREN EXTRAS, YEL, ZE, KOS, PHY and NAR sit in the parkland area with the four NEW HUMANS SOR, WIT, BO and TEL. A FLEET OFFICER EXTRA enters, goes to NAR and whispers into NAR'S ear. NAR rises and follows the FLEET OFFICER EXTRA out through an exit.

261. A CORRIDOR. LIGHTS. INT.

261. (CONTD)

ANDROID TERLLIS waits in the corridor. NAR is stiff with apprehension. The FLEET OFFICER EXTRA exits.

TERLLIS

Tell me Nar.

NAR

What? What is it Terllis?

TERLLIS

Treachery. Treachery Nar. I; did it.

NAR

Lil?

TERLLIS

Treachery. I am not human. Help me Nar.

NAR

I will.

TERLLIS grabs NAR by the shoulder.

261. (CONTD)

TERLLIS

Do it right.

TERLLIS turns and walks away.

262. UNDERGROUND LEVEL ONE SEATED GROUP. LIGHTS. INT.

A chastened NAR returns to his seat. NAR slumps and rubs at his thighs.

ZE

You want armour for this.

NAR

Its Carista. I. I better get her back.

LIL moves to sit next to NAR.

NAR

I need a ship.

KOS walks past. KOS stops.

KOS

We'll use one of the old tugs. Some got cannon.

I'll get onto Avaker. Get us armour. What else

262. (CONTD)

Captain?

263. TUG SHUTTLE HANGER. LIGHTS. INT.

The group of FLEET OFFICER EXTRAS, YEL, ZE, KOS, PHY and NAR suit up at the maintenance hanger.

(FILTERS) SHUTTLE TUGS (SPECIAL FX) (SOUND FX)

A shuttle tug is one of several fixed with rimrock breaker cannon.

front ram buffer movement, swivel cannon sounds

While they look them over AVAKER lands on the pad out front in a sleek armed freighter. Lander pad lights come on when the top surface vent cover closes.

(FILTERS) LANDER PAD (LIGHTS FX)

lights come on

(FILTERS) ARMED FREIGHTER (SPECIAL FX)

The cockpit is spherical with a clear rotation chamber that sits above a detachable canister. A swivel cannon is underneath.

(FILTERS) AVAKER (VO) (OOV)

Room for two.

263. (CONTD)

(FILTERS) ARMED FREIGHTER (SPECIAL FX) (SOUND FX)

The freighter side unclips separate and opens on the lander pad. New armour and strange new weapons sit on racks.

unclip sound, shuttle canister open sounds

(FILTERS) AVAKER (VO) (OOV)

How much you want?

(FILTERS) FORTUNE ARMOUR (SPECIAL FX) (SOUND FX)

NAR walks out to the space lander pad. NAR picks armour similar to FORTUNE. The easy move FORTUNE style of armour is not clumsy.

weird wrap around clear armour self contour sound

NAR

Two for Corx Four. Maybe more for eleven.

ZE

For that rat?

NAR

We need a Xepien for Corx Four. Chiffere is dead.

263. (CONTD)

I'll. I'll get someone there. One of you?

(FILTERS) HYBRID ARMOUR (SPECIAL FX) (SOUND FX)

ZE fixes heavy outer armour. The walk in suit easily fits over the EETOO space suit and helmet and that makes her look CYBORG hum of heavy over armour adjustment sounds

ZE

I'm in.

AVAKER

We'll take the tug Captain.

NAR

Its Jake. The rat is Jake.

264. UNDERGROUND LEVEL ONE PARKLAND. SEATED GROUP. LIGHTS. INT.

FLEET OFFICER CARERS YERD, LYN, AENN and LEW, remain in the group of TRESSAH, NOTWIL, FLEET OFFICER EXTRAS, CHILDREN EXTRAS and the four NEW HUMANS SOR, WIT, BO and TEL at the table. TAG badge plates on each NEW HUMAN light up.

(FILTERS) TAG BADGE (LIGHTS FX)

264. (CONTD)

TAG Badge lights up a moment

WIT, leaves his chair and kneels to place his face close to the even cut of grass.

WIT

It is a fibre and not growth. Did you see this?
Anyone? See? Its not grass. Look. Can we have
grass? Can we have grass please?

TEL gazes at NOTWIL. TAG lights her badge.

(FILTERS) TEL'S TAG BADGE (LIGHTS FX)

Tel's TAG Badge lights up a moment

TEL stands in a trance.

TEL

Forty five. Forty five right three degrees.
Differential naught point seven on the grid.

TEL snaps out of it in surprise and sits back down. The male SOR and the female BO rise from their seats and walk to the chair and table stack. At the neat stacks of chairs, one section with backs, one section of stools, SOR takes a stool at a time and arranges them in a grid pattern. BO sways and in a trance says.

264. (CONTD)

BO

Dynamic right fifty. Differential by five. Seven degrees. Rimrock horizon thirty.

Two FLEET OFFICER CARERS YERD and LYN nod.

FLEET OFFICER CARER YERD

It works.

FLEET OFFICER CARER LYN

They'll be fine.

265. TUG SHUTTLE HANGER. LIGHTS. INT.

AVAKER, a crowd of FLEET OFFICER EXTRAS, YEL, KOS, and PHY at the maintenance hanger watch as more FLEET OFFICER EXTRAS trolley out a tug ram splitter.

(FILTERS) HANGER CROWD (VO) (SOUND FX)

Background conversation sounds

The tug ram splitter fits as a lock on that stops the bumper rotation. Everyone goes quiet. The crowd of FLEET OFFICER EXTRAS part when PEE and LIL enter with the very young FLEET OFFICER O-EE.

265. (CONTD)

PEE

Tell them.

FLEET OFFICER O-EE

You need a power drop.

AVAKER

Power drop?

FLEET OFFICER O-EE

On planets with low atmosphere. One battle scenario we done comes out near ground level. You know hyper drive and fires a device to suit. As it detonates the pulse engines act as a buffer and break so we don't smash into the ground. Its a barrier. Bangs a hole in any fortification. A power drop. You can't use this. Heep.

LIL

He is correct. It will be quick to get in. In time.

266. SURFACE LANDER PLATFORM. LIGHTS. INT.

(FILTERS) ARMED FREIGHTER (SPECIAL FX) (SOUND FX)

266. (CONTD)

NAR and ZE finish armour up and fit themselves into
the Fleet freight fighter cockpit sphere.
cockpit weird adjustment sounds

267. TUG SHUTTLE HANGER. LIGHTS. INT.

AVAKER, a crowd of FLEET OFFICER EXTRAS, YEL, KOS, PHY, PEE and LIL follow
the very young FLEET OFFICER O-EE to another part of the hanger.

(FILTERS) HANGER (VISUAL FX)

Lights come on as they enter the new area.

(FILTERS) NEW FIGHTER (SPECIAL FX) (SOUND FX)

A bus style container with two opposite rows of
lock in seats and a cockpit sits on top of a very
thick round armour plate. FLEET OFFICER O-EE
touches a wall control and the ship rises to show
its under bomb carriage. There is a plate
arrangement in the centre.

EETOO synthetic motion sounds

FLEET OFFICER O-EE

Boom. See? Calculations need to accurate up. Its
fine.

KOS

267. (CONTD)

This is a piece of junk.

FLEET OFFICER O-EE

No. No. It'll work.

LIL

Its what we got.

LIL gestures to the very young FLEET OFFICER O-EE who steps up the entry ramp.

PEE

Captain.

There is too many for the full barrier weapon. The remainder go back to the tug assembly area.

268. SURFACE LAUNCH PAD. LIGHTS. INT.

(FILTERS) TUG ACTION (SPECIAL FX) (SOUND FX)

Three tugs with no rams follow the barrier weapon out onto the space pad.

slight hum of gravity control sounds

All vessels pile up with weapons and armour clad soldiers.

268. (CONTD)

(FILTERS) VENTED LANDER PAD (SPECIAL FX) (SOUND FX)

The lights go out on the lander pad and the vent opens. The four space ships rise in formation and shoot into space.

four space vessel anti matter thrust engines sounds

269. CORX FOUR SECRET TUNNEL COMPLEX. LIGHTS. INT.

(FILTERS) TUNNEL ACTION (SPECIAL FX) (SOUND FX)

ZE, large in heavy over armour, right arm triple barrel long arm carry bracket held forward, follows the tunnel road to a five intersection split. NAR follows behind ZE along the tunnel maze. NAR controls a trolley with a body under a sheet. In one hand is a small carry case.

hum of heavy armour activity sound

(FILTERS) HELMET SCREEN (VISUAL FX)

Down the right side of the clear view screen the helmet screen in ZE'S cover armour shows a pattern display of ZE'S position and a general area where CARISTA LIL is a labyrinth. A simple grid overlay shows with a blink dot position. ZE'S position marker blinks.

(FILTERS) INTERSECTION (SPECIAL FX) (SOUND FX)

269. (CONTD)

ZE stops. NAR and the trolley stop at a tunnel intersection. ZE turns to NAR.

hum of heavy armour activity sound

(FILTERS) NAR HEADLAMP (LIGHTS FX)

NAR switches a headlamp on.

(FILTERS) TROLLEY BED (SPECIAL FX) (SOUND FX)

NAR puts the small carry case on the body torso and opens the lid. The case contains a control plate with an easy to read label of two indicators. WAKE and SLEEP. NAR presses one of the indicator flat dots next to each text in the carry case. The text label in large letters lights up.

fiddle with case sounds

(FILTERS) TEXT LABEL (LIGHTS FX) (TEXT FX)

WAKE

(FILTERS) CAPTOR BED (SPECIAL FX) (SOUND FX)

A cylinder with a very ugly large handle pops up. NAR takes the ugly large cylinder, places the bag on the floor and pulls the sheet back off the body. It is the strapped down unconscious body of SHIRNLAAM, mouth tightly gagged. NAR presses the ugly large cylinder onto the closer thigh.

269. (CONTD)

SHIRNLAAM'S eyes open. NAR shows SHIRNLAAM his side arm. It is the same pin cannon FORTUNE used.

SHIRNLAAM'S eyes widen when he looks at the barrel's open shaft pointed at his face. NAR wipes the gag with his armour glove and it falls away.

NAR gets very close.

smooth weird clear armour sound

NAR

Where is Lil?

270. SECRET PRODUCTION FACILITY. LIGHTS. INT.

NAR follows ZE into a spacious chamber. The high roof is covered in scaffold layers of technology. Ten metres left is a blank wall twenty metres long and cuts off at a right angle away from sight. A row of benches with connected apparatus leads midway between ZE and the wall to a central area where tubes feed to the cube holder of LIL. A crate lays open with more tubes to controllers.

(FILTERS) CARISTA LIL (VISUAL FX)

The CARISTA LIL remains is lit with probe lights.

(FILTERS) SECURITY ALERT (SPECIAL FX) (SOUND FX)

NAR overtakes ZE and rushes the container along the open road width space. NAR barely gets in front of ZE. The rapid motion alerts security fire power.

270. (CONTD)

There is a hierarchy of shot. Ceiling security weapons light up and fire at NAR.

continuous irregular zaps, whings, phoophs sounds

(FILTERS) BALL SHOT (SPECIAL FX) (SOUND FX)

The first shot is a ball pellet that hits NAR in the clear outer helmet so hard it embeds and knocks NAR to the ground concussed.

impact thud sound

ball shot melts Nar's clear contour helmet

(FILTERS) TECHNOLOGY ROUND (SPECIAL FX) (SOUND FX)

As NAR falls in quick time a technology round splats NAR'S torso armour.

a technology round impact thud

(FILTERS) SPLASH SHOT (SPECIAL FX) (SOUND FX)

A splash round hits NAR in one leg. The projectile breaks open and splashes fluid over Nar's under space suit trousers. Eetoo space suit armour looks like ordinary textile wear. the liquid creates gases on impact and bubbles up into a smokey jelly that spread welds NAR to the floor.

impact splash and gurgle bubble sounds

(FILTERS) TECHNOLOGY ROUND (SPECIAL FX) (SOUND FX)

270. (CONTD)

A circle of nano mechanics forms around the impact of the technology round that spreads and eats into the clear torso armour toward the Eetoo space suit. synthesis of space suit chemical activity sound

(FILTERS) ZE ARMOUR (SPECIAL FX) (SOUND FX)

ZE is four metres from NAR and takes slow controlled steps as the torso armour rotates in auto click return of one hundred and sixty degrees. armour click at 160 degrees stop return sound Long barrel right arm auto sights weapons roof fire positions and returns their rapid fire rounds. multiple irregular types of shot fire sounds

(FILTERS) ZE HELMET (SPECIAL FX) (SOUND FX)

The chamber past CARISTA LIL is in darkness. Weapons fire shows up as dim flash points from each roof position. muffled irregular zaps, whings, phoophs sounds

(FILTERS) ROOF CANNON (SPECIAL FX) (SOUND FX)

Continuous fire stops as it redirects to ZE and recommences.

(FILTERS) PAUSE (SILENCE)

sound is muted

270. (CONTD)

(FILTERS) CONTINUOUS WEAPONS (SOUND FX)

muffled irregular zaps, whings, phoophs sounds

(FILTERS) ZE HELMET (SPECIAL FX) (SOUND FX)

ZE reads the indicator range finder and changes weapons list loads to override the auto function on her armour. Range data overlays on darker fire position vision

(FILTERS) ZE (VO)

Reduce rapid fire two rounds. Increase load one naught point five. Auto pistol mid range commence sixty degrees. Medi packs on Nar distance auto. Prepare Lil mortar.

(FILTERS) ZE ARMOUR (SPECIAL FX) (SOUND FX)

ZE swings another step closer to anchorage over NAR. Cannon fire pounds against the weapons feed back pack and armour.

canon rounds dull thud against armour sounds

(FILTERS) ROOF CANNON (SPECIAL FX) (SOUND FX)

The sound of rounds and fall to the floor empties

270. (CONTD)

add to roof shot Rat tat tat and bang bang bang of
different size rounds that bang into everything.
rounds, bangs, explosions and fall to ground sounds

(FILTERS) BENCH DIVIDER (SPECIAL FX) (SOUND FX)

The left wall behind the apparatus bench lights up.
A ZE barrel shot explodes against the light.
explosive sounds

(FILTERS) WALL FOG (SPECIAL FX) (SOUND FX)

The wall transfer into fog barrier absorbs the
explosion before clear open space replaces it.
explosion reduction sound

(FILTERS) ARMOURY (SPECIAL FX)

The solid wall becomes a fog mist that clears. The
other side of the wall is a vast armoury with rows
and shelves full of technological weapons.

(FILTERS) LIL MORTAR (SPECIAL FX) (SOUND FX)

ZE fires a LIL mortar from the second step before
NAR. This is hit and drops to the floor inert. the
mortar canister, hit by roof fire, falls to the
ground

impact hits and floor impact sounds

270. (CONTD)

(FILTERS) LONG BARREL GUN (SPECIAL FX) (SOUND FX)

Three mortars fire. Two mortar canisters, hit by roof fire, falls to the ground

3 barrel mortar round fire sound, impact hits and floor impact sounds

(FILTERS) LIL MORTAR (SPECIAL FX) SOUND FX)

The third is a direct shot. The cylinder opens, drops a spike into the floor from a height and central above the CARISTA LIL works. At the top of the spike a spout exudes a clear umbrella dome protection that spreads rapidly until CARISTA LIL is covered to the floor where the fluid seeps underneath all to create a force barrier.

weird dome shield creation sound

(FILTERS) CONTINUOUS WEAPONS (SOUND FX)

irregular zaps, whings, phoophs sounds

(FILTERS) ASSAULT WEAPONRY (SPECIAL FX) (SOUND FX)

Three automatic weapon systems leave the warehouse. The first attacker is a slow, hammer glove hand to hand biped combat robot. The Second lever jaw guillotine hops over piles of apparatus on the bench and knocks them away. Its jaw is big enough to cut legs off.

270. (CONTD)

heavy robot footsteps sounds, chop chop sounds

(FILTERS) ZE PROTECTOR (SPECIAL FX) (SOUND FX)

NAR lays still. ZE anchors over NAR. Both armour boots sink hook spikes into the floor. Two medi pads drop onto NAR, melt, cover the hole in NAR'S torso and the smokey glaze over NAR'S leg with soother ooze. ZE fires a long barrel shot at the pivot axle of the lever jaw guillotine.

spikes in floor sound, medipad goo plop sound, soother oozer puts out fizz sound, explosive round projectile barrel exit sound, large round fire sound

(FILTERS) ASSAULT WEAPONRY (SPECIAL FX) (SOUND FX)

The lever jaw guillotine machine drops to the floor.

heavy robot chop chop scrape around the floor sound

(FILTERS) ZE PROTECTOR (SPECIAL FX) (SOUND FX)

ZE returns a repeat fire on new gun locations that emerge as another is knocked out.

various shots fire sounds, impact explosion sounds,

(FILTERS) ASSAULT WEAPONRY (SPECIAL FX) (SOUND FX)

The jaw circles on the broken pivot. Jaws snap as

270. (CONTD)

the combat biped walks between the benches toward LIL. One leg is crushed and both weapon systems fall into a tangle fight.

heavy robot chop chop scrape around the floor sounds, leg crush sound, tangle fight sounds

(FILTERS) ASSAULT WEAPONRY (SPECIAL FX) (SOUND FX)

The third weapon is a low dome box on rollers that drives around to the rear left side of ZE and dispenses small flyers in a rotation fling.

Formations of five fly and hover close to ZE to be in range. The small flyer formation fires one tiny pellet explosive each into ZE'S forearm armour plate. After the explosion flyers slim round shape blade spins into each strike mark.

box on rollers sound, buzz zing sounds, small explosion sounds, spin blade cutter sounds

(FILTERS) ZE FOREARM ARMOUR (SPECIAL FX) (SOUND FX)

Ze's dark metallic armour is thick and heavy to look at. Impact rounds form tiny discs after each small impact explosion that spin against the armour to slice it.

tiny impact explosions and discs spin sounds

(FILTERS) ASSAULT WEAPONRY (SPECIAL FX) (SOUND FX)

More flyers attack the area. The armour zone of

270. (CONTD)

attack is full.

tiny impact explosions and discs spin sounds

(FILTERS) ZE FOREARM ARMOUR (SPECIAL FX)

Ze's forearm armour peels a top layer sheet net that wraps around the attacker discs.

(FILTERS) ASSAULT WEAPONRY (SPECIAL FX) (SOUND FX)

As the net falls it is attacked by more and more flyers.

discs spin sounds, impact sounds

(FILTERS) NAR RESPONDS (SPECIAL FX) (SOUND FX)

NAR regains consciousness for a moment, fires a burst of rapid pins into the dome box then lapses back unconscious.

ratatatatat of rapid fire arm cannon sounds

(FILTERS) CONTINUOUS WEAPONS (SOUND FX)

irregular zaps, whings, phoophs sounds

(FILTERS) ASSAULT WEAPONRY (SPECIAL FX) (SOUND FX)

At the open wall four hammer glove hand to hand biped combat robots step forward.

fur heavy robot footsteps sounds

270. (CONTD)

There is no hurry. The armoury is full.

(FILTERS) ZE ARMOUR (SPECIAL FX) (SOUND FX)

ZE is under constant ineffective fire from ceiling swivel cannon. Roof Bubble weapon excretions on the increase might be enough to overcome ZE and NAR. impact explosions sounds , cannon fire sounds, bubble ooze sounds, rounds hit floor sounds

271. PLANET SURFACE. NIGHT. EXT.

(FILTERS) FLAT ROCK PLANE (SPECIAL FX) (SOUND FX)

Three Tug shuttles land on a barren rock plane in triangle formation, an ample space in the centre. The barrier weapon appears at surface in the triangulation space and there is an immediate explosion. The vessel disappears in the dust cloud. Groups of armour cladded SOLDIER EXTRAS weapons ready rush into the dust cloud. tug plasma sheet thrust sounds, big boom explosion sounds, hum of heavy armour activity sound, heavy footsteps sounds, blast dust sounds

FADE OUT

272. SECRET PRODUCTION FACILITY. LIGHTS. INT.

272. (CONTD)

(FILTERS) CONTINUOUS WEAPONS (SOUND FX)

irregular zaps, whings, phoophs sounds

(FILTERS) ZE ARMOUR (SPECIAL FX) (SOUND FX)

ZE turns and unleashes the long barrel weapon with three continuous different versions of weapon, and flashes of light

various shots fire sounds, impact explosion sounds,

(FILTERS) EXPLOSION DEBRIS (SPECIAL FX) (SOUND FX)

The room fills with sparks and smoke. A huge explosion sends pieces of apparatus benches and rock debris from opposite and far end of the warehouse into the battle area.

big explosion sound

(FILTERS) SOLDIER ATTACK (SPECIAL FX) (SOUND FX)

SOLDIER EXTRAS in heavy armour and huge long arm weaponry fire as they make their way through the dust, debris and flashes of light, shots hit roof swivel cannon and bubbles spouts. The shooting redirects as the SOLDIER EXTRAS appears out of the dust to fire into the armoury.

various multiple shots fire sounds, impact explosion sounds, weird explosion sounds

272. (CONTD)

(FILTERS) ASSAULT WEAPONRY (SPECIAL FX) (SOUND FX)

All armoury weapons systems switch on and enter the battle. Lights flicker.

various multiple shots fire sounds, impact explosion sounds, weird explosion sounds

FADE OUT FADE IN

(FILTERS) EXPLOSIONS (VISUAL FX) (SOUND FX)

Splashes of colour show as explosions go off in lower light.

explosive sounds

The lights go out. For an instant all is silent.

CREDITS OVER BLACK

(FILTERS) BATTLE (SPECIAL FX) (SOUND FX)

Credits start and the fight continues in black.

Different weapons light up the action. Spheres bubbles robots canisters light jagers show the armour of some SOLDIER EXTRAS ablaze with technology fire. intermittent light flashes show a technology battle sounds of battle

CREDITS OVER BLACK

272. (CONTD)

(FILTERS) BATTLE (SPECIAL FX) (SOUND FX)

SOLDIER EXTRAS entangle with big robots as bubble
flashes encounter shots from weapons. intermittent
light flashes show Eetoo in heavy armour wrestle
with robots from the armoury
sounds of battle

CREDITS OVER BLACK

(FILTERS) BATTLE (VISUAL FX) (SOUND FX)

intermittent light flashes show the impacts on the
outer skin of the technology umbrella half sphere
illuminated with Carista Li's skull and half torso
encased in glass ooze with explosive
sounds of battle

CREDITS OVER BLACK

(FILTERS) BATTLE (SPECIAL FX) (SOUND FX)

light flashes show a tangle rope mine around the
armour and weapon of a SOLDIER EXTRA
sounds of battle

CREDITS OVER BLACK

THE END

STAR ORE
PART 4 EVERIN

Film Script

science fiction

by

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01. CORX SYSTEM STARSHIP ANCHOR ZONE SPACE. EXT.

Barely any sign of growth shows on the Moson Five Hundred seed.

(FILTERS) MOSON POD (SPECIAL FX) (SOUND FX)

Moson Corporation's POD in space

weird eclectic space sounds

Starship zone vessels build at an autonomous rate with no Machine Council oversight.

(FILTERS) STARSHIP BUILDS (SPECIAL FX) (SOUND FX)

Moson Corporation's POD in space in a line of

trans universe kinds of starship builds

weird eclectic space sounds

2. MOSON POD INTERNAL STRUCTURE. LIGHTS INT.

When after fifteen years of incremental change the Bounce Two expedition treasure returns, Moson Cell Bounce key program accelerates all Moson Five Hundred development. Unique Moson Cell dynamic technology installs an evolutionary subspace transitional design reality separate from nature. Post particle mesh interweaves connectivity chains.

(FILTERS) MOSON POD HULL (SPECIAL FX) (SOUND FX)

Vague hints of structural design in space.

weird eclectic space sounds, Moson Cell action

2. (CONTD)

sounds

Ubiquitous opaque mists in fog swirl layers multiply until vague shapes emerge.

(FILTERS) MOSON POD (SPECIAL FX) (SOUND FX)

Amongst the swirl of translucent fog an image of an unidentified shape emerges.

weird eclectic space sounds, Moson Cell action sounds

Sections of the space vessel take on substance.

(FILTERS) MOSON POD (SPECIAL FX) (SOUND FX)

Vague shapes in a multitude of forms begin to be visible as a sphere inside a translucent bigger sphere.

weird eclectic space sounds, Moson Cell action sounds

3. SPACE. EXT.

An opaque colour glow from early stage nucleus growth shows through on the Pod surface.

(FILTERS) MOSON POD (SPECIAL FX) (SOUND FX)

Moson Corporation's POD hull is more visible as a

3. (CONTD)

dim glow. Refraction from the new intangible forms
gives the space ship substance in space.

weird eclectic space sounds, Moson Cell action
sounds

(FILTERS) TEXT (TEXT FX)

TITLES.

4. MOSON POD INTERNAL STRUCTURE. LIGHTS INT.

Translucent colour fields expand into flat dense wall sections.

(FILTERS) MOSON POD (SPECIAL FX) (SOUND FX)

Inside hull reflections become one flat surface.

Tubes emerge from horizontal lines that issue from
the flat surface. Soft intangible shapes flow out
of nucleus tunnels flat surfaces separate as
substantial forms and Walls begin.

Moson Cell production construction action sounds

(FILTERS) VIEW SCREEN (SPECIAL FX) (SOUND FX)

A wall screen with margins and columns of data flow
explanations and meters with colour bars beside
control nobs appear.

Moson Cell production construction action sounds

(FILTERS) MOSON POD (SPECIAL FX) (SOUND FX)

4. (CONTD)

Below the screen industrial benches that rotate engineer precise float identifier equipment slowly fit into workstations adjacent to the glow of nucleus passages. Equal size panel screens form on transparent case surfaces where text signals reflect rapid changes as symbols and numbers. Tables with concave tops construct in the large enclosures from an artificial light design where Moson Cell fuel rods develop. Minute particles chase around themselves in a nucleus preparation pre-program process of mass development growth. Different early design structures fed via tubes underneath the cases establish new module cells which move through to internal grow tubes deep in each fuel rod compartment before they escape inside where fog mesh reconstitutes to accord with immersive design characteristics. The cell structure conversions return back down exit tubes to erect new architecture.

Moson Cell production construction action sounds

FADE OUT

5. CORX SIX UNDERGROUND BALLAST ENGINEER SIMULATORS. LIGHTS. INT.

Inside a chamber in complete darkness comes the sound of tiny scratch action from projector apparatus.

(FILTERS) MACHINE NOISE (SOUND FX)

5. (CONTD)

clear in the silence tiny machine scratch sounds

Reflections from a flash of white light includes WIT then disappears when the fire line concentration dull thud of the system test completes.

(FILTERS) FLASH (VISUAL FX)

a flash of light in the black room illuminates Wit.

(FILTERS) SYSTEM TEST (SOUND FX)

immediately after the flash a thud impact sounds

6. UNDERGROUND BALLAST SIMULATOR FOYER. LIGHTS. INT.

Six open doors where there is no light take the place of Ballast container transfer locks in a semi circle foyer at the end of a corridor. WIT emerges from a doorway with a thin tube. On the end of the tube is an angle ball angle tube ball and tube screw driver.

(FILTERS) TOOL (SPECIAL FX)

Wit holds a special tool called a Droklogh

WIT

Moson tech would neck brace and branch the end of this thing.

6. (CONTD) WIT looks up.

(FILTERS) MIGYTE HEAD (SPECIAL FX) (SOUND FX)

MIGYTE'S mechanical hybrid group of inset facial structures moves in layers erratically to cause a visual unpleasantness. One eye socket swivel turns to look and one sits as a dull white lifeless ball. slight clunky sound, XELHN weird tech sounds

MIGYTE guardians NOTWIL in an adoptive way.

(FILTERS) MIGYTE ROBOT ARM (SPECIAL FX) (SOUND FX)

a new ugly large pipe arm cannon replaces one hand and fashion side pistol. Its barrel spits loop segments in small electrical disturbances again and again.

fizzy disturbance of real time sounds

(FILTERS) MIGYTE HEAD (SPECIAL FX) (SOUND FX)

An eye socket returns after another swivel over a cavity where its mouth was.

slight clunky sound, XELHN weird tech sounds

WIT

Look at this shit.

6. (CONTD) WIT shows NOTWIL a burn hole on a nodule.

(FILTERS) DROKLOGH (SPECIAL FX)

Wit holds up a main induction nodule burn hole

WIT

Where can I get Moson quality? I ask you.

TEL exits a black open way and with NOTWIL says.

TEL and NOTWIL

Level five mechanics school door One thirty.

TEL

Hallo Notwil.

BO and SOR come out together from a third black door.

MIGYTE

Disturbance location.

7. UNDERGROUND DIRT CORRIDOR. LIGHTS. INT.

(FILTERS) TUNNEL SYSTEM (SPECIAL FX) (SOUND FX)

7. (CONTD)

NOTWIL, WIT, TEL, BO and SOR follow MIGYTE and steady down a complex labyrinth of secret easy collapse and replace thin build liner wall tunnels just below surface that connect via capsule transport carriages.

slight echo hum of distant transport sound

Not far ahead a white sheet barrier leak through from surface appears and with a hiss the fire glow dissipates as it closes off.

(FILTERS) WHITE SHEET (SPECIAL FX)

A beam blast flash illusion of a solid sheet

(FILTERS) WHITE SCAR (VISUAL FX) (SOUND FX)

The white glow is replaced by a white line.

Wall replaces itself with hiss gas reaction sound

(FILTERS) MIGYTE (SPECIAL FX) (SOUND FX)

MIGYTE steps over a white scar rock line.

slight clunky sound, XELHN weird tech sounds

MIGYTE

Thirty five microns.

NOTWIL, WIT TEL BO and SOR scrutinise the white streak quickly as they pass without pause.

7. (CONTD)

MIGYTE

One fifty kilometre. Heavier shot. They still want
Lil.

WIT

Beam spit. Off the dome.

MIGYTE shakes his ugly head side to side in a human way.

BO

You do that well.

MIGYTE

Does apparatus remain? Can you feel it?

WIT

No. Our program dissolves into us. We do not
produce androids Migyte. Androids of high standard
is difficult for us.

8. UNDERGROUND TRANSPORT CAPSULE. LIGHTS. INT.

NOTWIL, WIT and TEL sit opposite BO, SOR and MIGYTE. The tunnel route ahead
collapse due to a new hit halts the transporter capsule.

8. (CONTD)

(FILTERS) PUBLIC ADDRESS (VO) (OOV)

Sorry. Tube glide delay. Alternative transport due soon.

MIGYTE

Impact twenty metres. Close.

9. OCN SURFACE TOWN PERIMETER. DAY. EXT.

Ocn decoy towns repeat over the planet where the soil permits terrain crawlers to constantly gouge into the soil plane.

(FILTERS) OCN TOWN (SPECIAL FX)

Ocn Town is an uninhabited decoy town with a town square and a dome

Each town square contains a fragment copy of CARISTA LIL'S essential presence in a statue set on a plinth in her honour that attracts trader pirates.

(FILTERS) TOWN SQUARE (SPECIAL FX)

Carista Lil's statue is the centre of town

Dome technology protects Ocn Town from pirate attacks that cause power downs and results in frequent town relocation over subsoil transport

9. (CONTD) capsule tunnel networks where inhabitants shelter underground from surveillance.

(FILTERS) TERRAIN CRAWLERS (SPECIAL FX) (SOUND FX)

Around the town is a plane where terrain crawlers routinely alter course in a kind of machine dance. One terrain crawler change of course to a ricochet crater that needs attention is a routine where every surface vehicle alters their position. weird distant hum of industrial power sound

10. UNDERGROUND TRANSPORT PASSENGER BUS. LIGHTS. INT.

(FILTERS) SUBSURFACE BUS (SPECIAL FX) (SOUND FX)

Removal of soil from above by the terrain crawler ends with the scrape and rub along the bus roof. terrain crawler plough soil above the roof sounds

The roof opens.

(FILTERS) BUS ROOF (SPECIAL FX) (SOUND FX)

The roof folds away.
weird hum of industrial power sound

(FILTERS) SEAT REMOVAL (SPECIAL FX) (SOUND FX)

The terrain crawler is fitted with seat grabbers.

10. (CONTD)

Each seat is an enclosed module made to be moved.
Each seat fits into fit to purpose wall brackets.
Each seat module rises and is set into a terrain
crawler surround wall.
seat grabber flexi move sounds

Low atmosphere seat enclosures do not interrupt any conversation.

MIGYTE (VO)

What I mean is. Look at me. Am I not a true
machine? Post fractal integer peak is Bounce. You.
Will it be possible for me to; fashionize you?

TEL

What? We do not come from a machine Migyte.
Machines simply store us. We were human before.
Before Bounce. Understand?

MIGYTE

No. Instruments. The Droklogh you want. Its machine
not human. You. Machine specification. You. I want
some of that. Will set me ahead.

(FILTERS) MIGYTE'S EYE (SPECIAL FX) (SOUND FX)

MIGYTE'S socket lights change tone and size a
moment.

10. (CONTD) slight clunky sound, XELHN weird tech sounds

11. TERRAIN CRAWLER INTERNAL TRANSPORT CAVITY. LIGHTS. INT.

(FILTERS) TERRAIN CRAWLER (SOUND FX)

The terrain crawler stops with a mechanical clunk

(FILTERS) TERRAIN CRAWLER (SPECIAL FX) (SOUND FX)

The terrain crawler moulded dome peels off

A rip tear shriek of torn connections sounds

(FILTERS) TERRAIN CRAWLER (VISUAL FX)

Floodlights white out the compartment momentarily.

Two flexible tubes enter.

(FILTERS) FLEXI TUBES (SPECIAL FX) (SOUND FX)

Two flexi tubes self move into the compartment.

flexi move sounds

(FILTERS) FLEXI TUBE ONE (SPECIAL FX) (SOUND FX)

One flexible tube cracks open MIGYTE'S shell with
mechanical tentacles.

flexi move sounds, clear shell compartment crack
open sounds

11. (CONTD)

MIGYTE grapples with tentacles that extend from the tube.

struggle with flexi tube sounds

(FILTERS) FLEXI TUBE TWO (SPECIAL FX) (SOUND FX)

Smooth flexible mechanical tentacle arms wrap around the whole transparency shell and take out second target WIT.

flexi move sounds

(FILTERS) MIGYTE (SPECIAL FX) (SOUND FX)

As MIGYTE lifts its weapon arm to fire an implosion disconnects head and arm from his android body.

Migyte implosion and arm and head grounded sound

NOTWIL, TEL, BO, and SOR sees MIGYTE implode.

(FILTERS) FLEXI TUBES (SPECIAL FX) (SOUND FX)

The tentacles retreat.

flexi move sounds

(FILTERS) MAYBE REAL JAKE (SPECIAL FX) (SOUND FX)

MAYBE REAL JAKE walks in, takes a pistol out and fires into MIGYTE'S head to melt shrink it into a plastic black smokey mess.

footsteps sounds, alien pistol shot sound

11. (CONTD)

(FILTERS) MIGYTE (SPECIAL FX) (SOUND FX)

Migyte's head melt into a black ball mess.

melt crackle sound

The action stuns NOTWIL, TEL, BO, and SOR.

(FILTERS) ALIEN ENGINE (SOUND FX)

alien escape craft takes off sound

NOTWIL, TEL, BO, and SOR faces all turn to focus on MIGYTE'S remains.

12. CORX ELEVEN ANOMALY PHENOMENON PIRATE HOLD CELL. LIGHTS. INT.

(FILTERS) BUBBLE WALL (SPECIAL FX)

Inside a pirate trader supply block a bubble
technology crystal wall encloses Wit.

(FILTERS) HOLD CELL (SPECIAL FX) (SOUND FX)

In front of Wit a zap barrier controls the
brilliant anomaly plasma eruption that threatens to
break in. Zaps travel to the barrier and back.
zap crackle and Anomaly Phenomenon sounds

(FILTERS) LIGHT WAVES (VISUAL FX) (SOUND FX)

12. (CONTD)

Light slices read Wit through the bubble grab from feet to head continuously.

zap crackle and Anomaly Phenomenon sounds

(FILTERS) WIT'S HEAD (SPECIAL FX) (SOUND FX)

Wit wakes in a head cover atmosphere of crystal bubble.

zap crackle and Anomaly Phenomenon sounds

(FILTERS) MECHANICAL VOICE (VO) (OOV)

Welcome Lil portion. We examine you and process gives us dynamics that will out perform any system trader. Good. Already we receive number beyond anything in use. You, Lil fragment, show no android auxiliary units we can measure. Supply us with your Droklogh schematic. We will then determine a trade option for more Lil or Bounce technology. What Say?

(FILTERS) HOLD CELL SIDE WALL (VISUAL FX)

2 lines of alien letters symbols and mathematical equation evaluations fast scroll increases

(FILTERS) HOLD CELL (VISUAL FX)

The light dims as the zap door closes off.

12. (CONTD) (FILTERS) MECHANICAL VOICE (VO) (OOV)

Wit. Part human yes?

WIT (VO)

I am human.

(FILTERS) ALIEN SMIRKY LIQUID GIGGLE (VO) (OOV)

he, hihehehe, hiheeei.

13. CORX SYSTEM FLEET FREIGHTER TRANSPORT LAUNCH HOLD. LIGHTS. INT.

Two flyer fighters wait at a launch door.

14. FIGHTER ONE COCKPIT. LIGHTS. INT.

Fighter passengers seat around the pilot to engage and comment as a part of command operations. No longer is it possible to hide from the pirate traders. BO and TEL wear Eetoo suits. LEW as a Fleet Command officer wears a different insignia but a same style of helmet space suit. They sit with pilot AENN. WIT 'S unique earth sign found on a console Corx system grid map near Corx Eleven blinks weakly before it shuts out.

(FILTERS) CONSOLE MAP (VISUAL FX)

a dot blinks and disappears on a grid map

15. FIGHTER TWO COCKPIT. LIGHTS. INT.

15. (CONTD)

SOR, next to pilot YERD, LYN behind, comments to both ships.

SOR (VO)

Phenomenon is a good location. Many system entities
trade new technology there. Yes?

16. CORX ELEVEN RIMROCK ANOMALY PHENOMENON SPACE. EXT.

Both fighters swoop the between space around a settlement of Ballast supply
blocks in sight of the distant Eetoo stationary P-finder.

(FILTERS) TWO FIGHTERS (SPECIAL FX) (SOUND FX)

The 2 fighters appear in space in sight of the
Anomaly Phenomenon where the P-finder is.
pop of hyper jump entry into real time space

17. FIGHTER ONE COCKPIT. LIGHTS. INT.

AENN pilots BO, LEW and TEL behind.

AENN (VO)

Flow; check; done.

18. CORX ELEVEN RIMROCK ANOMALY PHENOMENON SPACE. EXT.

The target is a new supply block case close to fleet's border surveillance

18. (CONTD) perimeter.

(FILTERS) SUPPLY BLOCK (SPECIAL FX) (SOUND FX)

Supply blocks at irregular intervals mount on the Anomaly Phenomenon. One large supply block with a space vessel lander platform is the target.

pulse sheet synthetic sound

(FILTERS) FIGHTER GUARD (SPECIAL FX)

Fleet command flyers seen as moving stars guard from further out in a quick response deployment.

19. PIRATE SUPPLY BLOCK LANDER PAD. SPACE. EXT.

(FILTERS) FIGHTER FLYER (SPECIAL FX) (SOUND FX)

AENN lands his fighter on a large flat external platform for space craft. A tether tube creates an atmosphere passage.

pulse sheet synthetic, atmosphere connection sounds

20. PIRATE HOLD CELL. LIGHTS. INT.

TEL LEW and BO enter the pirate hold cell.

(FILTERS) BUBBLE PRISON (SPECIAL FX) (SOUND FX)

An encasement wall of opaque bubble structure holds

20. (CONTD)

WIT'S unconscious form.

footsteps in the quiet sounds

(FILTERS) WRIST WEAPON (SPECIAL FX) (SOUND FX)

With a gesture BO ejects the wrist bam wafer blade.

The wrist bam is a disc that slips out over the hammer fist armour and protrudes in a semicircle in front of the fist.

swish of blade sound

(FILTERS) BUBBLE WALL (SPECIAL FX) (SOUND FX)

BO looks at TEL a moment then whacks at outer layer crystals of the wall barrier. At each stroke the wrist disc blade crack shatters the bubble wall.

bubble crystal crack shatters sounds

(FILTERS) MEDI CRIB (SPECIAL FX) (SOUND FX)

LEW pulls a medi case out of her suit for WIT who is without atmosphere protection. A tiny device inflates into a medical stretcher bed with atmosphere canopy.

inflation sounds

(FILTERS) BUBBLE WALL (SPECIAL FX) (SOUND FX)

BO kicks away shatter debris and makes her way round to where BO can see WIT'S face. BO cuts away

20. (CONTD)

a crystal panel from the bubble to release WIT'S facial features and slips a face mask over WIT'S head. LEW and TEL chip crack left over cling fragments from the body of WIT. The unconscious form falls easily onto the medi crib float stretcher.

bubble crystal crack shatters sounds, medi crib float sound

There is no sign of bandit captors.

21. PIRATE SUPPLY BLOCK LANDER PAD. SPACE. EXT.

The fighter launches from the platform.

(FILTERS) FIGHTER LIFT OFF (SPECIAL FX) (SOUND FX)

The Corx fighter flyer lifts off.

pulse sheet synthetic sound

22. CORX SIX UNDERGROUND LEVEL ONE PARKLAND TABLES AREA. LIGHTS. INT.

(FILTERS) CROWD BACKGROUND CONVERSATION (SOUND FX)

background conversation crowd sounds

SOR, TEL, WIT, AENN, LEW, YERD and LYN sit amongst Fleet Officer EXTRAS round a group of tables and chairs at the underground level one parkland. Some touch Wit who is despondent with gestures of solidarity. BO enters from one of the many tunnel entries at the edge of the park. BO is loud

22. (CONTD) over subdued chatter.

BO

I found it. Us I mean.

BO sits with her comrades.

BO (CONTD)

Those names, us. I knew it. Phoney names. A lottery
call. No such a name.

TEL

I know. TAG.

BO

Well. What'll we do?

TEL

Do?

A primal shriek comes from the tunnels.

(FILTERS) PRIMAL SHRIEK (SOUND FX)

EEEEEEEEEEEEEEEEEEEEYYYYYYYYYYYYAAAAAAAAAA

22. (CONTD)

TRESSAH runs from another table further away. All rise and run after her. The shriek stops as the group of TRESSAH, SOR, TEL, BO, WIT, AENN, LEW, YERD, LYN and Fleet Officers EXTRAS enter the tunnel.

23. TUNNEL CORRIDOR DOOR. LIGHTS. INT.

TRESSAH stands at the entrance to NOTWIL'S cubicle. Everyone. SOR, TEL, BO, WIT, AENN, LEW, YERD and LYN and Fleet Officers EXTRAS pull up outside in the tunnel corridor. NOTWIL stands near TRESSAH. The front of NOTWIL'S furless bare torso displays a dribble of red slime. Two Fleet Officer EXTRAS edge around TRESSAH who is in shock.

24. NOTWIL'S ROOM. LIGHTS. INT.

The room is empty with the exception of a chair and bed. On the mattress is a splash of blood and a small lump on the end of a string of flesh.

(FILTERS) FLESH (SPECIAL FX)

a small lump on the end of a string of flesh

FLEET OFFICER ONE

Medi Tec.

TRESSAH

Notwil.

25. TUNNEL CORRIDOR DOOR. LIGHTS. INT.

NOTWIL leaves the crowd of TRESSAH, SOR, TEL, BO, WIT, AENN, LEW, YERD and LYN and Fleet Officers EXTRAS and heads off away from the park direction down the tunnel corridor.

TRESSAH

Leave him. He needs quiet.

26. NOTWIL'S ROOM. LIGHTS. INT.

(FILTERS) MEDI TECH (SPECIAL FX) (SOUND FX)

A medi tech enters. Probes examine the mattress. Delicate tech box arms place a tube near the mess and it siphons up the lump and every particle of biology.

suction sounds

27. TUNNEL CORRIDOR DOOR. LIGHTS. INT.

TRESSAH turns to BO and TEL.

28. SPACE. EXT.

No systems fleet ships bother the distant pirate trader technology cloud in an empty space desert.

(FILTERS) TECHNOLOGY CLOUD (SPECIAL FX) (SOUND FX)

28. (CONTD)

Two sheets of technology set out across the sky
catch trans universe ships when they come out of
space density into the destination of local real.
weird ambient AOX technology in space sound

(FILTERS) TECHNOLOGY CLOUD (SPECIAL FX) (SOUND FX)

An x, y axis flat glass transparency impact cracks
and Jagged white lines show when FRSFRIRRNFA drops
speed against the first sheet target. When the Aox-
bi trans universe vessel parts hit the platform
smaller portions of several alien origins spread
around to absorb the impact. The second platform
forms into solid crystal when the ship embeds.
Technology wreckage, bits and pieces of vessels and
trade litter the area. Cloud technology reformation
distorts any surveillance.
weird ambient AOX technology in space sound, impact
sounds, weird crystal technology shatter to mist
sound

29. PIRATE FREIGHTER COCKPIT. LIGHTS. INT.

(FILTERS) AOX-BI PANEL SCREEN (VISUAL FX)

A screen displays a circular border around dense
fog.

(FILTERS) FREIGHTER COCKPIT (SPECIAL FX)

29. (CONTD)

All that is visible of the Aox-bi creature is a decadence of alien nick knacks spread about in front of the console. A piece moves to replace another that falls to the cockpit floor as information requirements change. technology pieces fall to the floor sounds, different technology different weird sounds

FRSFRIIRNFA an AOX-BI symbiont is come to trade.

30. CORX SIX UNDERGROUND LEVEL ONE PARKLAND TABLES AREA. LIGHTS. INT.

TRESSAH, SOR, TEL, BO, WIT, AENN, LEW, YERD and LYN and Fleet Officer EXTRAS sit in silence after NOTWIL's meltdown. AVAKER arrives and sits with the group. AVAKER rolls a small ball bearing across the table.

AVAKER

Migyte. It was Migyte. Unkiuimeah, this; sign. We don't pick it up.

WIT

I bin thinkin. What they done. We should do it.

TEL

What?

30. (CONTD)

WIT

That thing at Corx Eleven. The traders. They're not after us. They want a way in.

BO

We could use a machine?

WIT

Androids; best machine in the system.

SOR

Migyte.

All look at SOR.

YERD

The Pod is open.

31. SPACE. EXT.

(FILTERS) MOSON POD (SPECIAL FX) (SOUND FX)

The complex two hundred kilometre sphere of the Corx Moson Pod hull is near transparent. Angle variation caused by continuous movement of moson

31. (CONTD)

cell technology reflects an internal glow from the nucleus. The Pod tunnel capacity is large enough to let in fleet ships.

hum of Moson technology power

(FILTERS) AOX-BI FREIGHTER (SPECIAL FX) (SOUND FX)

The Aox-bi freighter appears in space very close to the Moson Pod

pop of hyper jump entry into real time space

FRSFRIIRNFA edges the pirate freighter toward the tunnel entrance.

(FILTERS) AOX-BI FREIGHTER (SPECIAL FX) (SOUND FX)

Slowly extender armatures begin to emerge from the pirate hull as it moves to connect with a Pod wall.

hum of Moson technology power

(FILTERS) MOSON POD (SPECIAL FX) (SOUND FX)

Moson Cell outer hull technology is a porous mesh that infuses real local material into a pre Ballast state on contact. A series of interchangeable variations of subatomic design prepares a first contact zone for foreign and real time local objects and materials with Moson Cell technology. Moson cells real time exchange fizz sounds, hum of Moson technology power

31. (CONTD) The pirate freighter hull surface cannot connect in a conventional way as there is a separation of space and time not understood by natural conditions. This shows as a fog light change of translucent material density close around the foreign structures.

(FILTERS) AOX-BI FREIGHTER (SPECIAL FX) (SOUND FX)

Extender armatures surface brightens as they scrape at the moson Pod.

robot arms sound, feint decay hiss sound

(FILTERS) MOSON POD (SPECIAL FX) (SOUND FX)

Minute particle dots patrol the face closest to the pirate freighter wall and remove a sub structural layer as dust. Samples ingest through the Moson Cells and the foreign matter converts straight to Ballast. The Moson Corporation Pod hull thickens at the area of the pirate freighter until it slowly ejects from the Moson Corporate structure.

hum of Moson technology power, pressure power sound

(FILTERS) AOX-BI FREIGHTER (SPECIAL FX) (SOUND FX)

One side area where armatures extend shows corrosion from Moson Cells activity as momentary brightness on the pirate freighter armature surface that folds back inside.

robot arms fold sound,

32. CORX FIVE SECURE ANDROID MAINTENANCE ROOM. LIGHTS. INT.

Moson Cell technology is ancient though similar in comparison to contemporary technology. Materials deconstruct through a process where elemental structures no longer apply and become a ubiquitous source of inconstant fluxion held in containers. The identity Ballast provides a product outside of nature where energy extends mass at an increment of architectural design. Vat technology keeps material unstable and ready to mould. Mechanisms for purpose line a vat outer surface. Control input is through a TAG vendor outlet.

(FILTERS) EXTERNAL VAT (SPECIAL FX) (SOUND FX)

A vat container outside surface is covered in technical equipment. A TAG output connector is constantly on.

ballast conversion vat sounds, new industry sounds

Inside the vat variable pressures separate and condition otherwise incompatible elements remade in an unnatural formation mould.

(FILTERS) INTERNAL VAT (SPECIAL FX) (SOUND FX)

Supply Ballast inside the vat is in a permanent state of change. Natural subatomic form no longer exists instead the fragmented portions of nature wait to be constructed.

unnatural post nucleonic sub structural fluxion sounds

32. (CONTD) WIT'S redesign of the Droklogh, a Corxian tool different to the Moson Corporate model, displays as a mechanically drawn image in motion on the glass of the transparency vat observation wall alongside charts of fantastic mechanical complexity. Equations, numbers, and symbols swiftly scroll through. This is where TAG records and implements the WIT construction redesign.

(FILTERS) OBSERVATION WALL (VISUAL FX) (TEXT FX)

A mechanically drawn motion image is alongside charts of fantastic mechanical complexity. Equations, numbers, and symbols swiftly scroll through.

WIT, ANDROID MECHANICAL ENGINEER ONE and ANDROID MECHANICAL ENGINEER TWO look on from the observation enclosure. The manufacture variable of Ballast fluxion from any rock through a Droklogh gradient tube is not a moson construction objective. Wit's design will suit a common use. Xelhn TAG production method uses historic chronicles of mechanism formation in evolutionary gradations of understood technology. In the mould process each rapid version forms to be undone and remade into the next sequential history until the tool is complete to the present Moson design alteration.

(FILTERS) INTERNAL VAT (SPECIAL FX) (SOUND FX)

Historic chronicles of mechanism formation of each version forms rapidly to be undone and remade into the next sequential history until the tool is complete to the present Moson design alteration. unnatural post nucleonic sub structural fluxion

32. (CONTD)

sounds

(FILTERS) ANDROID MECHANICAL ENGINEER ONE (VO)(OOV)

This is different? How?

BO (VO) (OOV)

The separate nodes.

(FILTERS) ANDROID MECHANICAL ENGINEER TWO (VO)(OOV)

Three

TEL (VO) (OOV)

Corx Ballast convertors use a single cup. Put the number in.

(FILTERS) ANDROID MECHANICAL ENGINEER ONE (VO)(OOV)

Any number I select.

BO (VO) (OOV)

Pick a number or look up a sheet finder complex numeracy.

(FILTERS) ANDROID MECHANICAL ENGINEER ONE (VO)(OOV)

32. (CONTD)

I choose a peak curve algorithm.

TEL (VO) (OOV)

OK. That will be set the module feed variation deepens for each particle. Its not a recorder. Its a separate enclave for each split.

(FILTERS) ANDROID MECHANICAL ENGINEER TWO (VO)(OOV)

Prime number.

BO (VO) (OOV)

The three prongs widen its range. Please note also the stem is heavy. On the Corx stems a fine length is set. The Moson variant gauge keeps temperatures even.

(FILTERS) INTERNAL VAT (SPECIAL FX) (SOUND FX)

A complete Droklogh appears inside the vat.
unnatural post nucleonic sub structural fluxion
sounds stop

(FILTERS) ANDROID MECHANICAL ENGINEER ONE (VO)(OOV)

Simple enough.

33. CORX SYSTEM MOON CRATER SMUGGLER HIDEOUT. NIGHT. EXT.

33. (CONTD)

(FILTERS) SMUGGLER CRATER (SPECIAL FX)

Camouflage dome reflectors hide the pirate and trader camp deep in a moon crater pocket.

34. A ROOM.LIGHTS. INT.

Pirates and traders want to use a new human as a conduit to disengage the anomaly and create a pathway through dimension shift. On a pedestal central in a dark room, with the pirates and traders group hidden in shadow around its perimeter, a small box open and dark waits.

(FILTERS) FRSFRIRRNFA (VO) (OOV)

With this object we can use any foreign specie.
This is Tee Giwyi.

(FILTERS) TEE GIWYI (SPECIAL FX)

A small technology cube self walks along the demonstration area and stops.

(FILTERS) FRSFRIRRNFA (VO) (OOV)

The ferricule inserts and transmission of our requirement proceeds.

(FILTERS) TEE GIWYI (SPECIAL FX)

34. (CONTD)

A spike projects out and bends to examine its surround.

(FILTERS) UNRECOGNISABLE CROWD GAGGLE (SOUND FX)

murmurs gruntss eeows ooobberahs gasps yells
exclamations electric noise

35. CORX SIX HIGH PLATEAU SOIL PLANE. NIGHT. EXT.

(FILTERS) PLOW (SPECIAL FX) (SOUND FX)

Brackets separate wedges that furrow a below surface path for fungus deposits. Tubes fed by hook rods stretch out toward the main supply block, a chamber that contains a small pulse sheet power unit set underneath the operator cabin.
pipe flow technology sounds

(FILTERS) PLOW CABIN (SPECIAL FX) (SOUND FX)

Free settler HEEN LUXAE, plant operator, sits in the command capsule. From a high perch the free settler HEEN LUXAE is able to rotate and watch for any fast changes in the spread of spore.
hum of Corxian plasma sheet power technology sounds

(FILTERS) PLOW (SPECIAL FX) (SOUND FX)

Out of the tube powder spore springs to life or not

35. (CONTD)

if germination is from a delay growth type.

pipe flow technology sounds

(FILTERS) PLANET SURFACE (SPECIAL FX) (SOUND FX)

On the edge of the cabin light over ground behind, sprinkles of new growth show from the spread of spore a distance back along a remote soil section of plane. Filaments that thicken quickly take over a portion of surface as a mould. The new fungus forms spheres that explode in a puff of dust amongst the surface gas mix and spread ever further.

background hum of Corxian plasma sheet power technology sounds

(FILTERS) PLOW CABIN (SPECIAL FX) (SOUND FX)

HEEN LUXAE sees on the viewer TAG alien species reference file changes as different spores feed through.

hum of Corxian plasma sheet power technology sounds

(FILTERS) PANEL SCREEN (TEXT FX)

TAG reference texts scroll through with symbols

(FILTERS) PLOW CABIN (SPECIAL FX) (SOUND FX)

The small supply block is visible through the cabin

35. (CONTD)

window as it sits over the feeder tube array.

hum of Corxian plasma sheet power technology sounds

(FILTERS) PLOW (SPECIAL FX) (SOUND FX)

Spore squeezes into plough soil through tubes
spread out along the plough.

background hum of Corxian plasma sheet power
technology sounds

(FILTERS) PLANET SURFACE (SPECIAL FX) (SOUND FX)

This is a second day night run over the soil. All
will not germinate but the free settler HEEN LUXAE
hopes enough will grow to assist the atmosphere and
planet to build into a habitable space.

background hum of Corxian plasma sheet power
technology sounds

The console reads another meter flow gauge both full and with gaps between
different fungi as their design automatically changes in the supply block
section of the tubes.

(FILTERS) CONSOLE SCREEN (TEXT FX)

new reference texts scroll through with symbols

(FILTERS) PANEL SCREEN MAP (VISUAL FX) (SOUND FX)

The cabin panel screen shows a map and log of the

35. (CONTD)

ground as it is done. There is no close settlements. The carry craft to return him to home base shows on the console map as a small light, out of sight back beyond the horizon.

hum of Corxian plasma sheet power technology sounds

(FILTERS) FLOOD LIGHT (LIGHTS FX) (SOUND FX)

A powerful light floods the cabin from above.

hum of Corxian plasma sheet power technology sounds

(FILTERS) GRABBER STRAPS (SPECIAL FX) (SOUND FX)

Grapple grab straps wrap around the seed planter and lifts it off into a pirate freighter hold.

grabber strap and lift sounds

(FILTERS) PLANTER TRACTOR (SPECIAL FX) (SOUND FX)

The planter tractor crashes to the surface.

planter tractor crash and space craft escape sounds

36. B.W. SEVENTEEN MAINENANCE STORAGE. LIGHTS. INT.

Two Fleet Officer EXTRAS drive a carrier down an underground storage road to unload machinery. The carrier stops and turns to face the shelves. Mover arms reverse swing over the two Fleet Officer EXTRAS heads pick up bundle one and place it onto a shelf. The arms refold. The two Fleet Officer EXTRAS carrier turns and moves down the loader road to a second set of shelves and halts. One of the officer EXTRAS gets out walks around to the

36. (CONTD) back of the carrier and takes a parcel out. It is an unusual block of technology joins. Rough splices hold together and disperse from one container into smaller boxes that dangle loose. The officer EXTRA puts this on a shelf returns to the carrier seat and the carrier moves down the storage road to the next rack of shelves.

37. CORX FIVE SURFACE. DAY. EXT.

(FILTERS) SANDY MUDFLATS (SPECIAL FX)

NOTWIL, simian rather than human to see with a smooth fur cover and tail set upon one shoulder, TRESSAH, CITY OFFICER ONE and CITY OFFICER TWO stop one hundred metres from the DRIMODLE on the sandy mudflats where the forest separates from Corx Five Tower City. Behind NOTWIL, TRESSAH, CITY OFFICER ONE and CITY OFFICER TWO the open gap where AVAKER'S street shows below Tower Promenade is away in the distance. A gap where two towers were along that city line show clearly the reduction of the city size in retreat from surface. DRIMODLE TRI-STEMS tall with age full with VINVR reach a kilometre in the sky to make a formidable wall. No FRONDS show. A vaguely human green figure stands to the side of a forest trail. NOTWIL, TRESSAH CITY OFFICER ONE and CITY OFFICER TWO stand one hundred metres from the DRIMODLE.

CITY OFFICER ONE

37. (CONTD)

It waits for you.

NOTWIL

Come with me.

The green HUMANOID VINVR'S full length made of thousands of pieces shape changes as it moves.

(FILTERS) HUMANOID VINVR (SPECIAL FX) (SOUND FX)

Everywhere over the green humanoid creature's leafy surface dark open mouths express wind. As it gestures them forward but takes the lead they see its movement is more of a float motion above the surface with legs motion an ornament of design. The head does not reveal any facial features.
whisper of a thousand breaths sound

(FILTERS) DRIMODLE PATH (SPECIAL FX) (SOUND FX)

NOTWIL, TRESSAH CITY OFFICER ONE and CITY OFFICER TWO walk behind the green HUMANOID VINVR down green path darkness made by the dense canopy.
footsteps walk in the dirt sound

38. SMUGGLER HIDEOUT ROOM. LIGHTS. INT.

The free settler HEEN LUXAE stands alone in a room.

38. (CONTD)

HEEN LUXAE

Ward greyer doyn. Grimmin. Gree. Lay miga.

(FILTERS) LOUDSPEAKER (VO) (OOV)

It says it is a freeman. Would you plant our
selection?

The prisoner HEEN LUXAE looks at the bare walls hidden in shadow.

(FILTERS) PIRATES (SPECIAL FX) (SOUND FX)

A wall shrouded in dim light becomes transparent
and around the floor space several species EXTRAS
he does not recognise associate with android EXTRAS
and some who look like Xepien EXTRAS.
solid to clear weird sound, aliens mumble sound

HEEN LUXAE

Peer ash?

(FILTERS) LOUDSPEAKER (VO) (OOV)

For what.

(FILTERS) FRFRIRRNFA (VO) (OOV)

This will be irrelevant.

38. (CONTD)

(FILTERS) TEE GIWYI (SPECIAL FX) (SOUND FX)

The TEE GIWYI device is a small mobile prism like shape with a sharp needle extension that is meant to penetrate a human head in the right place at the right time lights up and waits on a ledge that juts out for the purpose on the back wall.

tiny weird sounds, aliens mumble sound

FRSFRIRRNFA is here to sell technology that will cheaply buy a universe.

39. ANOMALY PHENOMENON SPACE ZONE. EXT.

(FILTERS) FREIGHTER (SPECIAL FX) (SOUND FX)

The purpose built freighter hull makes contact with rimrock boulders as it approaches through to a visible outer pressure disturbance area of the anomaly zone. A clear passageway with spectacular views of space surrounds the central open section where a detachable laboratory in armour protection is held above an experimental extractor block.

Forward is a cavity grab to attach the P-finder.

As the freighter approaches the Anomaly Phenomenon rimrock boulders affected by the zone tumble round and hit the freighter with a glancing blow

rimrock background, crunch of boulder hit sounds

(FILTERS) CORRIDOR (SPECIAL FX) (SOUND FX)

39. (CONTD)

Two small figures of AVAKER and new human rebuild android MIGYTE walk around to the middle section of the clear view corridor where there is an entry door lock.

rimrock background, crunch of boulder hit sounds

40. FLEET FREIGHTER LABORATORY. LIGHTS. INT.

(FILTERS) LABORATORY (SPECIAL FX) (SOUND FX)

The laboratory lights up as AVAKER and new android MIGYTE enter from the transfer lock. Monitor equipment is everywhere.

laboratory technical synthetic operational sounds

(FILTERS) WALL SCREEN (SPECIAL FX) (SOUND FX)

Wall monitor screen reads Migyte and Avaker as they move about. Around each body image numbers symbols and text change continuously.

laboratory technical synthetic operational sounds

(FILTERS) ANDROID MIGYTE (SPECIAL FX) (SOUND FX)

Migyte unclips a hand. Migyte reveals a force field around his wrist that keeps the Unkiuimeah ball bearing in a float space. Migyte first passes the hand to Avaker then Migyte places his arm section into a purpose built socket on a pedestal.

40. (CONTD)

laboratory technical synthetic operational sounds
unplug wrist sound, force field sound,

(FILTERS) PEDESTAL SCREEN (SPECIAL FX) (SOUND FX)

A new small screen on the pedestal switches on and
displays conversion active plane calculations.

Symbols and dots illuminate and change colour as
codes require to read the Unkiuimeah.

laboratory technical synthetic operational sounds

AVAKER checks instruments. Identification and systems check show the
equipment is ready.

AVAKER

How goes it Migyte?

MIGYTE

Well enough.

41. B.W.SEVENTEEN MAINENANCE STORAGE SHELVES. LIGHTS. INT.

(FILTERS) ARTEFACTS (SPECIAL FX) (SOUND FX)

Bits and pieces move around shelves to get a closer
readout of the new artefact with its attractive
dangle pieces that will satisfy VRNEENAK's lust for
more. The distraction disrupts sensors enough and

41. (CONTD)

one of the discard shelf devices force field
surrounds a small tech wrench display reader.
small movement on shelves sounds

(FILTERS) DNDR SPHERE TRAP (SPECIAL FX) (SOUND FX)

An unbreakable sphere enclosure created made from
new Dndr design augmentation.

weird alien sphere appearance sound

This cuts off a part of VRNEENAK.

(FILTERS) ARTEFACTS (SPECIAL FX) (SOUND FX)

Small smoke spires appear throughout the
maintenance racks of shelves.

disturbed movement of artefact sounds

Grown large with all the device attachments to gather VRNEENAK tiny screech
sounds inhabit the entire storage zone.

(FILTERS) ARTEFACTS (SPECIAL FX) (SOUND FX)

Piece after piece little devices fall off shelves
as VRNEENAK relocates to another storage location.
scratchy pops and crackle sounds, artefacts fall
off shelves sounds

42. ANOMALY PHENOMENON SPACE ZONE. EXT.

42. (CONTD)

(FILTERS) ANOMALY PHENOMENON (SPECIAL FX)(SOUND FX)

Cosmic dust crystals surround the unique anomaly phenomenon rigid position in space. The distinct colour refractions of crystalline rock is spectacular.

crystal growth crackle sounds, crystal dust sounds

(FILTERS) FREIGHTER (SPECIAL FX)(SOUND FX)

Fierce continuous gale conditions bash the fleet freighter with rimrock hail as it descends.

gale and rimrock connection sounds

(FILTERS) ANOMALY PHENOMENON (SPECIAL FX)(SOUND FX)

An enormous quantity of Ballast additive to supply Corx system and beyond comes from large extractor blocks with space platform lander zones that locate along the solid crystal ridge.

crystal growth crackle sounds, crystal dust sounds

(FILTERS) FREIGHTER (SPECIAL FX)(SOUND FX)

Close the freighter stops and guides the P-finder as it rises onboard to the front hold dock. AVAKER watches from the access passage the glide over the unique anomaly void. The laboratory disengages from the hull and begins to descend.

gale and rimrock connections sounds mingle with

42. (CONTD) freighter activity sounds

43. CORX FIVE DRIMODLE PATH. DAY. EXT.

(FILTERS) HUMANOID VINVR (SPECIAL FX)(SOUND FX)

The green HUMANOID VINVR glides along the shadow forest incline.

whisper of a thousand breaths sounds

(FILTERS) FOREST PATH (SPECIAL FX)(SOUND FX)

The Green HUMANOID VINVR, NOTWIL, TRESSAH, CITY OFFICER ONE and CITY OFFICER TWO pass through a clearly made tunnel entry. After a short distance the square tunnel opens out into a spacious room where a female DNDR waits.

footsteps on soft ground sounds, whisper of a thousand breaths sounds

(FILTERS) STAND ALONE SCREEN (SPECIAL FX)(SOUND FX)

A screen split into two along one wall displays the Xelhn ship build Rings at the anchor zone for trans universe travel on one screen and the deep space portion not far out of orbit near Corx Eleven on a second screen.

whisper of a thousand breaths sounds,

(FILTERS) HUMANOID VINVR (SPECIAL FX)(SOUND FX)

43. (CONTD)

An organ broken reed woodwind sounds the name.

Notwil.

(FILTERS) STAND ALONE SCREEN (TEXT FX)

Notwil

(FILTERS) DNDR (SPECIAL FX)(SOUND FX)

DNDR processes multi performance communication complications felt in the vibration of air and colour shift rings up and down in a display of extravagant beauty.

air vibration sounds

(FILTERS) DNDR P.A. (VO)

No fear. Safe. Safe.

(FILTERS) STAND ALONE SCREEN (TEXT FX)

No fear. Safe. Safe.

NOTWIL grabs one of TRESSAH'S hands to enhance his perception.

NOTWIL

Why did you bring us?

43. (CONTD)

(FILTERS) DNDR P.A. (VO)

Eetoo look for an indicator of Xelhn wrong through TAG. Not possible. This segment under construction; Do you know why they build it outside the zone?

TRESSAH

We assume its to reduce time for Ballast supplies from Corx Eleven.

(FILTERS) DNDR P.A. (VO)

The domain; you call anomaly, is to become Xelhn. This is evolutionary ambition. The Ring section will house the power supply. It will affect the Corx system and may destroy the Drimodle.

NOTWIL

What is the Dndr involvement?

(FILTERS) DNDR P.A. (VO)

Gahmghir, Mollusc. Our species connect through Gahmghir to Drimodle, a symbiosis. This is our home. TAG is an incremental evolutionary developer and Machine Council does not recognise its purpose. Eetoo do not see evidence of this. Avoid TAG.

44. CORX MOSON POD INDUSTRIAL CORRIDOR TRAINER STATION. LIGHTS. INT.

Fleet Commander Moson Five Hundred HILFLIHHM stands with a Young Officer trainee EXTRA as YOUNG OFFICER TRAINEE 75 fits into a work station.

(FILTERS) PALM GRIP (SPECIAL FX) (SOUND FX)

The palm grip alters to accommodate the six finger configuration of Xelhn.

hum of Moson technology power

(FILTERS) PANEL SCREEN (SPECIAL FX) (SOUND FX)

Motion images combine with symbols to display the activities available at the workstation.

hum of Moson technology power

(FILTERS) PANEL SCREEN (TEXT FX) (SOUND FX)

Crew tech trainee seventy five

hum of Moson technology power

YOUNG OFFICER TRAINEE 75

No TAG Commander.

HILFLIHHM

Different system. You should be safer here.

44. (CONTD)

YOUNG OFFICER TRAINEE 75

Crew two hundred rooms for fifteen hundred sir.

45. CORX FIVE SKY TOWER SPACE PLATFORM. DAY. EXT.

NOTWIL, TRESSAH, CITY OFFICER ONE and CITY OFFICER TWO walk to their fleet fighter across the high riser platform above sky tower. The empty hangers and only three space craft tells the status of the population on Corx Five.

CITY OFFICER ONE

What was that?

TRESSAH

The surface dead.

46. BUBBLES. EXT.

Fleet freighter armour includes extra turret weapons at regular intervals.

(FILTERS) SPACE PLATFORM (SPECIAL FX) (SOUND FX)

A fleet freighter with armour and turret weapons systems waits on the space lander platform.

(FILTERS) FLEET FREIGHTER (SPECIAL FX) (SOUND FX)

46. (CONTD)

Inside the main argo hold Fleet Officers guard a tech box carrier of the bomb box container that holds the Vrneenak aline piece of AOX life form. very weird fine Moson synthesis hum sound

(FILTERS) BOMB BOX (SPECIAL FX) (SOUND FX)

The translucent cube walled bomb box show inside modules that float in irregular patterns to secure the piece of Vrneenak the pirate held in the Dndr central cell sphere.

anti reality modules conversion of location as EETOO technology variation weird sounds

47. CORX ELEVEN RIMROCK FLEET FREIGHTER LAUNCH HOLD. SPACE. EXT.

(FILTERS) SUPPLY BLOCK (SPECIAL FX) (SOUND FX)

A supply block launches from the fleet freighter carrier open lock into space.

power pulse thruster sound, rimrock background sounds, boulder impact sounds

48. FLEET FREIGHTER COCKPIT. LIGHTS. INT.

WIT, BO, TEL, SOR, YERD, LYN and LEW gather behind Captain AENN in the freighter cockpit.

(FILTERS) CONSOLE SCREEN (SPECIAL FX) (SOUND FX)

48. (CONTD)

The screen shows the supply block glide into view amongst a faster flow of boulders.

rimrock background sounds

49. SPACE.

(FILTERS) RIMROCK (SPECIAL FX) (SOUND FX)

The target boulder is large and in an erratic tumble. A few chips break off as the supply block engages and sticks to a ridge of one surface plane.

power pulse thruster sound, rimrock background sounds, boulder impact sounds

AENN (VO) (OOV)

Contact.

50. FLEET FREIGHTER COCKPIT. LIGHTS. INT.

WIT, BO, TEL, SOR, YERD, LYN and LEW gather behind Captain AENN with smiles of self satisfaction.

51. SPACE. EXT.

(FILTERS) RIMROCK (SPECIAL FX) (SOUND FX)

The freighter and contact boulder buffets in the backlash of another ship as it enters nearby from hyper space.

51. (CONTD) space warp wobble sound

52. FLEET FREIGHTER COCKPIT. LIGHTS. INT.

WIT, BO, TEL, SOR, YERD, LYN, LEW, and Captain AENN smiles turn to frown.

53. BIGDOT TWO CAPTURE HOLD. LIGHTS INT.

The fleet freighter sits on the floor of Bigdot Two grab hold. The entire freighter EXTRAS crew includes WIT, BO, TEL, SOR, YERD, LYN and LEW behind Captain AENN step onto the extensive spacious mesh floor grab area then cross to enter a quarantine corridor.

54. CAPTURE HOLD EXIT QUARANTINE CORRIDOR ENTRY. LIGHTS INT.

AENN, WIT, BO, TEL, SOR, YERD, LYN and LEW and crew EXTRAS enter a quarantine corridor.

(FILTERS) CORRIDOR (SPECIAL FX) (SOUND FX)

Lights show quarantine technology in action as colour bar change gradients red through to blue along the armour corridor walls. Fleet Officer EXTRAS in technology security over covers carry more technical hand devices and scan each of the group as they pass along levels of colour grade beams that strip away surveillance.

EETOO industrial particle synthesis weird sound

As each individual files down the corridor one after another enters a

54. (CONTD) solitary cubicle.

55. A ROOM. LIGHTS. INT.

AENN begins to strip down.

(FILTERS) ROOM (VISUAL FX)

Wall instruments light up blink and change colour.

56. SPACE. EXT.

The freighter drops out of Bigdot Two's hold under no sign of power to become a wreck in the rimrock chaos.

(FILTERS) FREIGHTER (SPECIAL FX) (SOUND FX)

The freighter falls into the rimrock and wrecks.
rimrock background sounds, boulder impact sounds
space ship wreckage sounds

57. BIGDOT TWO SURGERY ROOM. LIGHTS INT.

(FILTERS) TECHNOLOGY (SPECIAL FX) (SOUND FX)

Technology equipment lines line either side of
AENN, WIT, BO, TEL, SOR, YERD, LYN and LEW. Thin
black binder restriction straps grip skull
shoulders arms and legs with force in a rigid
position of readiness. Tech box machines appear in

57. (CONTD)

front and back of each body tall enough to curve over each head and join in the centre. Lasers mark body targets. Very large needle tips that emerge from the technology point at target positions on each body.

EETOO hum potential power technology weird sounds

(FILTERS) PUBLIC ADDRESS (VO) (OOV)

Hold still. Steady.

(FILTERS) TECH BOX (VO) (OOV)

Blockers on.

(FILTERS) PUBLIC ADDRESS (VO) (OOV)

Think of a number.

(FILTERS) TECHNOLOGY (SPECIAL FX) (SOUND FX)

Giant needles jab into the bodies and withdraw so fast it is hard to see.

very fast motion sound, fast impact in flesh sound

58. CRUSHER ASSEMBLY HALL. LIGHTS. INT.

The assembly hall holds four EETOO eight EXTRAS groups. Parade EETOO uniform EXTRAS with communicator cone death mask war hero side flap beret sits to hear orders from an old female EETOO WOMAN WITH GREY HAIR.

58. (CONTD)

WOMAN WITH GREY HAIR (EETOO ONE)

I am Eetoo One. This is an earth two sovereign base. Don't get comfortable you will guard our two Corxian fugitives. Tressah and Notwil who you know will attach to Moson Corporation indoctrination village for the foreseeable future. The Corxian group is Eetoo secure. Your TAG no longer will respond. Implants for combat response is in place. Eetoo is not a democracy. For safety reasons guard in eight rotation. One of you will be with Notwil at all times. The new humans. Stay at your anonymous Eetoo four stations.

59. CORX MOSON POD DOCK ENTRANCE. LIGHTS INT.

XELHN FLEET COMMANDER HILFLIHHM waits with a group of FLEET OFFICER EXTRAS at the wide space craft dock entrance. The EETOO transport ship ramp is down. EETOO EXTRAS embark in a parade march column of two.

60. CORX MOSON POD INDUSTRIAL SECTOR. LIGHTS INT.

Wall shuts out XELHN FLEET COMMANDER HILFLIHHM and the group of FLEET OFFICER EXTRAS.

(FILTERS) WALL (VO) (OOV)

Crew Quarantine stage one.

61. MOSON RESCUE CRAFT ONE. LIGHTS INT.

COMMANDER BURGN WOO walks into her billet where armour displays as a two dimensional image on wall.

(FILTERS) ARMOUR (VISUAL FX)

The flat image of armour is on a wall display.

(FILTERS) ARMOUR (SPECIAL FX) (SOUND FX)

The front of half the armour opens as a walk in. COMMANDER BURGN WOO steps in. The armour closes onto her. Inside the armour COMMANDER BURGN WOO sees through the helmet as a transparency.

weird moson cell technology sounds

(FILTERS) HELMET SCREEN (SPECIAL FX) (SOUND FX)

An over view of the armour characteristics as a scroll of text and images shows semi transparent details down one side of the helmet screen.

weird moson cell technology sounds

(FILTERS) HELMET (VO) OOV) (TEXT FX)

Weapon. Arm cannon. Loop limiter.

(FILTERS) HELMET SCREEN (SPECIAL FX) (SOUND FX)

61. (CONTD)

Commander BURGN WOO views a pipe cannon with a
splayed delivery vent for an array beam clipped to
her forearm. Power assist raises both arms.

weird moson cell technology sounds

(FILTERS) HELMET VOICE (VO) OOV) (TEXT FX)

Detection scanner Auto response Capable.

(FILTERS) HELMET SCREEN (SPECIAL FX) (SOUND FX)

The pipe cannon flattens out and appears as a
design on the right sleeve of Commander BURGN WOO.

A small visual suit on the helmet screen of
Commander BURGN WOO shows scanner positions on the
armour.

weird moson cell technology sounds

(FILTERS) HELMET VOICE (VO) OOV) (TEXT FX)

Hammer gloves. Override.

(FILTERS) HELMET SCREEN (SPECIAL FX) (SOUND FX)

Commander BURGN WOO views her hands as they turn
into fists. The gloves look light. Every screen
switches off and there is again the clear view.

weird moson cell technology sounds

(FILTERS) HELMET VOICE (VO) OOV)

61. (CONTD)

Welcome Burgn I am yours. Relax.

62. SPACE. EXT.

(FILTERS) SPACE TRAFFIC (SPECIAL FX) (SOUND FX)

The great Xelhn circle is in the process of construction. A BOBA shuttle arrives at a portion of the Xelhn Ring where there is visible activity and the Fleet Command shuttle docks alongside. plasma sheet thrust sounds, weird XELHN synthetic industrial sounds

63. XELHN RING. LIGHTS. EXT.

(FILTERS) PLATFORM QUAY (SPECIAL FX) (SOUND FX)

Freighter activity is constant on the loader platform. One freighter at anchor in space waits to dock and one at the Xelhn Ring platform with pre construction parts from the Corx system unloads. plasma sheet thrust sounds, weird XELHN synthetic industrial sounds

(FILTERS) PLATFORM (SPECIAL FX) (SOUND FX)

Androids unload a freighter with robots and technical machines while another freighter waits in space not far from the quay to dock.

63. (CONTD)

plasma sheet thrust sounds, weird XELHN synthetic
industrial sounds

(FILTERS) ARRIVAL (SPECIAL FX) (SOUND FX)

The BOBA cable join two human crew EXTRAS and four
FLEET OFFICER EXTRAS with GLAXIS in command greet
XELHN COMMANDER FLOMILN on a platform inside one
segment amongst the conveyance of building
materials. ANDROID EXTRAS perform all labour with
robots and machinery in their charge. FLOMILN wears
an open jacket that holds technology controllers.
plasma sheet thrust sounds, weird XELHN synthetic
industrial sounds

FLOMILN

Hello Glaxis I know your mother well.

GLAXIS

I remember you too Commander. Different times.

FLOMILN

Time indeed is short. You want to show me some;
thing?

64. XELHN RING. LIGHTS. INT.

64. (CONTD)

(FILTERS) TRANSIT PLATFORM (SPECIAL FX) (SOUND FX)

The BOBA two crew EXTRAS joined by cable, the fleet command crew of four EXTRAS with GLAXIS in command, XELHN COMMANDER FLOMILN and five ANDROID and XELHN EXTRAS walk to an inner foyer where a wall screen is available.

weird XELHN synthetic industrial sounds

(FILTERS) FOYER (SPECIAL FX) (SOUND FX)

The BOBA crew EXTRAS joined by cable approach a wall screen with one of GLAXIS FLEET OFFICER EXTRAS. Both BOBA crew EXTRAS and the FLEET OFFICER EXTRA produce small hand held devices and place them against the screen.

footsteps on soft material sounds

(FILTERS) WALL SCREEN (TEXT FX)

Tumbles of numbers and calculations revolve alongside a Xelhn computation.

(FILTERS) TECHNICAL JACKET (SPECIAL FX) (SOUND FX)

XELHN COMMANDER FLOMILN sees the results comparison on a small screen on his jacket.

tumble of digits weird technology sounds

FLOMILN

64. (CONTD)

This is an idea I admit we did not consider. You think this likely?

GLAXIS

Dndr. Here I believe?

(FILTERS) WALL SCREEN (SPECIAL FX) (SOUND FX)

Wall screen switches to satellite motion images that show four DNDR blueball spheres as they attach to different positions on the Ring. Each sphere sinks slightly into a XELHN segment.

Blueball material embed gooy synthesis sounds

GLAXIS (VO) (OOV)

Dndr confirm it. Xla prepare re-entry right in this sector. An anchor procedure will be catastrophic to the Xlehn construction. Dndr ships and our P-finder complex will establish and assist in the movement of the Xelhn Ring. Time is short indeed.

XELHN COMMANDER FLOMILN with gestures begins to turn away toward a more central part of the Ring segment.

FLOMILN

It will take time to process this information.

64. (CONTD)

Excuse me Xelhn androids who construct the Ring do not have any sophistication. I must proceed to greet our Dndr visitors.

65. FLEET COMMAND SHUTTLE COCKPIT. LIGHTS. INT.

GLAXIS with the fleet command crew of four EXTRAS sit in the shuttle cockpit.

GLAXIS

Think he bought that?

FLEET OFFICER (behind GLAXIS)

Soon fine out.

66. SPACE. EXT.

(FILTERS) FLEET SHUTTLE (SPECIAL FX) (SOUND FX)

The shuttle enters a freighter dock from space.
plasma sheet thrust sounds,

(FILTERS) FLEET FREIGHTER (SPECIAL FX) (SOUND FX)

The freighter ejects a P-finder into space.
EETOO motion in space technology sound

67. CORX ELEVEN XELHN CENTRAL RING SPACE ZONE. EXT.

67. (CONTD)

(FILTERS) P-FINDER (SPECIAL FX) (SOUND FX)

The P-finder inside the XELHN hull circle launches its technology balls into the between space of the XELHN Ring and the P-finder Ring orbit. The technology balls set up in orbit follow the internal structure of the XELHN Ring. The effort to disrupt emissions makes each sphere intermittently light up.

EETOO motion in space technology sound, space distortion sound

68. CORX MOSON POD RESCUE CRAFT. LIGHTS. INT.

(FILTERS) MOSON SPACE SUITS (SPECIAL FX)

Moson Corporation space suits from the Pod are smooth and sleek with no ornament excepting the cannon design and on the four new human commanders a chest colour bar.

(FILTERS) DECK CORRIDOR (SPECIAL FX) (SOUND FX)

COMMANDER BURGN WOO, SERGEANT JIMMY NUTE, four EETOO EXTRAS all in anonymous armour march down flight deck side by side in a double line away from the cockpit.

weird moson cell technology sounds, marching sound

68. (CONTD)

(FILTERS) HELMET SCREEN (SPECIAL FX) (SOUND FX)

COMMANDER BURGN WOO follows a direction arrow on her helmet screen.

weird moson cell technology sounds, marching sound

(FILTERS) HELMET VOICE (VO) OOV) (TEXT FX)

Obstruction alert

(FILTERS) TANKS (SPECIAL FX) (SOUND FX)

A row of four tanks, small versatile weapons carriers with medivac capability sit in the central area between two road width pathways.

TANK ONE unfurls its armatures out from between its telescopic leg curves. On the end of each arm is a concave disc multi use technology saucer which converts to a bam load missile. TANK ONE rank of sergeant lights come on as Commander BURGN WOO draws near.

weird moson cell technology sounds, marching sound,

TANK operational Moson Cell weird activity sounds

BURGN WOO (VO)

With me.

(FILTERS) DECK CORRIDOR (SPECIAL FX) (SOUND FX)

68. (CONTD)

The TANK ONE box area command centre switches on, arms lock for travel. TANK ONE wheels out as rear guard. TANK ONE is side on. Its springer legs arc outward and down to wheels that move to its direction. In this way TANK ONE at two metres height maintains the width and block of a double file line. As they approach the barrier near the end of flight deck a sign lights up to be read. weird moson cell technology sounds, marching sound, TANK operational Moson Cell weird activity sounds

(FILTERS) SPECIES CHAMBER SIGN (TEXT FX)

Species Quarantine

(FILTERS) DECK ELEVATOR (SPECIAL FX) (SOUND FX)

COMMANDER BURGN WOO, SERGEANT JIMMY NUTE, four EETOO EXTRAS all in armour and rear guard TANK ONE turn left into a very large elevator that easily accommodates the double file line.

weird moson cell technology sounds, marching sound, TANK operational Moson Cell weird activity sounds

(FILTERS) HELMET VOICE (VO) OOV)

Industrial level one hanger section.

(FILTERS) INDUSTRIAL AREA (SPECIAL FX) (SOUND FX)

68. (CONTD)

This is a repair, remake or rescue area where space is essential to dismantle any type of craft. The troop of COMMANDER BURGN WOO, SERGEANT JIMMY NUTE, four EETOO EXTRAS all in armour and rear guard TANK ONE spread out in a skirmish line two either side of COMMANDER BURGN WOO and SERGEANT JIMMY NUTE, with TANK ONE behind several paces they turn around a hanger wall.

weird moson cell technology background sounds, soft footsteps sound, TANK operational Moson Cell weird activity shut off sound

(FILTERS) INDUSTRIAL WALL (SPECIAL FX) (SOUND FX)

Young XELHN FLEET OFFICER FILFLRMUN has a TAG badge stuck to a wall with an open space and technology that shows some attempt at interference.

TAG soft technology repeat failure signal sound

BURGN WOO

Well soldier stand to.

(FILTERS) INDUSTRIAL AREA (SPECIAL FX) (SOUND FX)

The troop of COMMANDER BURGN WOO, SERGEANT JIMMY NUTE, four EETOO EXTRAS all in armour and rear guard TANK ONE fan out around Young XELHN FLEET OFFICER FILFLRMUN who drops a tool to stand to attention.

68. (CONTD)

tool hit ground sound, stand to attention sound

FILFLRMUN

Officer Fiflrmun. Sir.

JIMMY NUTE

No TAG here.

69. FIGHTER FREIGHTER. LIGHTS. INT.

(FILTERS) COCKPIT CONSOLE (SPECIAL FX) (SOUND FX)

The fleet fighter console lights the face of AVAKER
EETOO space ship instrument weird sounds

(FILTERS) MIGYTE (VO) (OOV)

Its on.

70. SPACE. EXT

(FILTERS) PIRATE CRAFT (SPECIAL FX) (SOUND FX)

Between hull sections of heavy armour buttress that
surround the pirate space craft top and bottom
technology lights glow. Sections of the pirate ship
show instrument lights.

AOX-BI pirate space ship synthetic power sounds

71. NEW PIRATE SPACE CRAFT FORWARD CHAMBER. LIGHTS. INT.

The craft is vast with a large chamber toward the centre higher than floor level.

72. A ROOM. LIGHTS INT.

The large room is empty except for the free settler HEEN LUXAE fungus farmer prisoner.

(FILTERS) HEEN LUXAE (SPECIAL FX) (SOUND FX)

A rod rises from the floor attaches to HEEN LUXAE'S garment between the shoulder blades and opens into a neck clamp. The TEE GIWYI moves across HEEN LUXAE'S hair line to find a good injection spot. HEEN LUXAE, arms in loose restraints, constantly makes a grab for the TEE GIWYI.

uncomfortable sounds, TEE GIWYI tiny weird technology sounds

(FILTERS) ROOM (SPECIAL FX) (SOUND FX)

A bright glow flash lights the room.
dazzle glow of anomaly phenomenon, crystal growth
crackle sounds, pulse thruster sound

In front of the free settler HEEN LUXAE is a pulse sheet.

72. (CONTD)

(FILTERS) PULSE SHEET (SPECIAL FX) (SOUND FX)

Power on charges a piece of crystal anomaly phenomenon extract set in the centre of the pulse sheet.

dazzle glow of anomaly phenomenon, crystal growth crackle sounds, pulse thruster sound

(FILTERS) ROOM (SPECIAL FX) (SOUND FX)

White blinding glare envelopes HEEN LUXAE who glows bright in a flash of power and disintegrates. A small puff of smoke spirals where the free settler HEEN LUXAE once was.

dazzle glow of anomaly phenomenon, crystal growth crackle sounds, pulse thruster sound, big flash sound

(FILTERS) FRSNIRRNFA (VO) (OOV)

Close. Get another.

73. MOSON POD CHARTS ROOM. LIGHTS. INT.

(FILTERS) WALL SCREEN (SPECIAL FX) (SOUND FX)

A circular room has screen sections at waist height to roof all round. Commander WAZA CHIT pauses to look at one of the M500 architectural images. Moson Cell weird operational equipment sounds

73. (CONTD)

(FILTERS) PARTITION (SPECIAL FX) (SOUND FX)

Commander WAZA CHIT turns to the sound of partition lines formation of light translucent barrier segments.

A centre of the room light barriers form sounds

(FILTERS) CENTRAL COMMUNICATOR (VISUAL FX)

The central area of the room shows the ghostly apparition of the prisoner HEEN LUXAE under constraint in a struggle to get free on repeat loop. A rod rises from the floor attaches to HEEN LUXAE'S garment between the shoulder blades and opens into a neck clamp. The TEE GIWYI moves across HEEN LUXAE'S hair line to find a good injection spot. HEEN LUXAE, arms in loose restraints, constantly makes a grab for the TEE GIWYI.

74. CORX ELEVEN XELHN RING DNDR IMPACT SEGMENT. LIGHTS. INT.

(FILTERS) XELHN RING ENTRY (SPECIAL FX) (SOUND FX)

Xelhn Commander FLOMILN, two Xelhn EXTRAS and six android worker EXTRAS walk through a solid wall that becomes a fog mist entry.

weird XELHN synthetic equipment sounds

(FILTERS) DNDR BLUEBALL (SPECIAL FX) (SOUND FX)

74. (CONTD)

DNDR blueball entrance emersion technology moulds the hull into the Xelhn Ring to protrude onto the main passage.

Blueball material embed gooey synthesis sounds

(FILTERS) XELHN RING (SPECIAL FX) (SOUND FX)

A male DNDR in battle tube armour cuts the legs away from one last android EXTRA who attempts to detain it. The android EXTRA collapses amongst its fellow EXTRAS who wriggle or lay still in pieces. cutting and android broken motion sounds

FLOMILN

This is outrageous.

(FILTERS) BLUEBALL (SPECIAL FX) (SOUND FX)

Dndr movement back into the entrance

Blueball material embed gooey synthesis sounds

The male DNDR auxiliary translator states urgently while the DNDR retreats to the Blueball entranceway.

(FILTERS) DNDR TRANSLATOR (VO)

Emergency alignment shift. Xla approach imminent.

74. (CONTD) Xelhn Commander FLOMILN checks the communicator in his jacket.
Across the screen in large letters is a text.

(FILTERS) JACKET SCREEN (TEXT FX) (SOUND FX)

False

weird XELHN synthetic equipment sounds

(FILTERS) XELHN FINGERS (SPECIAL FX) (SOUND FX)

Xelhn three outside fingers taps rapidly onto the
jacket screen.

weird XELHN synthetic equipment sounds

(FILTERS) XELHN RING (SPECIAL FX) (SOUND FX)

A gas barrier transparency wall erects around the
general area of the blueball. The gas rapidly
solidifies and the DNDR sector segment of the Xelhn
hull cracks and begins to break away into space.

Xelhn Ring section break away sounds

75. CORX ELEVEN LABORATORY PLATFORM. SPACE. EXT.

(FILTERS) FLEET FIGHTER (SPECIAL FX) (SOUND FX)

The Fleet Command fighter auto docks on the
laboratory platform and clamps to the door.
plasma sheet thrust sounds, connection grip sounds

76. SPACE. EXT.

(FILTERS) ANOMALY PHENOMEN. (SPECIAL FX) (SOUND FX)

Within the Anomaly Phenomenon boundary a dense atmosphere becomes darker with less glow.

gale and rimrock connection sounds , crystal growth crackle sounds, crystal dust sounds

77. FIGHTER FREIGHTER. LIGHTS. INT.

(FILTERS) COCKPIT (SPECIAL FX) (SOUND FX)

AVAKER watches four Fleet Officer EXTRAS in space suits rush through the hatch to the laboratory on the console screen.

space ship instrument weird sounds

78. LABORATORY. LIGHTS. INT.

(FILTERS) MIGYTE (SPECIAL FX) (SOUND FX)

Android MIGYTE removes its forearm from the pedestal. The alien Unkiuimeah bearing remains active in the instrument cavity.

unclip of MIGYTE'S forearm sound, laboratory instrument weird sounds

(FILTERS) LABORATORY (SPECIAL FX) (SOUND FX)

78. (CONTD)

The laboratory shakes in small increments.

building movement sounds

A Fleet Officer EXTRA passes MIGYTE his hand. MIGYTE is unsteady and as he sways two Fleet Officer EXTRAS handle him out toward the exit while two officer EXTRAS quickly remove button discs and small rod sticks before they follow MIGYTE out.

79. CORX ELEVEN LABORATORY PLATFORM. SPACE. EXT.

(FILTERS) FLEET FIGHTER (SPECIAL FX) (SOUND FX)

The fighter detaches from the laboratory platform.

plasma sheet thrust sounds, clamp unlock sound

80. SPACE. EXT.

(FILTERS) FLEET FIGHTERS (VISUAL FX)

Fleet ships, moving stars in space, disappear.

81. ANOMALY PHENOMENON. SPACE. EXT.

(FILTERS) CRYSTAL GROWTH (SPECIAL FX) (SOUND FX)

The Anomaly Phenomenon zone crystal growths crack.

gale and rimrock connection sounds , crystal growth

crackle sounds, crystal dust sounds, crystals crack

sounds

81. (CONTD)

(FILTERS) SUPPLY BLOCKS (SPECIAL FX) (SOUND FX)

Supply blocks begin to shake loose and mix with a maelstrom of crystal dust and larger shards that increase in speed.

cracks maelstrom building motion breakage sounds, gale and rimrock connection sounds , crystal growth crackle sounds, crystal dust sounds, crystals crack sounds

(FILTERS) LABORATORY (SPECIAL FX) (SOUND FX)

The laboratory armour bends and stretches.

tear and stretch of armour building sounds, gale and rimrock connection sounds , crystal growth crackle sounds, crystal dust sounds, crystals crack sounds

(FILTERS) VOID (SPECIAL FX) (SOUND FX)

The void opens a separate spacial location.

rip tear weird dimensional change sounds

(FILTERS) SPACE (SPECIAL FX) (SOUND FX)

Strobes splash across far out into space.

technology strobe signs in space sound

(FILTERS) VOID (SPECIAL FX) (SOUND FX)

81. (CONTD)

The void once a crystal cavity splits with elastic properties.

weird bending and shatter sounds, weird ambient TGY technology strobe signs in space sound

(FILTERS) LABORATORY (SPECIAL FX) (SOUND FX)

Shards break off the crystal growth, disperse and embed into the laboratory armour.

crystal puncture armour sounds, tear and stretch of armour building sounds, gale and rimrock connection sounds , crystal growth crackle sounds, crystal dust sounds, crystals crack sounds

(FILTERS) VOID (SPECIAL FX) (SOUND FX)

Mechanical alien tendrils emit from a central glow. mechanical arm motion sounds, weird bending and shatter sounds, weird ambient TGY technology strobe signs in space sound

(FILTERS) CRYSTAL GROWTH (SPECIAL FX) (SOUND FX)

Crystals crack shatter in intense heat pressure. crystal breakage under pressure sounds

(FILTERS) LABORATORY (SPECIAL FX) (SOUND FX)

The lab splits apart spins and disintegrates. armour stretch breaks spins and disintegrate sounds

81. (CONTD)

(FILTERS) VOID (SPECIAL FX) (SOUND FX)

Large crystal parts converge on the void.

weird space storm sounds

(FILTERS) LABORATORY (SPECIAL FX) (SOUND FX)

Crystals hit the laboratory and parts break off to
join the void debris.

jumble of storm and breakage sounds

(FILTERS) SPACE (SPECIAL FX) (SOUND FX)

Everything switches off and once crystal fragments
alter to again become a part of the rimrock.

rimrock in orbit sounds

(FILTERS) RIMROCK (SPECIAL FX) (SOUND FX)

The whole reduced Anomaly Phenomenon and laboratory
loose mess is in orbit with the rimrock.

rimrock background sounds

(FILTERS) ALIEN ARTEFACT (SPECIAL FX) (SOUND FX)

An artefact shed of crystal camouflage shows with a
new shimmer glow that increases as the laboratory,
crystal shards and rimrock spin off and away from
its secure anchor. It is large as a supply block

81. (CONTD)

with bent mechanical alien tendrils emitter spikes
that look broken.

intimate TGY crackle burble murmur motion sounds

(FILTERS) VOID (SPECIAL FX) (SOUND FX)

A new void passage opens.

very weird space emitter location quiver sounds

(FILTERS) FLEET FIGHTER (SPECIAL FX) (SOUND FX)

A pinfighter fitted with a large nose sphere
appears close to the laboratory wreckage in space.

close antimatter hyper drive sounds

(FILTERS) VOID ZONE (SPECIAL FX) (SOUND FX)

Pulse active shields deflect shards and whirl
ricochet pieces of laboratory sparks off the small
craft.

very weird space emitter location quiver sounds

Debris collision and weird pulse shield sounds

(FILTERS) FLEET FIGHTER (SPECIAL FX) (SOUND FX)

Barrel pin weapon sphere forward set half of
the craft stumpy fuselage spits out a separation
shimmer.

weird shimmer barrier sounds

81. (CONTD)

(FILTERS) ALIEN ARTEFACT (SPECIAL FX) (SOUND FX)

The technology sphere form absorbs all the alien artefact identity and solidifies with a Dndr augmentative formula base outer skin that stops zap ray strobe bursts from their journey into space. very weird space emitter location quiver sounds muffled barrier absorb and enclose sounds

(FILTERS) FLEET FIGHTER (SPECIAL FX) (SOUND FX)

The fleet fighter with the empty front fuselage pulse activates its hyper jump capability and disappears.

pop of hyper jump exit out of real time space

82. CORX MOSON POD INDUSTRIAL LEVEL CORRIDOR. LIGHTS. INT.

EETOO EXTRAS in parade dress file along the industrial corridor.

(FILTERS) TRAINER STATIONS (SPECIAL FX) (SOUND FX)

FLEET OFFICER EXTRAS sit in a line of connector operation cubicles. Screens operate. The fuel rod activity controls remain power down.

hum of Moson technology power sounds

EETOO ONE Captain YULG HOIZY stops next to CONTROLLER HILFLIHHM.

YULG HOIZY

82. (CONTD)

Eetoo One. Rotation shift Controller Hilflihhm.

HILFLIHHM

Thank you soldier.

EETOO EXTRAS replace FLEET OFFICER EXTRAS in the line of cubicles. SERGEANT VILOLT PHYZCKY stands in the corridor behind as Commander SHIP BITHUM takes a seat.

(FILTERS) TRAINER STATION (SPECIAL FX) (SOUND FX)

The workstation activates with instrument lights.
hum of Moson technology power sounds

(FILTERS) CUBICLE SCREEN (TEXT FX)

Welcome Commander Ship Bithum

(FILTERS) MOSON EQUIPMENT (SPECIAL FX) (SOUND FX)

All fuel reaction control consoles at the side of each cubicle light up. Transparent cases send fuel rods in tubes toward the nucleus then sink into the floor in a space for a new fuel rod assembly to begin. Communicators from the nucleus commence data flow streams on each console screen of files as a direct machine communication to Moson Corporate Machine Council.

82. (CONTD)

hum of Moson technology power sounds, machine
smooth operation sounds

83. VESSIA'S LAIR CORX FIVE. LIGHTS. INT.

Vessia's lair is a secure armour clad room. FLEET COMMAND OFFICER O-EE meets two XELHN at Vessia's lair. XELHN HMLUGLANN and XELHN KYFLNNY request future seclusion in Corx Five city. The XELHN population is a few hundred here as most leave for Corx Four or the Ring development at the anchor zone.

O-EE

You both want to stay. This is more difficult now the new Xelhn Corx Eleven features may cause distress or danger to this environment. Both of you spoke with Terllis.

XELHN HMLUGLANN and XELHN KYFLNNY look at each other.

KYFLNNY

We will need to be careful. Seclusion is a formal condition. First to get on the Ring without suspicion.

HMLUGLANN

Migration is common. We want to stay on Corx Five and no longer feel this is possible. We volunteer

83. (CONTD)

for the new project?

O-EE

Take your androids they agree to implants. We can monitor through them.

FLEET OFFICER O-EE points to a tech box. Its is large with a door. FLEET OFFICER O-EE opens the door to reveal a spacious area with a seat.

(FILTERS) TECH BOX (SPECIAL FX)

A large technical storage box used to transport equipment hides inside a seat big enough for a person.

O-EE

Your androids will each use this.

84. XELHN RING LARGE SPACIOUS TRANSIT CENTRE. LIGHTS. INT.

Many Corx Five XELHN EXTRAS gather freely in a central area where they expect to be shown Xelhn Ring seclusion environment transitional accommodation. A small crowd of young XELHN EXTRAS sit about as a group. XELHN HMLUGLANN and XELHN KYFLNNY sit in sight of each other at different tables. ANDROID LUMLKIS and ANDROID YIEENLA come alongside next to each other not far from their XELHN friends accompanied by large tech boxes.

(FILTERS) BACKGROUND (SOUND FX)

84. (CONTD)

background sounds

(Filters) MACHINE CODE BLIP (SOUND FX))

blip sounds

(FILTERS) ANDROID LUMLKIS (SPECIAL FX) (SOUND FX)

ANDROID LUMLKIS displays some accessories on one part of its arm where a XELHN hand is separate to a robot type forearm pistol grip.

clatter of small artefact sounds

(Filters) MACHINE CODE BLIP (SOUND FX))

blip sounds

(FILTERS) ANDROID YIEENLA (SPECIAL FX) (SOUND FX)

ANDROID YIEENLA opens her tech box door to show different change effects inside her tech box.

clatter of small artefact sounds

The seat area is hidden. XELHN HMLUGLANN and XELHN KYFLNNY call to each other over the background noise.

(FILTERS) BACKGROUND (SOUND FX)

background sounds

84. (CONTD)

HMLUGLANN

Yieenla is your friend?

KYFLNNY

Lumlkis?

HMLUGLANN

They get on well.

KYFLNNY

Do you look at me?

HMLUGLANN

Look?

KYFLNNY

A breeder?

HMLUGLANN

That is a mammal word.

KYFLNNY

84. (CONTD)

We are mammals?

HMLUGLANN

You like them. Seclusion.

KYFLNNY

I don't have a spot.

HMLUGLANN and KYFLNNY (laugh)

hahaha

HMLUGLANN

They say it happens.

KYFLNNY

We could ask. For fun.

HMLUGLANN

Mammal again.

HMLUGLANN and KYFLNNY (laugh)

hahaha

84. (CONTD)

Ring ANDROID EXTRAS approach many new XELHN EXTRA arrivals and together they disperse in a partnership of two to travel ways on the circle. Ring ANDROID EXTRAS take XELHN HMLUGLANN and XELHN KYFLNNY separately by their elbows from the group of EXTRAS and guide them away with the other new XELHN EXTRA arrivals to different travel exits. Many XELHN EXTRAS leave companion ANDROID EXTRAS in the arrival area. Groups of Ring ANDROID EXTRAS crowd the companion ANDROID EXTRAS and they disperse to travel exits. Tech boxes brought by many remain in the new arrival area like luggage left behind.

85. SECLUSION ACCESS CORRIDOR. LIGHTS. INT.

XELHN HMLUGLANN follows one Ring ANDROID EXTRA with two Ring ANDROID EXTRAS behind along a corridor. Work activity is not apparent in this older sector.

(FILTERS) FOG SHEET (VISUAL FX)

a solid wall becomes a fog mist entry exit

All turn through into a fog transparency.

86. SECLUSION CUBICLE ANTECHAMBER. LIGHTS. INT.

Seclusion is a long term commitment. The large room is plain blank; empty. Another fog transparency opens through to a smaller room.

(FILTERS) FOG SHEET (VISUAL FX)

86. (CONTD)

a solid wall becomes a fog mist entry exit

The Ring ANDROID LEADER steps aside and bows slightly to usher XELHN HMLUGLANN forward. XELHN HMLUGLANN walks into an empty closet space and back out.

(FILTERS) ROOM (LIGHT FX)

The room shadows momentarily.

(FILTERS) FOG WEB (SPECIAL FX) (SOUND FX)

A drug fog grows over XELHN HMLUGLANN and thickens into a web.

weird XELHN synthetic fog to web sounds

(FILTERS) WALL (SPECIAL FX)

The two Ring ANDROID EXTRAS push back XELHN HMLUGLANN in the web into the space of the seclusion where it becomes the wall.

87. SECLUSION ACCESS CORRIDOR. LIGHTS. INT.

XELHN KYFLNNY follows one Ring ANDROID EXTRA with two Ring ANDROID EXTRAS behind along a corridor until all walk through a fog transparency.

(FILTERS) FOG SHEET (VISUAL FX)

a solid wall becomes a fog mist entry exit

88. SECLUSION CUBICLE ANTECHAMBER. LIGHTS. INT.

Ring ANDROID EXTRA one about turns. XELHN KYFLNNY and two Ring ANDROID EXTRAS behind halt.

(FILTERS) WALL (VO) (OOV)

Welcome Kyflnny. Seclusion shall be yours. Please answer. Why do you come to spy on us?

89. CORX SIX OCN SURFACE TOWN CENTRE PLINTH. DAY. EXT.

Ocn Town is a broken ghost town with no dome.

(FILTERS) OCN TOWN (SPECIAL FX)

Low surface atmosphere deserted dome-less Ocn town.

90. OCN TOWN CENTRE PLINTH. DAY. EXT.

Two FLEET OFFICER EXTRAS in space suits stand next to the plinth of CARISTA LIL. In its centre the disc cavity is empty. The statue lies on its side.

(FILTERS) FLEET OFFICER ONE (VO)

What now?

91. CORX FIVE FLEET COMMAND SATELLITE OPERATIONS ROOM. LIGHTS. INT.

91. (CONTD) XEPIEN FLEET COMMANDER DOX, FLEET OFFICER NAR, FLEET OFFICER O-EE, FLEET OFFICER QUOSHY and several FLEET OFFICER EXTRAS look as HEEN LUXAE'S small hologram repeat plays on a table.

(FILTERS) TABLE COMMUNICATOR (VISUAL FX)

The central area of the room shows the ghostly apparition of the prisoner HEEN LUXAE under constraint in a struggle to get free on repeat loop. A rod rises from the floor attaches to HEEN LUXAE'S garment between the shoulder blades and opens into a neck clamp. The TEE GIWYI moves across HEEN LUXAE'S hair line to find a good injection spot. HEEN LUXAE, arms in loose restraints, constantly makes a grab for the TEE GIWYI.

NAR

Heen Luxae.

92. CORX MOSON POD CORRIDOR. LIGHTS. INT.

(FILTERS) CORRIDOR PATH (SPECIAL FX) (SOUND FX)

EETOO FOUR COMMANDER TIY GLOLLOF, walks in two file alongside friend NOTWIL. Eight EETOO EXTRAS in parade uniform and six FLEET OFFICER EXTRAS in uniform escort NOTWIL who is behind TRESSAH also in city dress.

march of footsteps soft sounds

92. (CONTD)

(FILTERS) WALL. (VO) (OOV)

All Commanders Chart room.

(FILTERS) CORRIDOR PATH (SPECIAL FX) (SOUND FX)

EETOO ONE, column of two leader, follows an arrow that appears on wall in a curve of the path on the right side that diverts down a side corridor.

march of footsteps soft sounds

93. CHARTS ROOM. LIGHTS. INT.

The chart room assembly mingles around a full size central hologram of HEEN LUXAE that repeats with no sound.

(FILTERS) CENTRAL RELAY (VISUAL FX)

The central area of the room shows the ghostly apparition of the prisoner HEEN LUXAE under constraint in a struggle to get free on repeat loop. A rod rises from the floor attaches to HEEN LUXAE'S garment between the shoulder blades and opens into a neck clamp. The TEE GIWYI moves across HEEN LUXAE'S hair line to find a good injection spot. HEEN LUXAE, arms in loose restraints, constantly makes a grab for the TEE GIWYI.

COMMANDER WAZA CHIT, four commander squads of EXTRAS, CONTROLLER HILFIHHM

93. (CONTD) with a large group of EXTRAS now in Moson Five Hundred technical work clothes, TRESSAH and NOTWIL in civilian dress with six FLEET OFFICER EXTRAS all converse quietly there.

(FILTERS) WALL SCREEN (SPECIAL FX) (SOUND FX)

The wall screen curve middle section lights up and a gravity counter none recognise displays the room as a weight and distance from earth one. A mass position top layer of digits in eight segments is set. Each number enclosure may be different in colour and at a different position within each margin. Digits beneath calculate and correct mass for individual positions that use Moson Cell technology to hold at earth one gravity.

unusual configuration of a metronome weird sound

(FILTERS) GRAVITY COUNTER (SPECIAL FX) (SOUND FX)

The gravity counter appears as a small strip lit up across every chest on each crew with Moson apparel on. A wall screen shows individual gravity counters as they monitor everyone not yet in Moson Corporate dress.

unusual configuration of a metronome weird sound

(FILTERS) WALL. (VO) (OOV)

Anchor off.

93. (CONTD) The room goes quiet. Everyone looks at each other.

94. CORX FIVE FLEET COMMAND SATELLITE OPERATIONS ROOM. LIGHTS. INT.

(FILTERS) WALL MAP (VISUAL FX)

On the wall screen Corx system tiny dots get big
for show notice positions of interest. Corx Four is
a big dot. When the Moson Five Hundred Pod
disappears a blink dot appears.

There is a public address speaker soft beep.

(FILTERS) PUBLIC ADDRESS (SOUND FX)

beep sound

DOX

Pirates?

(FILTERS) WALL. (VO) (OOV)

no.

GLAXIS (VO) (OOV)

Sign is late.

DOX

94. (CONTD)

Contact Terllis. Ttacly. Hoosha.

95. XELHN RING DOCK PLATFORM. LIGHTS. INT.

ANDROID TERLLIS, ANDROID TTACLY and ANDROID HOOSHA walk off the transporter among many XELHN EXTRAS with ANDROID friend EXTRAS, luggage tech boxes and ANDROID assistant EXTRAS, goods carriers, ANDROID assistant EXTRAS that push small trolleys or ANDROID assistant EXTRAS with carry parcels. ANDROID TERLLIS walks ahead of ANDROID TTACLY and ANDROID HOOSHA toward the XELHN Circle.

96. XELHN CIRCLE NEW ARRIVAL CENTRE. LIGHTS. INT.

ANDROID TERLLIS walks across the new arrival centre. A crowd of XELHN EXTRAS and ANDROID assistant EXTRA arrivals congregate around an information wall. ANDROID TERLLIS exits through to the XELHN Ring travel way.

97. XELHN RING DOCK PLATFORM. LIGHTS. INT.

ANDROID TTACLY and ANDROID HOOSHA on the dock platform, pause and stand as XELHN passenger EXTRAS and ANDROID assistant EXTRAS pass them. ANDROID HOOSHA follows the last XELHN EXTRA and an assistant ANDROID EXTRA through the arrival centre entry. The platform air lock closes.

(FILTERS) WALL (VISUAL FX)

an entry exit becomes a solid wall

99. XELHN CIRCLE DOCK. SPACE. EXT.

The empty transporter closes its exit air lock and moves away off the platform.

(FILTERS) TRANSPORTER (SPECIAL FX) (SOUND FX)

The transporter air lock closes and the freighter leaves the dock.

cargo lock close sounds, transporter hum sound

(FILTERS) FREIGHTER (SPECIAL FX) (SOUND FX)

A freighter outside edges past to dock.

plasma sheet thrust sounds

(FILTERS) FREIGHTER (SPECIAL FX) (SOUND FX)

An exit to the XELHN Ring external hull opens on the platform and android EXTRAS begin their cartage of supplies directly onto an outer Ring surface.

Mechanical Hull door and alien industrial sounds

ANDROID TTACLY approaches the freighter and enters.

100. CENTRAL TRAVEL WAY. LIGHTS. INT.

The travel way is a central corridor with split lanes that go both ways around the Ring.

100. (CONTD)

(FILTERS) TRAVEL ROADS (SPECIAL FX) (SOUND FX)

Travel roads two directions move is a walkers pace.
travel road move technology sound

ANDROID TERLLIS chooses anti clockwise and runs at a steady pace. ANDROID
TERLLIS sees no Xelhn Ring androids.

101. FREIGHTER HOLD. LIGHTS. INT.

The freighter hold is very busy.

(FILTERS) INDUSTRIAL WORK (SPECIAL FX) (SOUND FX)

ANDROID EXTRAS file out of corridor spaces to make
away with various vehicles or to carry stocks like
sheet filter frames manually two by two in a line
that stretches now to the Ring hull.
work sounds

(FILTERS) ARM CANNON (SPECIAL FX) (SOUND FX)

ANDROID TTACLY extends his arm in a boxer motion.
Wrist folds ANDROID TTACLY'S glove in. A plate
extends across to cover the wrist as the forearm
weapon mount, a large pistol bore cannon rod with a
direct round feed from ANDROID TTACLY'S suit at its
rear and a slider dial on its upper surface to
control shot explosive content set at its lowest,
fires its first round with a dull twang thud sound.

101. (CONTD)

cannon assembly sound. shot fire sound

(FILTERS) ARM CANNON (SPECIAL FX) (SOUND FX)

ANDROID TTACLY shoots android EXTRAS as he walks.

ANDROID EXTRAS take no notice and stop when the explosive discharge hits dull detonation sounds

Each ANDROID EXTRA is stuck to the floor with their adhesive technology feet. ANDROID TTACLY edges past hit ANDROID EXTRAS who wobble sway inert to shoot along the corridor until ANDROID TTACLY reaches the corridor end. ANDROID TTACLY turns and picks up his pace to get out.

102. DOCK PLATFORM. LIGHTS. INT.

ANDROID TTACLY walks out the dock toward the outer hull.

103. SECLUSION NEW ARRIVAL CENTRE. LIGHTS. INT.

(FILTERS) FOG SHEET (VISUAL FX)

a solid wall becomes a fog mist entry exit

ANDROID HOOSHA enters the seclusion new arrival centre as ANDROID TERLLIS goes through the travel way fog barrier.

(FILTERS) FOG SHEET (VISUAL FX)

a solid wall becomes a fog mist entry exit

103. (CONTD)

(FILTERS) ARM CANNON (SPECIAL FX) (SOUND FX)

ANDROID HOOSHA shoots in a slow methodical way each
ANDROID EXTRA and they slump where they stand.
explosive discharge hits dull detonation sounds

The XELHN arrival EXTRAS off the same transporter all in shock stand over
against a far wall and the XELHN EXTRAS already in the centre stand still
with no capacity to act.

(FILTERS) ARM CANNON (SPECIAL FX) (SOUND FX)

Worker ANDROID EXTRAS do not take any notice and
slump when hit where they work.
explosive discharge hits dull detonation sounds

ANDROID assistant EXTRAS come in through an open fog barrier.

(FILTERS) FOG SHEET (VISUAL FX)

a solid wall becomes a fog mist entry exit

(FILTERS) ARM CANNON (SPECIAL FX) (SOUND FX)

ANDROID HOOSHA walks toward the open way and shoots
all the ANDROID EXTRAS who when hit slump.
explosive discharge hits dull detonation sounds

104. CENTRAL TRAVEL WAY CORRIDOR. LIGHTS. INT.

104. (CONTD)

(FILTERS) TRAVEL ROADS (SPECIAL FX) (SOUND FX)

Travel roads two directions move is a walkers pace.
travel road move technology sound

ANDROID HOOSHA sees inside a corridor leads away clockwise with a column of
ANDROID worker EXTRAS in file who wait to activate.

(FILTERS) ARM CANNON (SPECIAL FX) (SOUND FX)

ANDROID HOOSHA fires as he walks, runs at a steady
pace and shoots the worker ANDROID EXTRAS faster.
explosive discharge hits dull detonation sounds

105. CORX MOSON POD CHARTS ROOM. LIGHTS. INT.

(FILTERS) CENTRAL RELAY (VISUAL FX)

The central area of the room shows the ghostly
apparition of the prisoner HEEN LUXAE under
constraint in a struggle to get free on repeat
loop. A rod rises from the floor attaches to HEEN
LUXAE'S garment between the shoulder blades and
opens into a neck clamp. The TEE GIWYI moves across
HEEN LUXAE'S hair line to find a good injection
spot. HEEN LUXAE, arms in loose restraints,
constantly makes a grab for the TEE GIWYI.

(FILTERS) CENTRAL RELAY (SPECIAL FX) (SOUND FX)

105. (CONTD)

The repetitive HEEN LUXAE images in the chart room centre exchanges for a column of black. A sharp white line shows with a dot bulge in the centre 1.2 metre high inside the black column.

Moson Cell weird operational equipment sounds

EETOO COMMANDER SHIP BITHUM, EETOO SERGEANT VILOLT PHYZCKY, EETOO COMMANDER WAZA CHIT, EETOO SERGEANT XHINLU VNINQA, EETOO COMMANDER TIY GLOLLOF, EETOO SERGEANT MONLLONSHU LLON, EETOO COMMANDER BURGN WOO and EETOO SERGEANT JIMMY NUTE, 32 EETOO EXTRAS, CONTROLLER HILFIHHM with a large group of EXTRAS now in Moson Five Hundred technical work clothes, TRESSAH and NOTWIL in civilian dress with six FLEET OFFICER EXTRAS attention is on the communication central relay. The room is quiet. Three Moson supply ship civilian TECHNICIAN ASSISTANT EXTRAS with a TECHNICIAN LEADER all in strange though recognisable tech casual clothes enter,

(FILTERS) FOOTSTEPS (SOUND FX)

soft footsteps clear in the quiet.

The Moson supply ship TECHNICIAN LEADER and the three civilian TECHNICIAN ASSISTANT EXTRAS walk to a wall section near the entrance where it produces clear barrier divisions.

(FILTERS) STAR CHARTS (SPECIAL FX)

The TECHNICIAN LEADER pulls out several arms length size segment displays of cosmic star clusters.

LEADER

105. (CONTD)

Looks OK.

(FILTERS) STAR CHARTS (SPECIAL FX)

The Moson supply ship TECHNICIAN LEADER folds the chart back in.

The Moson supply ship TECHNICIAN LEADER turns to everyone in the charts room who now attend to this new group of technicians. EETOO COMMANDER SHIP BITHUM, EETOO SERGEANT VILOLT PHYZCKY, EETOO COMMANDER WAZA CHIT, EETOO SERGEANT XHINLU VNINQA, EETOO COMMANDER TIY GLOLLOF, EETOO SERGEANT MONLLONSHU LLON, EETOO COMMANDER BURGN WOO and EETOO SERGEANT JIMMY NUTE, 32 EETOO EXTRAS, CONTROLLER HILFIHHM with a large group of EXTRAS now in Moson Five Hundred technical work clothes, TRESSAH and NOTWIL in civilian dress with six FLEET OFFICER EXTRAS attention is on the Moson supply ship TECHNICIAN LEADER who speaks in a clear loud demonstrative voice.

LEADER.

Bounce mission supplies. One hundred kilometres more hull. Five kilometres more nucleus layer. New navigator. New Guardian. One hundred Cyborgs.

Check list done the three Moson supply ship civilian TECHNICIAN ASSISTANT EXTRAS and TECHNICIAN LEADER all in strange though recognisable tech casual clothes in an about face head back out of the chart room.

106. MOSON FIVE HUNDRED SUPPLY SHIP CORRIDOR. LIGHTS. INT.

106. (CONTD) Three Moson supply ship civilian TECHNICIAN ASSISTANT EXTRAS with a TECHNICIAN LEADER all in strange though recognisable tech casual clothes walk along a blank connector corridor back inside their space ship boundary. The TECHNICIAN LEADER shakes his head.

LEADER.

Press gangs. Let me outa here.

107. BLACK. EXT.

Moson Corporation supply mine craft in deep space where no star or solar system will interfere.

(FILTERS) DOTS (VISUAL FX)

The Corx Moson Pod dot is beside the enormous dull sheen of Moson Corporation supply ship larger dot. They separate further before the large dot disappears.

108. XELHN CIRCLE SECLUSION ROOM. LIGHTS. INT.

(FILTERS) FOG SHEET (VISUAL FX)

a solid wall becomes a fog mist entry exit

ANDROID TERLLIS enters a XELHN seclusion chamber through a fog barrier.

(FILTERS) SECLUSION BED (SPECIAL FX) (SOUND FX)

108. (CONTD)

On the left side of the chamber under a gossamer fog a XELHN EXTRA lays. A wall catheter arch support mound is for the tail. Facial features barely visible do not disclose its gender.
weird XELHN synthetic sounds

At the head end of the bed after a support column one inactive ANDROID friend EXTRA is set into an alcove made for the purpose. The room is spacious and empty. Another support column separates the ANDROID EXTRA from a corridor to what appears to be an exercise space. The room turns after another support column and ANDROID TERLLIS faces the second inactive ANDROID friend EXTRA set into an alcove. ANDROID TERLLIS turns back to the XELHN sleeper EXTRA and bends down.

(FILTERS) SECLUSION BED (SPECIAL FX) (SOUND FX)

At the base along the bed control dials and display meters sign the condition of the room.
weird XELHN synthetic sounds

109. XELHN RING CIRCLE HULL CORX ELEVEN FACE. SPACE. EXT.

(FILTERS) XELHN HULL INDUSTRIAL AREA (SPECIAL FX)

ANDROID TTACLY continues along a wide outside hull roadway in low gravity beside a line of ANDROID EXTRAS who carry new filter shield sheets.

(FILTERS) ARM CANNON (SPECIAL FX) (SOUND FX)

109. (CONTD)

ANDROID TTACLY shoots each ANDROID EXTRA until he reaches a group of ANDROID EXTRAS who fix the first sheet to the hull. ANDROID TTACLY shoots the ANDROID EXTRAS there.

explosive discharge hits dull detonation sounds

(FILTERS) XELHN HULL INDUSTRIAL AREA (SPECIAL FX)

ANDROID TTACLY begins to run with long leaps in the low gravity over enclosures of technology. With each lunge into the air ANDROID TTACLY looks right and left. ANDROID TTACLY lands and lets his capture footwear grab hold.

Not far ahead a group of ANDROID EXTRAS stand at an open technology box. ANDROID TTACLY shoots them.

(FILTERS) ARM CANNON (SPECIAL FX) (SOUND FX)

explosive discharge hits dull detonation sounds

(FILTERS) XELHN HULL INDUSTRIAL AREA (SPECIAL FX)

ANDROID TTACLY walks between the bodies as they sway in the low gravity stuck to the walkway mesh by their grab footwear.

ANDROID TTACLY bends down and opens a maintenance access lid on the box surface. Inside the maintenance access lid there is a small monitor screen.

109. (CONTD) ANDROID TTACLY records data through finger touch.

(FILTERS) MONITOR SCREEN (SPECIAL FX)

Lights come on and a meter data flow rotates swiftly through numbers symbols and diagrams.

FADE OUT.

110. ZAIDHAYTH SYSTEM SPACE. EXT.

(FILTERS) RESCUE CRAFT (SPECIAL FX) (SOUND FX)

The Moson Five Hundred rescue flat saucer bottom ninety degree side on design functions to secure and return BOBA technology. Its forward helm view wraps around and over the vertical rotation power system. A BOBA Frigate containment hold is set into the cup, a gash down the convex hull.

hum of Moson technology power

111. RESCUE SAUCER HELM DECK. INT. LIGHTS.

BOBA One crew EXTRA taps out a code from helm deck console.

(FILTERS) CONSOLE SCREEN (SPECIAL FX) (SOUND FX)

Approach attitude visibly shows a correction alignment as the Binba wreck comes into view.

hum of Moson technology power

112. SPACE. EXT.

(FILTERS) FRIGATE CAPTURE (SPECIAL FX) (SOUND FX)

Soon the BOBA guard frigate slim lines moon curve weapons system manoeuvres automatically to glide to the front gash of the rescue saucer and anchors into the slot of the cavity sheath. The Moson rescue saucer now all slow, engages its front hold onto the Binba entry platform. Below the helm a long cavity chamber opens and wraps around to enclose the broken entry area until secure with grapple stretch technology.

Binba synthetic bioplasma hum sound, grapple stretch sounds

113. BINBA WRECK. LIGHTS. INT.

(FILTERS) HELMET LIGHT (VISUAL FX)

In darkness with no system lights helmet floodlights reveal nothing.

BOBA TWO TEAM without cable attachment, EETOO ONE CAPTAIN KLOGH FAAHL, COMMANDER WAZA CHIT and bodyguard EETOOO THREE SERGEANT XHINLU VNINQA eight SOLDIER EXTRAS squad in anonymous armour enter through the lander platform. The BOBA crew know the way. The BOBA crew stop in an open area. BOBA one speaks an unlock function code.

113. (CONTD)

(FILTERS) BOBA ONE (VO)

In Giaglo.

(FILTERS) (LIGHTS FX)

The open area lights up

When lit the area shows no reflective colour. A shiny prism reaches high to scaffolds.

(FILTERS) BOBA ONE (VO)

BOBA.

(FILTERS) WALL VENDOR (SPECIAL FX) (SOUND FX)

BOBA TWO crew member touches a blank wall and a panel vendor full of dials and touch controls appears out of the wall. Deft fingers complete instruction.

glove finger taps, soft synthetic hum sound

Both BOBA TWO TEAM join by cable crews woken from deep freeze in a few moments appear in space suits. They replace pistols into suit holders.

(FILTERS) BINBA CREW BOBA ONE (VO)

Where away?

113. (CONTD)

(FILTERS) CAPTAIN KLOPH FAAHL (VO)

We took passage from Moson Guardian files to find you. BOBA onway to get sign. Leave notice. Come we must be gone.

(FILTERS) WALL VENDOR (SPECIAL FX) (SOUND FX)

Binba BOBA TWO TEAM crew find a vendor plate on the black prism wall and tap in a code.

glove finger taps, soft synthetic hum sound

(FILTERS) BOBA PRISM (SPECIAL FX) (SOUND FX)

A huge black prism manoeuvres into the open area when the float shift auto function releases the block from its connectors.

soft synthetic hum sound

The block sensors recognise and respond to the BOBA crew motion controller. Binba blips.

(FILTERS) BINBA BLIPS (SOUND FX)

Binba blip sounds

(FILTERS) BOBA PRISM (SPECIAL FX) (SOUND FX)

The black prism container moves with grace through toward the passages to the exit. The BOBA creature

113. (CONTD) inside the deep freeze is not visible.
 soft synthetic hum sound

114. PLANET YONDERS. DAY. EXT.

(FILTERS) RESCUE SAUCER (SPECIAL FX) (SOUND FX)

A large convex top saucer flyer with turret vent
weapon and flat bottom lander surface touches down
on the new earth clear area for space vessels built
by Eetoo survivors. The wall separator between top
curve and flat base that circles the vessel to
provide a central power complex shuts down. An open
way appears.

hum of Moson technology power

Eight space suit SOLDIER EXTRAS includes NOTWIL and EXTRAS in anonymous
armour, side by side, exit to march toward the wilderness boundary
perimeter circle road. The second twenty SOLDIER EXTRAS detail in anonymous
armour, side by side, file out and march straight up to a gap in the EETOO
fortress wall enclosure.

(FILTERS) EETOO FORTRESS (SPECIAL FX)

The fortress circular vertical wall is enclosed
with a dome roof.

One EETOO EXTRA stands in silence, space suit on helmet on the ground. Four
EETOO EXTRAS in space suits with helmets on join the solitary guard EETOO
EXTRA at the entrance to greet the new arrivals.

115. EETOO PERIMETER ROAD. DAY. EXT.

EETOO ONE, KERNT NLYMMER beside TRESSAH ahead of NOTWIL and EETOO FOUR, COMMANDER TIY GLOLLOF anonymous as the SOLDIER EXTRAS in armour double file along the perimeter road that separates the EETOO fort from the natural wilderness. NOTWIL stops. The retinue stop. NOTWIL bends down to look at sign. Scat.

(FILTERS) HELMET VIEW SCREEN (VISUAL FX)

Through the helmet screen clear view NOTWIL sees small scat and the trail of three toes feet broken by the soldier footsteps come out of the forest and return after the deposit.

NOTWIL straightens up and they continue to march.

116. PLANET ZAIDHAYTH HUNTERS CAMP SPACE PORT. DAY. EXT.

Trans universe space travellers do not enter planet atmospheres. Hyper jump technology uses short powerful bursts of worm hole action to reduce time between planet and space. Three large alien vessels of different design anchor on the space port perimeter ground. Although alien all the system space craft with hyper drive capability use power initiatives Moson Corporation identification codes upgrade can read. One vessel shows the creases and dents of its crush and inflate design for gas species. A mineral species vessel with overlap plate fold pressure hull resembles BOBA technology. The larger craft further over in a clearer area of the space lander zone uses a concertina pulse power block wedge shape. The Moson

116. (CONTD) craft docks away to make a clear field barrier on ample bare ground that stretches to the horizon. Number two rescue vessel is a long version of the large convex top saucer flyer with turret vent weapon and flat bottom lander surface planet Yonders craft. Six sphere moulds three opposite three bulge out to disturb its saucer smooth shape. The DNDR Blueball protrudes visibly along one hull curve side as one of three spheres.

(FILTERS) RESCUE SAUCER (SPECIAL FX) (SOUND FX)

Clearway doors open to let flight capable Salvager
One exit.

hum of Moson technology power

(FILTERS) SALVAGER ONE (SPECIAL FX) (SOUND FX)

Salvager One auto control cabin is out front and above the power supply block. The hemisphere cup behind to hold bounce is central to mechanical arms inset along the chassis. Large bubble wheels with tractor cover plate for difficult terrain rolls the vehicle out. An extension attachment carry platform that trails behind carries the Zaidhayth rescue team.

Salvager hum of Moson technology power sound

(FILTERS) RESCUE TEAM (SPECIAL FX) (SOUND FX)

The new sleek Moson armour includes contour helmet seen from the outside is an anonymous metal grey.

116. (CONTD)

The slash colour bar insignia across the chest plate of EETOO THREE COMMANDER BURGN WOO separates her from the EETOO EXTRAS eight mix of CYBORG and EETOO. EETOO FOUR SERGEANT JIMMY NUTE is beside her and EETOO ONE CAPTAIN FERN MLICHMMORN commands from near the head of the trailer. The BOBA TWO TEAM crew without a cable join look on from either side of the Corx ZHT (Zirhirterh), translator held by an over the shoulder strap. A DNDR male in tube armour stands on the away edge of the platform. Salvager One passes the hunter platform craft clear buffer zone between the space craft and terrestrial area. Corners uneven lift off round curves of absent hunter trackers pattern a large area of ground. Several flat hunter craft lay in the dirt.

117. HUNTERS CAMP OUTSKIRTS ROAD. DAY. EXT.

(FILTERS) BOUNCE (SPECIAL FX) (SOUND FX)

Bounce comes into view above the rooftops then drops below out of sight.

Dull slow roll stone continuous sounds

(FILTERS) RESCUE TEAM (SPECIAL FX) (SOUND FX)

EETOO THREE COMMANDER BURGN WOO, EETOO FOUR SERGEANT JIMMY NUTE beside her, EETOO ONE CAPTAIN FERN MLICHMMORN, five SOLDIER EXTRAS, the BOBA TWO TEAM crew, the Corx ZHT, and the DNDR male approach

117. (CONTD)

the camp where ramshackle dwellings, old crates, boxes and cloth hangings line the road behind a gather of alien creatures hidden in robes. A dust cloud from perimeter sweepers spreads and falls among rooftops further away. The dull slow roll of stone sound is continuous. NENITH EXTRAS who begin to line the road hold the Zirhirterh lance in alert position with the active tip coil knob rod an angle lean. Ahead the bounce monument boundary blocks the dirt road. DORS lays side on the pedestal with a circle track around. A cockpit simulation set up walls against a large power curve charger. DORS inset is vacant. On the curve Bounce rolls slow along the sweep bend and up one incline to stop and return and roll past again the cockpit imitator and on to the opposite bend peak. Crunch stone sounds are loud on the smooth gutter smile sweep of the curve. A small crowd of HUNTER EXTRAS throw small technology pieces into the smooth gutter part to offer up luck for the hunt.

background alien crowd sounds, roll of rock sounds

(FILTERS) CROWD YELLS (SOUND FX)

Yells from the crowd of EXTRAS

(FILTERS) SALVAGER ONE (SPECIAL FX) (SOUND FX)

Salvager One stops. The road is now blocked fifty metres from the Bounce power charger monument.

117. (CONTD)

HUNTER EXTRAS and NENITH guard EXTRAS line up across the road four deep. The carry platform detaches. Power auto controls swing the platform around to edge a path beside Salvager One. Salvager hum of Moson technology power sound

(FILTERS) CAMP ROAD (SPECIAL FX) (SOUND FX)

The Zaidhayth EETOO THREE COMMANDER BURGN WOO, EETOO FOUR SERGEANT JIMMY NUTE beside her, EETOO ONE CAPTAIN FERN MLICHMMORN in command, five SOLDIER EXTRAS all in anonymous armour, the BOBA TWO TEAM crew in space suits, the Corx ZHT, and the DNDR male in tube armour, walk a ramp down to ground level and form a wedge and begin to push open a gap in the HUNTER EXTRAS and NENITH guard EXTRAS to make a way for the platform to proceed. A NENITH guard EXTRA whacks at EETOO ONE CAPTAIN FERN MLICHMMORN in command.

push crush of crowd sounds, roll of rock sounds

(FILTERS) NENITH LANCE (SPECIAL FX) (SOUND FX)

The lance contact creates a power flash and smoke spiral. Sparks fly. The radiant glow throws heat and light into the air.

contact ignition and spark sounds

(FILTERS) CAMP ROAD (SPECIAL FX) (SOUND FX)

117. (CONTD)

The clash creates fear in the crowd of MIXED SPECIES HOODED EXTRAS. With nowhere to go the crowd of MIXED SPECIES HOODED EXTRAS presses back onto itself. EETOO ONE CAPTAIN FERN MLIHMMORN in command drops to one knee.

push crush of crowd sounds, roll of rock sounds

(FILTERS) HELMET SCREEN (SPECIAL FX) (SOUND FX)

Red alert colour blinks on and off across the helmet screen of EETOO ONE CAPTAIN FERN MLIHMMORN.
dull alert beep sound

(FILTERS) FERN MLIHMMORN (VO)

I'm hit.

(FILTERS) NENITH (SPECIAL FX)

The NENITH guard EXTRA lifts the lance for a second blow.

(FILTERS) ASSAULT (SPECIAL FX) (SOUND FX)

EXTRA EETOO TWO cannon arm sweep edge slices off the NENITH probe lance below the bulb glow.
swish of blades connections sounds

Eetoo EXTRAS grab at lances before another contacts.

117. (CONTD)

(FILTERS) EXTRAS CROWD (SOUND FX)

Yells from the crowd of MIXED SPECIES HOODED EXTRAS
get loud sounds

The crowd MIXED SPECIES HOODED EXTRAS forward surge compresses with no
effect on the SOLDIER EXTRAS defence line.

(FILTERS) DNDR (SPECIAL FX) (SOUND FX)

The DNDR is at the rear of the SOLDIER EXTRAS
defence. The DNDR moves into the wedge formation.
The DNDR tail slices across NENITH guard probe
lances over the heads of the Corx wedge of armour.
swish of blade connection sounds, roll rock sounds

(FILTERS) NENITH PROBES (SPECIAL FX) (SOUND FX)

The bulbous lance heads spread fall about the
ground around the feet of the protagonists.
crowd sounds, roll of rock sounds

(FILTERS) DNDR (SPECIAL FX) (SOUND FX)

The DNDR swing turns toward the other side and in
one fling cuts those lances within range off at the
tips. For safety the Dndr retract folds the whip
tail, blade made secure by the head skin fold
claspers.
swish of whip blade sounds, connection sounds,

117. (CONTD)

crowd sounds, roll of rock sounds

(FILTERS) NENITH (SPECIAL FX) (SOUND FX)

Two SOLDIER EXTRAS stand against a push surge of
NENITH.

crowd sounds, roll of rock sounds

(FILTERS) ZHT (SPECIAL FX) (SOUND FX)

The ZHT steps forward at the apex of the wedge,
extends a crude limb form and grabs lance tips
between the two SOLDIER EXTRAS. Its mineral
physical self absorbs the bulbous knobs that
disintegrate to half way down the pipe.

lance disintegration sound, roll of rock sounds

(FILTERS) CAMP ROAD (SPECIAL FX) (SOUND FX)

The crowd of MIXED SPECIES HOODED EXTRAS who pack
in against the NENITH guard EXTRAS quiets and
NENITH guard EXTRAS and the crowd of MIXED SPECIES
HOODED EXTRAS steps back. SEVEN SOLDIERS in
anonymous armour widen the road gap to make way for
Salvager One.

Yells from the crowd of MIXED SPECIES HOODED EXTRAS
loud sounds, roll of rock sounds

(FILTERS) DNDR (SPECIAL FX) (SOUND FX)

117. (CONTD)

EETOO ONE CAPTAIN FERN MLICHMMORN under damage control moves to a rear guard position with the DNDR.

loud sounds, roll of rock sounds

(FILTERS) ZHT (SPECIAL FX) (SOUND FX)

The ZHT stands and waits forever while motion goes on around it.

Yells from the crowd of MIXED SPECIES HOODED EXTRAS
loud sounds, roll of rock sounds

(FILTERS) MOSON PLATFORM (SPECIAL FX)

Salvager platform edges around Salvager One where NENITH guards now make a body barrier to stop the crowd of MIXED SPECIES HOODED EXTRAS. The area around the gutter monument is clear. Moson Platform moves in adjusts to height and creates a wide ramp access for Salvager One.

Salvager hum of Moson technology power sound

Yells from the crowd of MIXED SPECIES HOODED EXTRAS
get loud sounds, roll of rock sounds

EETOO THREE COMMANDER BURGN WOO with EETOO FOUR SERGEANT JIMMY NUTE beside her leave the wedge formation and cross to the DORS pedestal and cockpit simulator. A XLA of the morph TORD in anonymous hood cloak stands with a MAYBE REAL JAKE ANDROID and several NENITH guard EXTRAS who take defensive positions in front of the DORS pedestal. EETOO THREE COMMANDER BURGN WOO with EETOO FOUR SERGEANT JIMMY NUTE beside her ignores their barrier and

117. (CONTD) get close to the DORS simulator cockpit.

(FILTERS) DORS SIMULATOR COCKPIT (VISUAL FX)

A control screen and console lights up.

118. CORX SYSTEM FLEET COMMAND SHUTTLE COCKPIT. LIGHTS. INT.

GLAXIS with the fleet command crew of four EXTRAS stand at the shuttle cockpit console with TERLLIS, TTACLY and HOOSHA. Complicated data flows on a small wall console screen.

(FILTERS) CONSOLE SCREEN (SPECIAL FX) (text FX)

calculation text and symbol diagrams fast scroll

TERLLIS

Xelhn seclusion is typical. No machine connector.

No sign of Hmluglann or Kyflnny.

TTACLY

The converter says the Ballast is in the inner hull.

HOOSHA

The cabinets we got. Lumlkis and Yieenla. Recycle.

118. (CONTD)

(FILTERS) WALL SCREEN (SPECIAL FX) (SOUND FX)

The new spherical guard around the Corx Eleven Rimrock artefact. Zap connector repetitive sparks that hit the sphere surface reflect into an open access hole in the container.

very weird space emitter sounds, sparks sounds

Another calculation text and symbol diagram combination scrolls next to the vision on wall.

(FILTERS) CONSOLE SCREEN (SPECIAL FX) (text FX)

calculation text and symbol diagrams fast scroll

(FILTERS) WALL (VO)

Navigator confirmation.

119. PLANET ZAIDHAYTH CENTRAL HUNTERS CAMP. DAY. EXT.

(FILTERS) CAMP PATH (SPECIAL FX) (SOUND FX)

The Corx ZHT walks ahead of a five squad of SOLDIER EXTRAS in anonymous armour with a crowd of HUNTER EXTRAS and NENITH EXTRAS.

footsteps on dirt sounds

Camp tents empty containers and trash litter the road side until they reach the cavern. This cave is where HUNTERS keep ZHT essence.

120. ZHT CAVERN. DAY. INT.

The cavern is vast.

(FILTERS) FIRST CHAMBER (SPECIAL FX) (SOUND FX)

Only the Moson five squad rescue team SOLDIER EXTRAS, the Corx ZHT ahead and two NENITH EXTRAS enter. NENITH EXTRA guards and HUNTER EXTRAS who struggle to see block the entrance.

footsteps on dirt sounds

(FILTERS) FAKE CRYSTAL HUMAN (SPECIAL FX)

Inside the first chamber there is a crude human figure, a FAKE CRYSTAL HUMAN EXTRA near a far wall.

Passages lead off beyond the FAKE CRYSTAL HUMAN EXTRA to deeper reaches of the cavern. All follow the Corx ZHT.

(FILTERS) FIRST CHAMBER (SPECIAL FX) (SOUND FX)

The ZHT moves stiffly in the quiet and smoothly so not to step on any short tubes spread across the cavern floor. Small bracelet size tubes rings lay everywhere. These hold early stage mineral growth that may become ZHT. Three stalagmites of different heights grow out of tubes near the crude FAKE CRYSTAL HUMAN EXTRA. The Corx ZHT stops as it

120. (CONTD)

passes to touch one.

ZHT crackle sound, quiet cautious movement sound

(FILTERS) ZHT CREATION (SPECIAL FX) (SOUND FX)

Gases infuse into the minerals underneath the ZHT point of touch. The centre of the stalagmite expands to become glassy and visible grows quickly and resembles the corx ZHT in all aspects but size. gas vapour sounds, ZHT crackle sound

(FILTERS) CAVERN ZHT (SPECIAL FX)

The cavern ZHT waits forever. The Corx ZHT is in front of the FAKE CRYSTAL HUMAN EXTRA.

A cry is heard from one of the passages that lead off further into the cavern.

(FILTERS) UNIDENTIFIED FAINT CRY (VO) (OOV)

EEEEEEEEEEYYYYOOOOWW

Two SOLDIER EXTRAS in anonymous armour walk down a passage where the sound comes from to investigate.

(FILTERS) FAKE CRYSTAL HUMAN (SPECIAL FX)

A rod of stone comes from the rear of the FAKE CRYSTAL HUMAN EXTRA into its back.

120. (CONTD)

(FILTERS) ZHT (SPECIAL FX) (SOUND FX)

One stump elongates from the Corx ZHT over the crystal fake arm as the FAKE CRYSTAL HUMAN EXTRA rises to point.

The ZHT moves with stiff crackle sounds

(FILTERS) ZHT TRANSLATOR (VISUAL FX)

The translator dangle amplifier indicator lights up.

(FILTERS) ZHT (sound FX)

Gurgle noise sounds

(FILTERS) ZHT (VO)

I trade me for this junk. This Cirdr rock is dead.

(FILTERS) FAKE CRYSTAL HUMAN (SPECIAL FX)(SOUND FX)

The entire FAKE CRYSTAL HUMAN EXTRA crack shatters and lays on the ground.

crystal shatter sounds

121. ZHT CAVERN SECOND CHAMBER. LIGHTS. INT.

The two SOLDIER EXTRAS in anonymous armour enter a second chamber from the

121. (CONTD) passage and stop.

(FILTERS) SHIMMER WALL (SPECIAL FX)(SOUND FX)

HMLUGLANN and KYFLNNY stand back from a shimmer wall.

weird gossamer fizz energy shimmer sound

(FILTERS) SHIMMER WALL (SPECIAL FX)

On the ground around them skeleton dry mummy bodies lay about.

(FILTERS) SHIMMER WALL (SPECIAL FX)(SOUND FX)

The shimmer wall dissolves.

weird gossamer fizz energy shimmer sound stops

HMLUGLANN and KYFLNNY collapse. Auto response stimulus raises both SOLDIER EXTRA weapon arms.

(FILTERS) SLEEVE CANNON (SPECIAL FX) (SOUND FX)

The sleeve cannon erects. Two rounds fire.

bang bang shot sounds.

(FILTERS) BODY BAGS (SPECIAL FX) (SOUND FX)

Gas emission shrouds each Xelhn and body bags solidify over the unconscious pair.

121. (CONTD) hiss of gas sounds

122. HUNTERS CAMP BOUNCE GUTTER CHARGER AREA DORS COCKPIT. DAY. EXT.

EETOO THREE COMMANDER BURGN WOO leans over the console and places an armour glove flat onto the screen display. EETOO FOUR SERGEANT JIMMY NUTE faces out back to commander BURGN WOO in sentry at ease. A XLA of the morph TORD in anonymous hood cloak stands with a MAYBE REAL JAKE ANDROID and several NENITH guard EXTRAS who watch and wait. EETOO FOUR SERGEANT JIMMY NUTE sees a new star form and disappear in the day sky through his helmet clear screen.

(FILTERS) HELMET CLEAR SCREEN (VISUAL FX)

The momentary sky flash of a hyper drive space ship

JIMMY NUTE (VO)

BOBA

123. SPACE. EXT.

Numbers of Corxian technology work drone space craft approach the Xelhn Ring near Corx Eleven.

(FILTERS) SPACE SHUTTLES (SPECIAL FX) (SOUND FX)

Shuttles in formation begin to fold out armatures
power pulse thruster sounds

124. CORX FIVE ORBIT SPACE. EXT.

(FILTERS) FLEET SATELLITE (SPECIAL FX) (SOUND FX)

The Corx Five command satellite orbits Corx Five
like a second moon.

weird ambience of space sound

125. FLEET COMMAND SATELLITE OPERATIONS ROOM. LIGHTS. INT.

FLEET COMMANDER VLUVLIMER, FLEET COMMANDER DOX FLEET OFFICER GLAXIS and
FLEET OFFICER NAR with FLEET OFFICER EXTRAS attend. A quarter wall screen
shows the half figure of XELHN FLOMILN about to speak.

(FILTERS) WALL SCREEN (VISUAL FX)

wall quarter screen vision of XELHN FLOMILN

FLOMILN

This is an outrage. Humans do not understand Xelhn.
Sanctions will follow. Corx Five no longer will
tolerate human habitation. Corx Four expels human
and Xepien activity. You have one week to withdraw.

VLUVLIMER

Corx Fleet Command will begin to remove fifty
percent Ballast volume from the Xelhn construction
at Corx Eleven. There is no specification that can

125. (CONTD)

allow the disproportionate use of Ballast on this project. You know there is a shortage.

(FILTERS) WALL SCREEN (VISUAL FX)

The FLOMILN quarter screen goes black. A new larger screen displays a cosmic map. The motion map is deep space with a few star clusters further toward the edges of the screen. A dark swirl of dust revolves around one black sphere in the centre.

A wall screen a text appears.

(FILTERS) WALL SCREEN (TEXT FX)

Slingshot passage

On wall screen the Slingshot passage image continues.

(FILTERS) DNDR (SPECIAL FX) (SOUND FX)

AVAKER and a female DNDR enter.

slide step muscular DNDR motion sounds

(FILTERS) DNDR TRANSLATION (TEXT FX) (SOUND FX)

Slingshot passage. We use this to accelerate our ships. This is the Corx galaxy central gravity stabiliser. It is a high pressure zone.

125. (CONTD)

(FILTERS) WALL SCREEN (VISUAL FX)

The screen goes black. A new screen displays a cosmic map. The screen fills with the motion image of two separate dark swirls of dust. In the centre of each swirl of dust is a black sphere. Each black sphere is a different size. The two different size black spheres slowly revolve around each other in the centre of the screen.

On wall screen a text appears.

(FILTERS) WALL SCREEN (TEXT FX)

Artefact fragment section. Sheer constant

126. ZAIDHAYTH SYSTEM DEBRIS ZONE SPACE. EXT.

(FILTERS) BINBA (SPECIAL FX) (SOUND FX)

Folds of the rescue Binba warcraft envelope the broken Yonders Binba wreck which rotates as it enters the warcraft field of entry. The rescue Binba vessel on the outside widens as the whole wreck fills a space on complete entry. The folds revolve and close up to begin the wreck transfer to a BOBA safe space zone merchant vessel. The Binba warcraft dispenses a shuttle to connect with the Moson Five Hundred.

126. (CONTD)

alien Binba space dimension change sounds

127. CORX MOSON POD CHARTS ROOM. LIGHTS. INT.

EETOO FOUR COMMANDER WAZA CHIT and EETOO THREE SERGEANT XHINLU VNINQA enter the charts room.

(FILTERS) MOSON CELL (SPECIAL FX) (SOUND FX)

A Moson Cell insignia appears on the roof centre. A green physical line flows from the cell central communication transfer feeder to the centre of the chart room. A floor disk marks the connection zone. Along the green light line a small visible prism swiftly moves and stops 1.5 metres above the central floor disk.

Moson Cell weird operational equipment sounds

(FILTERS) ALIEN TECHNOLOGY (SPECIAL FX) (SOUND FX)

An alien canister appears and its contents display. The chart room wall screens that boundary the room displays numbers as they begin to scroll with symbols and patterns that dissociate the calculation blocks until 3D overlay transparencies fill the chart room chamber. Complex shapes and gas issue control emitters show as a series of connections with Fleet command machine interposition line markers. This dissolves and a cosmic map appears. 3D motion of two separate dark

127. (CONTD)

swirls of dust revolve around two different size black spheres which slowly revolve around each other in the centre of an otherwise black chart room chamber.

128. ZAIDHAYTH OUTER SYSTEM MOON. NIGHT. EXT.

An eight CYBORG and EETOO EXTRAS mix includes EETOO ONE CAPTAIN YULG HOIZY, EETOO FOUR COMMANDER SHIP BITHUM and EETOO THREE SERGEANT VILOLT PHYZCKY and CYBORG STANDY UFLS MISHMN beside Salvager Two.

(FILTERS) SALVAGER TWO (SPECIAL FX) (SOUND FX)

Salvager Two soft track rollers wheel over an even sweep of the crater valley moon plane surface to park side on to Bounce in a small crater. Front and rear armatures unfold from each side of the cavity seat. The cavity begins to expand to a 4 metre diameter square to accommodate the ten metre sphere.

Salvager hum of Moson technology power sound

(FILTERS) CYBORG STANDY UFLS MISHMN (VO) (OOV)

Battle stations. I got an open hatch.

(FILTERS) YULG HOIZY (VO) (OOV)

This is it. Sign location is accurate. A second Bounce. Standy Leave it. Hold.

128. (CONTD)

Battle stations releases Moson Cell energy stores to one hundred percent for the period. Salvager two armatures find equidistant points on Bounce. The Moson Cell immediate transfer activates Bounce through the hull. Bounce adjusts gravity mass to near zero absolute real time local.

(FILTERS) SALVAGER TWO (SPECIAL FX) (SOUND FX)

The armatures easily lift Bounce into the cavity.
Salvager hum of Moson technology power sound

(FILTERS) YULG HOIZY (VO)

This is it. Sign. Second Bounce.

(FILTERS) SHIP BITHUM (VO) (OOV)

Got it. Let's get out of here.

129. SPACE. EXT.

Machine Council Moson navigator guidance sets rendezvous where the black of deep space shows no star light.

(FILTERS) SPACE (VISUAL FX)

The Corx Moson Pod appears in the black of space. A Moson Corporation Treasure Vessel appears beside the Corx Moson Pod, glides toward the smaller vessel, erects a connector tunnel inside the hull

129. (CONTD)

mesh from the Moson Corporation Five Hundred
treasure vessel tear drop life area through the
hull across space and into the inside hull mesh of
the Corx Moson Pod to its tear drop life area.

130. MOSON HULL MESH CONNECTOR TUNNEL. LIGHTS. INT.

(FILTERS) SAFETY CONTAINERS (SPECIAL FX) (SOUND FX)

Two containers full of motion clusters of
technology visible through the container wall
transparency keep each Bounce ten metre sphere in a
float situation with motility cells that detect and
alter the space between the box boundary and sphere
so there is no recognition of where it is and
therefore no signal to cause change.

weird motility cell action sounds

(FILTERS) CONTAINER ROAD (SPECIAL FX) (SOUND FX)

Carriers convoy the containers from the Corxian
craft along the connector tunnel road to the
treasure ship.

weird motility cell action sounds

131. SPACE. EXT.

(FILTERS) PIRATE RAIDER (SPECIAL FX)

Out of the black of space a pirate raider appears

131. (CONTD)

and like a shooting star streaks into the Moson
Treasure craft hull mesh.

132. MOSON CORPORATION HULL. LIGHTS. INT.

(FILTERS) PIRATE RAIDER (SPECIAL FX) (SOUND FX)

The pirate space craft convex and concave oval
armour opposite sections hull supports a central
large tunnel extension through the vessel to
protrude front and rear. The forward tunnel tapers
to give the craft a wedge point that spreads toward
the back. A funnel ram tube. The central ram tube
pushes into the gigantic treasure craft hull.
alien screw projectile sounds

The pirate raider is tiny inside the Moson Corporation vessel.

(FILTERS) MOSON HULL (SPECIAL FX) (SOUND FX)

Hull mesh sucks out the ram tube with force enough
to cause momentarily a dispersal of its mesh
capability.

hull sub atomic mechanical linkage unravel sounds

(FILTERS) MOSON HULL (SPECIAL FX) (SOUND FX)

Toward the forward tear drop where the hull mesh
thickens the pirate raider sink force slows.
thick fluid flow slow sounds

133. TREASURE CRAFT TEAR DROP COLLISION BARRIER. LIGHTS. INT.

(FILTERS) TREASURY ARMOURY (SPECIAL FX) (SOUND FX)

Thick pressure gradient areas of hull wall connects treasury via barrier corridors to a CYBORG crypt sector armoury. Entry zap barriers bar life from deep cold zone access. Moson Cell hull structural architecture redirects under Guardian command. swift thick fluid technology sounds

Moson Cell hull structural architecture redirects under Guardian command to make tunnels through the tear drop collision barrier part of the hull.

(FILTERS) TUNNELS (SPECIAL FX) (SOUND FX)

Two tunnels swiftly form out from the cold zone armour barrier corridor to either side of the pirate tube penetration hole. woosh of swift tunnel construction sounds

(FILTERS) WEAPON SYSTEMS (SPECIAL FX) (SOUND FX)

CYBORG EXTRAS in anonymous armour file out to line the armour corridor from new crypt supply passages. Flat wall tank images appear along the armour corridor walls. As the tanks eject to form fully operational weapon systems another image forms. The CYBORG EXTRAS quick step to be in between each new

133. (CONTD)

tank. Once inside both tunnels tanks and CYBORG EXTRAS swiftly shift with move road technology to the target area.

134. MOSON TREASURE CRAFT HULL MESH. LIGHTS. INT.

(FILTERS) PIRATE RAIDER (SPECIAL FX) (SOUND FX)

As it slows the pirate raider front tube taper cloud technology shimmer further weakens Moson Cell hull mesh connectivity.

hull mesh thickens, raider twist slower sounds

(FILTERS) HULL TUNNELS (VISUAL FX)

Dark new armoury tunnels approach either side of the pirate tube through dense hull mesh fog glow.

(FILTERS) WEAPON SYSTEMS (SPECIAL FX) (SOUND FX)

Moson Tank weapon system upgrades operate efficiently to penetrate cloud technology and shimmer barrier to access the pirate hull. Tanks springer legs connect to the hull through a surround cloud sea. Weapon system arms lower and stick bam saucer mines over a large surface area. Mine sensor action switches to bam.

tank weapon system smooth technology sounds

(FILTERS) MINES (SPECIAL FX) (SOUND FX)

134. (CONTD)

All tank saucer bam mines implode in a connection
of destruction.

inversion anti matter technology sounds

(FILTERS) PIRATE RAIDER (SPECIAL FX) (SOUND FX)

Dark greasy pit holes show everywhere on the raider
hull. Bubble technology thrusts out of the blast
holes to press bubbles that change in consistency
to crystal hard barriers.

gurgle foam to crackle technology sounds

(FILTERS) TANK (SPECIAL FX) (SOUND FX)

Crystal hard barriers lift the tanks.

tank movement and crackle technology sounds

(FILTERS) HULL (VISUAL FX) (SOUND FX)

Bubble size increase pushes out the hull mesh.

foam and crackle sounds

The pirate raider forces slowly forward toward the treasure store wall.

(FILTERS) TANK (SPECIAL FX) (SOUND FX)

Tank pop dart mortar weapons ignition fails to
launch in the confines of an ever denser hull mesh
fog linkage.

134. (CONTD) turret rotation failure and click sounds

135. MOSON RESCUE POD AND FIVE HUNDRED HULL CONNECTION. LIGHTS INT.

(FILTERS) HULL TUNNELS (VISUAL FX)

The Pod and Moson Treasure Craft connection tunnel reduces to merge hulls. The Moson Pod tunnels feed through to the battle zone.

(FILTERS) POD WEAPONRY (SPECIAL FX) (SOUND FX)

Corxian SOLDIER EXTRAS anonymous in Moson armour jet pack fly in file with tank reinforcements and assault the crystal bubbles with hammer glove fists. Tank bam saucer modifications set cup edges to blade. Tanks weapon arms swing at the crystals to crack shatter at every blow.

bang and clatter against flexi bubble sounds

136. MOSON CELL HULL MESH TUNNEL PIRATE CRAFT BUBBLE BARRIER. LIGHTS. INT.

(FILTERS) MOSON DEFENCE (SPECIAL FX) (SOUND FX)

Moson Treasure Vessel CYBORGS hammer fist hard at bubble surfaces as tanks float out of the technology cloud under bubble ooze pressure into the tunnel.

foam crackle sounds

136. (CONTD)

(FILTERS) HULL TUNNELS (VISUAL FX) (SOUND FX)

Foam fills the tunnels space engulfs the hull mesh, tunnel walls, Cyborg and tank defence. Expansion rush threatens the tear drop collision barrier. Bubble thick piles solidifies at the shut off barrier tunnel.

foam crackle sounds

137. MOSON CORPORATION TREASURE STORE WALL PROXIMITY. LIGHTS. INT.

(FILTERS) HULL WALL (VISUAL FX) (SOUND FX)

Denser mesh fog of the treasure walls slows the pirate raider.

foam crackle sounds

(FILTERS) PIRATE RAIDER (SPECIAL FX) (SOUND FX)

Through a hatchway a new craft expresses down a crystal cloud platform over the external ridge front of the taper shaft. Its drill bevel blade with an anomaly sheet liner melt spreads the Moson Corporation denser hull barrier like butter.

butter spread sounds

138. TREASURE STORE HULL. LIGHTS. INT.

The Moson Guardian shuts off all Moson Cell activity around defences. Hull retraction leaves space between both vessels.

138. (CONTD)

(FILTERS) HULL WALL (SPECIAL FX) (SOUND FX)

Hull mesh is visible as fog. The thicker collision wall shrinks away from the bubble crystal. Crystal bubble cloud technology with no reactive barrier halts. SOLDIER EXTRAS and TANKS are stuck in it. foam crackle retraction sounds

139. MOSON CORPORATION TREASURE STORE. LIGHTS. INT.

(FILTERS) TREASURE ROBBERY (SPECIAL FX) (SOUND FX)

The drill craft holes the Moson treasure chamber. A shaft extension tube opens and a very flexible capsule enclosure, gas creature inside, wriggles through and suctions up the treasure store glass block. The drill shaft extension tube retracts back through the tear drop wall the mesh the pirate raider and the weaker tunnel hull mesh refuse. twist drill suction wriggle gas flexi motion sounds

(FILTERS) SPACE (VISUAL FX)

A star streaks into black space and disappears.

140. MOSON HULL MESH BATTLE ZONE. SPACE. EXT.

(FILTERS) TRANSFER SPHERE (SPECIAL FX) (SOUND FX)

140. (CONTD)

A transfer sphere erects around the static area of the the entire frozen battle zone and uses Moson cell technology to relocate to a position in space outside the hull.

moson weird technology sounds

141. SPACE. EXT.

(FILTERS) TRANSFER SPHERE (VISUAL FX)

The sphere dissolves.

(FILTERS) BATTLE DEBRIS (SPECIAL FX) (SOUND FX)

Reduction of pressure breaks the shut down bubble technology in stages of crack shatter. Tanks and space suit soldiers remain inactive.

foam crackle sounds

(FILTERS) BATTLE RESCUE (SPECIAL FX) (SOUND FX)

Dot satellites, rescue shuttles, and maintenance craft fly out to the SOLDIER EXTRAS and TANKS.

weird Moson technology sounds

142. A ROOM. LIGHTS. INT.

EETOO FOUR COMMANDER SHIP BITHUM and EETOO THREE SERGEANT VILOLT PHYZCKY mingle amongst Corxian crew EXTRAS in uniform and Moson Five Hundred Treasure vessel technical crew EXTRAS in different technical and casual

141. (CONTD) dress at one of the treasure ship recreation long vendor bars with overhead screens.

(FILTERS) CROWD VOICES (SOUND FX)

background conversation sounds

(FILTERS) PUBLIC ADDRESS (SOUND FX)

beep sound

Background conversation quiets. On wall screen two bomb boxes wall technology becomes transparent in an open clear area of the industrial zone. The two Bounce ten metre spheres remain intact.

(FILTERS) PUBLIC ADDRESS (VO) (OOV)

Bounce seals intact.

(FILTERS) OVERHEAD SCREEN (VISUAL FX)

A still image of maintenance areas full of tanks and suit armour that stands open like luggage bags comes on screen momentarily. The screen switches to a 3D motion cosmic map of two separate dark swirls of dust that revolve around two different size black spheres which slowly revolve around each other in a continuous loop display.

Three Moson supply ship civilian TECHNICAL ASSISTANT EXTRAS with a

142. (CONTD) TECHNICIAN LEADER from the Moson Treasure crew approach EETOO FOUR COMMANDER SHIP BITHUM and EETOO THREE SERGEANT VILOLT PHYZCKY as they mingle.

TECHNICIAN LEADER

Transfer two hundred kilometres extra hull mesh.
Your navigator is sufficient. New main ship survivor creches will increase your chances and a flight capable crew carrier. Fare well. We will wait for resupply.

(FILTERS) PUBLIC ADDRESS (VO) (OOV)

Corxians please make your exits.

A treasure crew EXTRA passes a device to Eetoo Four Commander SHIP BITHUM.

143. CORX FIVE FLEET COMMAND SATELLITE OPERATIONS ROOM. LIGHTS. INT.

(FILTERS) WALL SCREEN (VISUAL FX)

Wall screen displays the loop 3D motion of two separate dark swirls of dust that revolve around two different size black spheres which slowly revolve around each other.

FLEET OFFICER O-EE stands to one side of wall screen. XEPIEN FLEET COMMANDER DOX, FLEET OFFICER NAR, FLEET OFFICER QUOSHY, AVAKER, a BOBA two crew with no cable connector, a DNDR and several FLEET OFFICER EXTRAS all

143. (CONTD) stand attentive to the wall screen in a spacious operations room.

(FILTERS) WALL SCREEN (VISUAL FX)

A detail of a section central to the maelstrom becomes full screen. Wall superimposes a 3D cube outline at the approximate centre. The cube becomes full screen to clarify the position between the two different size black spheres. A fine and regular dust swirl in the gap between large and small black spheres speed and position slowly fluctuates.

O-EE (VO) (OOV)

Full screen image is not real time or local.

(FILTERS) WALL SCREEN (VISUAL FX)

A spot appears and disappears in the centre of the 3D cube.

O-EE (VO) (OOV)

Critical angle determines direction. Hull integrity decreases over time. Transfer pressure needs to read a sufficiency for the Corx anchor.

144. SPACE. EXT.

144. (CONTD) The Moson Pod skip strategy reduces the risk of collision and interference.

(FILTERS) MOSON RESCUE POD (SPECIAL FX) (SOUND FX)

The Moson Rescue Pod appears in space. Everin spits out and appears in space.

weird ambience of space sound

(FILTERS) EVERIN (SPECIAL FX) (SOUND FX)

An external pulse flare curve expansion sheet flight capable motion wing is new to the space craft Everin.

new pulse flare emittance sound

(FILTERS) MOSON RESCUE POD (VISUAL FX)

In an instant the Moson Pod disappears.

145. AOX GALAXY SPACE MOSON POD ANCHOR ZONE. EXT.

(FILTERS) MOSON RESCUE POD (SPECIAL FX) (SOUND FX)

The Moson Pod appears at anchor in deep space outside of the gas planet system.

weird ambience of space sound

146. GAS PLANET AOX PROXIMITY ORBIT SPACE. EXT.

146. (CONTD)

(FILTERS) EVERIN (SPECIAL FX) (SOUND FX)

Sphere flare curve wing skirts elevate off the flat surface, glow with pulse ignition and power increase as a surge rotates to direction toward the nearby huge gas planet big as any star.
new pulse flare emittance sound

(FILTERS) GAS PLANET AOX (VISUAL FX)

Atmosphere cloud turmoil storms show discrepancies in the gas content and surface colour tone shifts warn of ferocious chemical anomalies.

147. BOUNCE EVERIN HELM DECK. LIGHTS. INT.

EETOO COMMANDER SHIP BITHUM, EETOO SERGEANT VILOLT PHYZCKY, EETOO COMMANDER WAZA CHIT, EETOO SERGEANT XHINLU VNINQA, EETOO COMMANDER TIY GLOLLOF, EETOO SERGEANT MONLLONSHU LLON, EETOO COMMANDER BURGN WOO and EETOO SERGEANT JIMMY NUTE stand apart single file in the middle of helm deck. Moson armour rigid stand is 250 millimetres leg spread arms straight down 150 millimetres from the body fist armour slightly open set. Open screen view takes up a large portion of the front. Behind them the prospector drill and DORS unit is gone. In its place is an extractor hold and technology weapon system. The extractor will remove and contain the stolen treasure. The weapon is a miniature upgrade of Bigdots pulse bam. There is no external action vehicle.

(FILTERS) DORS (VO) (OOV)

147. (CONTD)

Welcome to Everin. Weapons systems active.

(FILTERS) FRONT VIEW (SPECIAL FX) (SOUND FX)

A panel situates either side of the open view. On the console sensor map conversion grid overlays converge to track position and gravity. This shows as an unstable display on the gravity clock console.

Moson Cell weird operational equipment sounds

(FILTERS) GRAVITY CLOCK (VISUAL FX)

Layers on the gravity clock shift colour and numerical displacement on the eight digit surface. Entry sensor indicators of fierce surface turmoil interference activates controls to stabilise gravity at earth one and the clocks readjust back to normal position.

Gravity clocks do not appear on the anonymous suit armour.

(FILTERS) DORS (VO) (OOV)

Cloud cover. One thousand kilometre density zone.

148. GAS PLANET AOX ATMOSPHERE. DAY. EXT.

(FILTERS) EVERIN (SPECIAL FX) (SOUND FX)

148. (CONTD)

The external pulse flare curve expansion sheet
flight capable motion wing new to the space
craft Everin reduces power upon atmosphere entry.
new pulse flare emittance sound

(FILTERS) EVERIN (VISUAL FX)

Power glow intensity adjusts in different cloud
density and ingredients.

(FILTERS) AOX ALIENS (SPECIAL FX) (SOUND FX)

Technologies begin to appear. Alien cable extender
grabs like whip structures fling from clouds as
they pass close to darker cloud formations. The
lightning technology cables increase in number and
lash the Everin hull. Each touch produces spark
flare responses with no hull damage.

lightning, surround grab, cable lash hull sounds

(FILTERS) DORS (VO) (OOV)

Target Signal confirmation. Extrusion function
active. Ship take the helm.

149. EVERIN HELM DECK. LIGHTS. INT.

DORS Moson Cell security codes access the human sequence interface.

(FILTERS) SHIP BITHUM (VISUAL FX)

149. (CONTD)

SHIP BITHUM armour colour bar lights up.

150. GAS PLANET AOX ATMOSPHERE. DAY. EXT.

(FILTERS) GAS PLANET AOX (VISUAL FX) (SOUND FX)

Everin passes through a technological shift into a spherical open clear travel space containment technology cloud reconstruction of atmosphere. lightning, cable lash hull contact sounds stop

151. EVERIN HELM DECK. LIGHTS. INT.

(FILTERS) EVERIN FRONT OPEN VIEW (VISUAL FX)

Fog glow shrouds clear view Helm display.

(FILTERS) INSTRUMENT PANEL (VISUAL FX)

Instrument panel calculations freeze.

(FILTERS) EVERIN FRONT OPEN VIEW (VISUAL FX)

Everin stops.

EETOO COMMANDER SHIP BITHUM, EETOO SERGEANT VILOLT PHYZCKY, EETOO COMMANDER WAZA CHIT, EETOO SERGEANT XHINLU VNINQA, EETOO COMMANDER TIY GLOLLOF, EETOO SERGEANT MONLLONSHU LLON, EETOO COMMANDER BURGN WOO and EETOO SERGEANT JIMMY NUTE stand on helm deck.

151. (CONTD)

(FILTERS) DORS (VO)(OOV)

target confirmation.

SHIP BITHUM (VO)

Grab active.

(FILTERS) DORS (VO)(OOV)

Disturbance Packet.

SHIP BITHUM (VO)

Action stations.

(FILTERS) EVERIN FRONT OPEN VIEW (VISUAL FX)

The front open screen switches to a screen view of the treasure grab. A cube with tiny worm line strings in motion over its surface shows in the confines of a store container.

BURGN WOO (VO)

Contamination.

(FILTERS) DORS (VO)(OOV)

151. (CONTD) Stage one expulsion.

152. EVERIN CONTAINMENT HOLD. LIGHTS. INT.

(FILTERS) TREASURE HOLD (SPECIAL FX) (SOUND FX)

DNDR code barrier active spray coats the container.

Small zaps increase over the cube surface.

spray zap fluid wipe sounds.

(FILTERS) TREASURE HOLD (VISUAL FX)

Light increases when container atmosphere and the

AOX cloud technology interacts to eject the AOX

aliens.

(FILTERS) DORS (VO)(OOV)

Lock on.

153. GAS PLANET AOX ATMOSPHERE. DAY. EXT.

(FILTERS) EVERIN (SPECIAL FX) (SOUND FX)

Everin pulse flare swings over in a rotation action

to disturb the technology cloud. The sphere expands

and contracts. Aox substances crack and release

from the hull. Zaps flare up on the hull as speed

increases. Open view is shut down with armour

plate.

153. (CONTD)

new pulse flare emittance sound. lightning, cable
lash hull contact sounds

(FILTERS) GAS PLANET AOX (VISUAL FX) (SOUND FX)

More technology cloud disturbance in the form of
swirl cloud storms shape solidification blocks and
visible wire lengths throw sparks of technology
light across the forward trajectory as they leave
the planet atmosphere.

lightning, cable lash, zap, wind sounds

154. EVERIN HELM DECK. LIGHTS. INT.

EETOO COMMANDER SHIP BITHUM, EETOO SERGEANT VILOLT PHYZCKY, EETOO COMMANDER
WAZA CHIT, EETOO SERGEANT XHINLU VNINQA, EETOO COMMANDER TIY GLOLLOF, EETOO
SERGEANT MONLLONSHU LLON, EETOO COMMANDER BURGN WOO and EETOO SERGEANT
JIMMY NUTE stand on helm deck.

(FILTERS) CREW ARMOUR (VISUAL FX)

All colour bars on the commanders light up

SHIP BITHUM (VO)

Battle stations.

WAZA CHIT (VO)

Load bam.

154. (CONTD)

TIY GLOLLOF (VO)

Fire bam.

155. EVERIN CONTAINMENT HOLD. LIGHTS. INT.

(FILTERS) BAM HOLD (SPECIAL FX) (SOUND FX)

The fire bam initiative ejects a bam energy surge from the grab external access gateway. The energy calculates supply block depletion as it issues in proportion to the Everin best guess travel needs for Moson Pod anchor.

Moson Cell weird operational equipment sounds

156. SPACE. EXT.

(FILTERS) BAM (SPECIAL FX) (SOUND FX)

A concentration of energy surge leaves Everin.

whoosh of power surge sound

157. EVERIN HYPER JUMP FORWARD PROJECTION ZONE SPACE. EXT

The calculation for hyper space is a relationship between real time local mass and distance. Moson Cell technology contact and relocation conforms with an out of real time concept. Pulse active speed determines distance from the AOX gas planet before relocation. Everin approaches the area of calculation ready for the hyper jump.

157. (CONTD)

(FILTERS) BAM ZONE SPACE (VISUAL FX) (SOUND FX)

Bam creates a pressure zone in the area where
Everin is to make the hyper jump.

whoosh of power as the bam contacts real time space
as a wobble wave sound

(FILTERS) AOX SPACE SHIPS (SPECIAL FX) (SOUND FX)

The bam surge reaches a group of armour Aox design
heavy vessels that appear and surround Everin from
hyper space. The surge dislodges true real time and
a visible ripple destabilises the Aox vessels.

alien space ship synthetic power thrust sound,
wobble wave sound

(FILTERS) EVERIN (VISUAL FX)

Everin disappears.

158. MOSON POD ANCHOR ZONE SPACE. AOX GALAXY. EXT.

(FILTERS) AOX SPACE SHIPS (SPECIAL FX) (SOUND FX)

Three armour plated AOX space ships surround the
MOSON POD at anchor in space outside the AOX solar
system and fire hundreds of pirate raider taper
drones.

alien space ship synthetic power sound, zip

158. (CONTD)

taper drone launch sounds

(FILTERS) MOSON POD (VISUAL FX)

Black pin holes appear on the Moson Pod hull surface hull mesh.

(FILTERS) CORX FLYERS (SPECIAL FX) (SOUND FX)

Three large Corxian saucer flyers appear in space further away and in sight of the AOX armour space ships.

fizzy disturbance of real time sounds

(FILTERS) CORX BAM (SPECIAL FX) (SOUND FX)

Bam process space disruption thrust to make space wobble and distort to dislodge the AOX space ships. loud wobble wave sound

(FILTERS) AOX SPACE SHIPS (SPECIAL FX) (SOUND FX)

Space ripples dislodge the raider vessels static attack positions.

alien space ship synthetic power sound, weird space waves vibration sounds

(FILTERS) CORX FLYERS (SPECIAL FX) (SOUND FX)

The turret fires beam vent array waves to break the

158. (CONTD)

signal integrity of the pirate taper drones.
weird hybrid Moson technology ray beam sounds

(FILTERS) MOSON POD (SPECIAL FX) (SOUND FX)

The Moson hull expels the energetic pirate raider
taper drone impacts. Hull surface explosions pimple
the Moson pod hull surface. Dot satellites crowd
the taper drones at the Moson Pod hull surface and
convert the crumbling AOX taper drone foreign
material to Moson Ballast.

tiny explosion sounds, weird conversion of natural
form to outside of real local time sounds

159. MOSON POD CHARTS ROOM. LIGHTS. INT.

The empty chart room displays anchor delay as a readout in large digits
across the screen.

(FILTERS) GRAVITY CLOCK (VISUAL FX) (SOUND FX)

Minus zero is point five seconds with an eight
digit quick adjustment scroll to its right. The
scroll slows to again approach zero.

wind storm and rumble shaky sounds

(FILTERS) CHARTS ROOM (VISUAL FX)

The chart room begins to white out.

159. (CONTD)

(FILTERS) PUBLIC ADDRESS SYSTEM (VO)

Sheer constant.

160. MACHINE COUNCIL STAR CHARTER INTERCEPTION SPACE. LIGHTS. INT.

Machine Council star charter intercept of Moson Corporation's Pod and Moson Corporation supply ship places crew EXTRAS on a field in grey Ballast survival under suits.

(FILTERS) FOGGY FIELD (VISUAL FX)

The EXTRAS CREW wander aimlessly in a field amongst white drug mist clouds.

(FILTERS) MACHINE COUNCIL (VO) (OOV)

Protocol domain and injuncture. Perfidy in Boundary. Impound all. Penn sentence.

161. CORX FOUR NUFOR DOME CITY. LIGHTS. INT.

TRESSAH and NOTWIL stand out as they walk through Nufor free state city park. Civilian EXTRAS notice the drab grey Ballast suits and dazzle reflections off the clear prison shimmer. LIL and PEE who stroll beside them act like it is not unusual. Prison is unheard of in the Corx system.

(FILTERS) PRISON SHIMMER (VISUAL FX)

TRESSAH and NOTWIL prison shimmer is a clear coat

161. (CONTD)

that restricts them from sensing the real world.
The prison shimmer is not visible except on
occasion when the natural light changes and mirror
reflections make them glitter a bit.

LIL.

There she is.

Ahead a wall juts out from the nearby institute onto the park. A girl marks
the wall with colour chalk.

(FILTERS) WALL (SPECIAL FX) (SOUND FX)

A girl marks the wall with colour chalk. Wall in
response adds or detracts equivocal statements.
chalk scrape on wall sounds

She sees them approach and waves then recommences another drawing.

(FILTERS) WALL (SPECIAL FX) (SOUND FX)

A prism takes shape with a star shape on the end at
an angle.
chalk scrape on wall sounds

CEZ

I am Cez. Glad to meet you. Notwil help me will
you? See the statement is value driven. I am good

161. (CONTD)

at this.

NOTWIL is close to CEZ when she reaches out to grab the shimmer.

(FILTERS) NOTWIL'S PRISON SHIMMER (SPECIAL FX)

The prison shimmer stretches and when let go goes back onto the surface with no sign of interference.

Cez taps NOTWIL'S chest.

(FILTERS) NOTWIL'S PRISON SHIMMER (SOUND FX)

The prison shimmer pings dully like armour.

CEZ

This is it you know? Next step. Look here.

(FILTERS) WALL (SPECIAL FX) (SOUND FX)

CEZ quickly writes several unusual and rough geometric patterns with math and words between. chalk scrape on wall sounds

NOTWIL

Stop. No go back it is wrong. There that word is not conform. Use a structural retention.

161. (CONTD)

(FILTERS) WALL (SPECIAL FX) (SOUND FX)

CEZ nods wipes the word out and places a scribble
in its place.

chalk scrape on wall sounds

(FILTERS) WALL (VISUAL FX)

Wall fills in the blank with a memorandum of
physical law.

LIL shakes her head and guides PEE and TRESSAH toward the institute.

TRESSAH looks over her shoulder.

TRESSAH

See you later.

NOTWIL

The symbols. New?

CEZ.

Yes I. I get them.

NOTWIL

You name the symbols with a word enigma. This
provides wall with a variable base line.

161. (CONTD)

CEZ

Oh? I can do that.

CEZ scribbles more words symbols onto the wall.

162. CONFERENCE ROOM. LIGHTS. INT.

City administration officer BFLINN waits until the group is ready. TRESSAH, NAR, LIL, PEE, Professor MOLIN, MUFFINOR and GLAXIS sit with human couple father RSHNA and TRMEEL mother of CEZ.

BFLINN

Cez is ahead of wall. Her capacity is accidental and fills us with hope.

RSHNA

She says she can break Machine Council codes. She is mad.

NAR

There is no nucleus now Moson Corporation is shut out.

TRESSAH

162. (CONTD)

There is. Drimodle through Dndr. Notwil is capable.
It wont be simple.

CEZ enters.

CEZ

That's right I can bust the code. I am close. There
is an alien context. Notwil saw it. I will go with
Notwil to Corx Five.

RSHNA

Nonsense. You don't attend school Cez.

TRMEEL

Cez does not attend space cadets.

163. CORX FIVE. DAY. EXT.

NOTWIL and CEZ leave sky tower. A crowd of EXTRAS is there. Everyone knows
of NOTWIL and many city dweller EXTRAS who remain on Corx Five come to take
a close up look at the mutant. They walk the sandy flats. CEZ in her new
space suit left her new space suit helmet at the space port.

(FILTERS) DRIMODLE (SPECIAL FX) (SOUND FX)

TRI-STEM VINVR flyers gather overhead. FRONDS
visible along the edge of the forest sway and flute

163. (CONTD)

noise in the wind. They hear the sound of TRI-STEM
prong claps.

wind and FROND whistle, rhythmic claps sounds

Sightseer EXTRAS leave a clear space around them.

(FILTERS) BACKGROUND (SOUND FX)

crowd sounds, FROND whistle sounds, clap sounds

CEZ continues preparation dialogue to be fluent at the DNDR interface.

CEZ

Fibv interlace wriggle math, math symbol blobby
with spike. No blob with spike twice. Math square
piece out three by hervrerress platitude symbol gap
severe bend in numerical slider.

NOTWIL

Some of that is rubbish Cez.

CEZ

I am a bit nervous. Bendy soft and curve, three.
Dimension kinetic severance twice math math symbol
wall interject prism and taper bevel too three or
diversion plane separator. Themit ghash strifffig
laws math.

163. (CONTD)

CEZ keeps at it until at the forest edge where a permanent screen interface for visitors to communicate is beside a tunnel. At the interface a female DNDR waits. NOTWIL knows the tunnel leads underground to the lake. Numb inside his prison shimmer he is afraid the DRIMODLE will take them forever as dust. The crowd mix of city folk EXTRAS stop a good distance from the tunnel.

(FILTERS) DRIMODLE (SPECIAL FX) (SOUND FX)

TRI-STEMS some with VINVR on one stem like a flag
slow and stop a good distance from the tunnel.
crowd sounds, FROND whistle sounds, clap sounds

It is a celebratory time. More TRI-STEMS stand at the forest edge where shadow gloom breaks the strong sunlight. The GREEN HUMANOID is there.

CEZ

Minus the stripey turn see a messy shape and two
quarters then the cube first ghmigh shape inside
globular mass the wave of motion spartration by
fifteen couple math two.

CEZ stops. There is no response on the screen.

(FILTERS) DNDR (SPECIAL FX) (SOUND FX)

The DNDR unfolds its blade and swipes a line on the
ground.

163. (CONTD)

scrape on sand sound

Instinctively CEZ removes a glove and writes like it is wall on the smooth sandy surface. Each sign repeats on the screen as CEZ continues in a long line of shapes and math symbols.

(FILTERS) DNDR SCREEN (TEXT FX)

As CEZ writes on the sand a duplicate appears on the screen.

Several lines down she pauses to look on the screen. There is a complete copy but no commentary.

CEZ

It doesn't work.

NOTWIL is more afraid.

(FILTERS) DNDR SCREEN TEXT AND PUBLIC ADDRESS (VO)

Do not fear all is well Notwil.

CEZ shrugs and they turn.

(FILTERS) GAMGHIR MOLLUSC (SPECIAL FX)

GAMGHIR MOLLUSC head to rear in a semi circle fence them off from the clear area given them by the

163. (CONTD)

EXTRAS crowd.

(FILTERS) DRIMODLE (SPECIAL FX)

SMALL VINVR in their thousands float fly around.
The GREEN HUMANOID disperses into similar tiny
flyers that gather over the EXTRAS crowd around the
edge of the circle. Drug scent powder falls from
the flyers who become a beautiful pink colour.

(FILTERS) CLAP RHYTHM (SOUND FX)

City dwellers EXTRAS who smile and laugh in the
heady atmosphere clap to TRI-STEM rhythms.
crowd sounds, FROND whistle sounds, clap sounds

(FILTERS) DRIMODLE (SPECIAL FX) (SOUND FX)

In front of them the ground begins to crack. Bluish
growth pushes out from under the ground. Stems blue
glisten in the light. Same colour leaves form and
tendrils poke out. Small round blue spheres grow
into beautiful red globes that bulge and bob with
weight and hang as fruit in a tree.

DRIMODLE upward out of the soil growth sounds
crowd sounds, FROND whistle sounds, clap sounds

CEZ is not aware of her intoxication. NOTWIL immune in his shimmer cloak is
in shock. CEZ smiles and approaches for a better look.

163. (CONTD)

(FILTERS) DRIMODLE (VISUAL FX)

The red globes outer top curve syrups with
beautiful flakes on top that look like candy.

CEZ arms stretch out swirls and nods at NOTWIL.

(FILTERS) DRIMODLE (SPECIAL FX) (SOUND FX)

Before anything else can happen CEZ with a
fantastic smile touches a fruit decoration and puts
the residue to her tongue.

crowd sounds, FROND whistle sounds, clap sounds

CEZ face lights up.

CEZ

Mytolgious five trynphtisatic by prime.

CEZ falls unconscious into the arms of NOTWIL.

(FILTERS) DRIMODLE (SPECIAL FX) (SOUND FX)

Two TRI-STEM near tilt an outside stave toward each
other to form a stretcher. VINVR extend over as a
litter bed and two TRI-STEM help NOTWIL lay CEZ
there.

TRI-STEM stick motion and VINVR cloth motion sounds

164. CORX FOUR HOSPITAL ROOM. LIGHTS. INT.

CEZ wakes on a hospital bed, sees NOTWIL beside on her left and with a smile sits up. Across on the right side of the bed parents RSHNAR and TRMEEL hold hands in delight as their child wakes. NOTWIL no longer in prison shimmer is comfortable in his fur.

(FILTERS) DRIMODLE (SPECIAL FX)

Next to NOTWIL several TRI-STEM and VINVR stand. Slight glitter shimmer shows as each DRIMODLE moves in the light.

NOTWIL

Look.

NOTWIL shows CEZ his right hand.

(FILTERS) CEZ (SPECIAL FX)

CEZ struggles to focus, grabs the hand then sees on the end of a finger a tell tale spot.

CEZ

What is that?

165. CORX FOUR HIGH REMOTE PLATEAU. NIGHT. EXT.

165. (CONTD

(FILTERS) DRIMODLE (SPECIAL FX) (SOUND FX)

High on a bare rock plateau where the atmosphere barely covers the ground a VINVR wing dangle touches the ground with two of its TRI-STEM staves while the third is held inside the great puff shape. Shimmer reflective characteristics give the DRIMODLE a ghostly appearance. Filaments spread rapidly in every direction across the planet surface. The Wedge gas containment releases and it lifts away to another location.

bellows jet puff and filament ground growth sounds

166. CREDITS

Cast of Characters

Biological, Mineral, gas and mechanical actors
some characters overlap and some change names

Corx

Moson Corporation and employees

Bounce 1. (Sandi IdLs = DORS 1., K5 unit = Ida) Sandi IdLs: Sandi and K5
Ida, human sequences created from programs carried by the DORS units.

Bounce 2. (DORS 2 - K5 unit = Henry Dugsoar) Henri Dug and K5 is Soar,
human sequences created from programs carried by the DORS units.

Earth3.

Moson Corporation has its home base at Earth3.

Earth3 - Humans. On earth3 an industrial site carries out surveillance and
projects Moson Cell technology remotely to the Moson Five Hundred and
Bounce.

Yeeg operators , technicians , workers , engineers , academics

- a. Controller; Eo Lim.
- b. Moson military Commander; Emily Nilton.
- c. Geo-thermatologist; Lawdy Gene.
- d. Console operator and Director; Targ Vendum.
- e. Engineer; Chief Joel Phaul.

- f. Physics consultant; Dr. Thomas Forge.
- g. Species specialist; Simeon Woder.
- h. Moson Military Tactician; Jon Bodgy.
- i. Chart chief; Chief Onsen.

Moson Five Hundred.

human crew, a tank handler, crew technicians, a small sphere, crowd, extras

Moson Corporation Military.

Moson Corporation use Cyborg soldiers as military security. They are cheaper to build and last longer. Cyborg Soldiers all come from a M500 Freeze unit. (in Corx) Each body is a multi unit comprising 5 parts from deceased personnel and Cyborg units equipment upgrades who were killed in the 10 star battles. (Cyborgs are mortals)

Tanks are deployed with the Cyborg teams. A multifunction utility used by Moson Corporation with Cyborgs. (see glossary)

Moson Corporation Cyborg crew 1 for the Corx system.

In a D-type Escort vessel: Commander Tion Gbol, Surgeon Dimef Dvur, Corporal Standy Avaker , Sergeant Seoh Toverb , Berserker Commando Gheel , and Tanks [later all promoted to Scout by Eetoo].

Toverb has an internal voice.

Moson Corporation Cyborg crew 2 for the Corx system.

Sent to the mining lease in a D-type Escort vessel. Commander Charles Simeron, Surgeon Dapter Loak, Corporal Stander Brish, Corporal Lead Bantum, Berserker Commando Sergeant Basher Krouker, and Tanks.

a small human crowd of extras

a small sphere

Earth1 is like a myth.

[historical note on Earth1: Humans , The ancestors of the Corx system colonial humans were from Earth1. Their programs were activated on arrival and they were then, age 25 earth years and 10,000 in population to start. The Xelhn colony accepted them by Machine Council prearranged negotiation.]

a crowd of extras, shadowy figure extra

Gae = Male , Kej = Female were the ancestors of the name 'Jake'.

Earth2

Earth2: military planet. Military army = Eetoo soldiers. Earth2 is protected by a military decoy arrangement.

Eetoo army group: Eetoo are the earth2 military command group sent to the Corx system. A human army with no rank or designation they are volunteers who will serve for this mission and decommission on return. Well trained with one mission training experience. A military fleet is comprised of Eetoo soldiers. Young recruits are given massive amounts of training in

technology and are graded in a system without rank but with a recognised hierarchy in experience that is used by the machines to delegate unwitting soldiers. Training is extensive but operations of this magnitude are rare and inexperience is shrugged off with a soldiers attitude brought about in training. Eetoo characters talk in a sequence Eetoo one Eetoo two etc. There is no rank or position. Eetoo one is the soldier whose number sequence is the next one to be in charge. Eetoo wear a space suit that consists of a development beyond Cyborg. There is an armour layer which includes technology controllers, an earth one gravity adjustment that is automatic, a Ballast layer flexible under suit that feeds into the armour energy and requirements including air and food conversion. Ballast is a mineral type of substance and the technology is of the future. An undersoft suit creates atmosphere and comfort that is regulated for the health and safety of an individual who lives inside the suit indefinitely. This includes toilet disposal and recycling. The helmet is both protection and a safe zone that becomes an environment like home with many adaptive technologies.

Eetoo prisoner becomes Eetoo Captain

Eetoo extras

Gee: An Eetoo Female who stays at Corx is one of the injured Eetoo who could not return in the Thump carrier.

There were also volunteers who stayed at the Corx system and some Corxians who left with Thump when it returns to Earth2.

The Eetoo who remain in the Corx system are renamed according to their civilian identities.

SPAK - LAWBOSS.

Moson Corporation made a contract through the machine company SPAK. LAWBOSS is a security arranged machine entity that inhabits the Corx system.

Corx System Colonials.

rock surfers , civilians , tourists , citizens.

Planet Corx5 Humans: a three thousand year old colony.

- a. Professor Diaz is head of Vinvr research in the growbag garden sector. She develops instruments that gauge the tappings and song of Vinvr.
- b. Singer is one of the scouts who have been over the trail. He also studies the Vinvr and assists Diaz.
- c. Professor of mechanical systems; Diaz2 , medicine , [the second Diaz is a sibling birth who is related to the operator of the tech equipment on the surface]
- d. Meditec; 1 Bob , 2 Molin.
- e. Student meditecs; 1 Sivlen , 2 Akilir.
- f. Muffinor; A Corx5 City Spokesperson. Muffinor is a human woman with skill in negotiation and leadership. Muffinor becomes Police Commissioner when a transition from Corx5 to other planets is put into action.
- g. Muffinor's son Glaxis and the son's father Finor.
- h. Naturalist Vanvhn Xepmany is a growbag farmer in the surface gardens. He and Linguist Sophia Xepette are chosen to be a part the Corx5 surface group expedition.
- i. Linguist Sophia.
- j. Piashe; Grandmother of Sophia.

- k. Human murder victim Hartny.
- l. A delegation of citizens.
- m. Jake Roggles. A fake name for an entrepreneur type character who may be involved in piracy;
- n. Kej and Gae are likely ancestors of Jake Roggles found in records.
- o. Men and women of the city of Corx5.
- p. Corpse: Hartny's neighbour corpse extra

Xelhn: a six thousand year old colony. The first colonisers of Corx5.

Xelhn are the builders of Corx5 city. They arrive thousands of years before humanity. Xelhn are similar to human in outward appearance. but they have six fingers, 3 opposing fingers on each opposing palm on each hand and no sexual organs or heart. Their reproductive system causes a population rise between the compatible population of humans. A spot develops which is fertile and transferable. Xelhn have a tail. The hollow tail is a skin excrement passage. Xelhn are mammals.

Xelhn extras

Corx System Xelhn.

- a. Prohn; a group leader.
- b. Xelhn are the city officials.
- c. Xelhn City Official; Councillor Vifrer.
- d. Xelhn Program Director Flomiln. The acting head for the colony is replaced through a roster system but on occasions where a need for conformity and discipline is a priority such as his role in this section , the position occupant remains in charge.
- e. Limlifln: A second Xelhn director replaces Flomiln; Limlifln.
- f. Xelhn Director; Mlilmim the Director during the Bounce one incident.

g. Corx6 Xelhn Tech Pan.

h. Volvulmer; a Xelhn female at the meeting where a murder took place.

Corx Xepien

Xepien are the unexpected offspring of human and Xelhn. Unexpected because both mammals have a different reproductive facility. Many Xepien are mutations.

Xepien extras

a. Xepien Savant Tressah is able to remember the contexts of whole books just with a touch.

b. Medic Vingrer: Vingrer has a mutation birth abnormality. The nervous system is attached to the upper limbs so that both arms are erect in the air. This has mutated into a sensing facility.

c. A villain: Xepien Vessia , an error wing juvenile male and murderer of Toverb.

d. Texia: A error wing youth female.

e. Pan: Corx Six Space graduate, guide.

Xla and Bounce one witness group.

Xla witness group: Xepien human strain mother Essn and Father Ethner, child Gfnim and Xepien Atk a mutant cubicle witness. The second group are witnesses to a Bounce one disaster broadcast; Female human Fisstln, Human strain Xepien Flinnler, Males Human Ganh and Genf, Xelhn strain Xepien imLem.

Corx Androids.

In this story Androids are first produced by the Xelhn to assist them. They are very advanced and with the human mutation Android regeneration has become systematically altered. There are several kinds of Androids. Androids almost always are able to act independent of control. There are types or models which repeat: By repeat I mean they are made repetitiously to act in a task of their design. This is changed by the arrival of humans who tend to alter the arrangement the Xelhn have with Androids. Visually they are very much the same as Xelhn or human.

a. Rose: Rose is a festival and party android model with good communication skills. Festival androids carry music packs that broadcast during festivals and gatherings.

b. Party Androids. These are developed to assist in the ambient nature of crowds at parties and festivals.

c. Xelhn model friend Androids are the early version of androids made for the purpose of companion to Xelhn.

d. Kryster: Kryster is a Xelhn sector android and one of type who assist the Xelhn.

e. Kersel is a Limlifln house android. Not a servant but a family companion friend who does a lot of the menial work not done by automatons in a voluntary way rather than as a function.

f. Funvlm is the festival android chosen to assist the Eetoo.

g. Jake Roggles is a mythical human and the Jake androids model types are said to originate with a real person. Jakes have human attributes. Poster Jake, various sizes and types of mechanical Jake, Maybe real Jake, human Jake, Jake Roggles machine androids

h. various android extras.

Corx5 Drimodle

Drimodle is the local name given to Corx5 indigenous species. There are only two intelligent species known on Corx5. Strict rules apply to colonising inhabited planets. The two native species recognised on Corx5 are intelligent beings. Research of these two species is carried out with an extreme sanction = banishment of the colonists off Corx5 if the rules are broken. (Drimodle have no speaking parts with the exception of the green humanoid in Everin)

a. Vinvr is a creature that inhabits the entire planet and in looks it appears like a forest with a high canopy that tinges the surface green. The creature resembles a tree or forest of trees. It has several kinds of parts
1. a leaf , 2. a thick stem , 3. a Frond ; all of these pieces separate and move according to the will of the creature and they also make communicating noises that the colonists are not able to interpret. This creature is thought to be a single being probably 2 billion years old.

b. Mollusc: aquatic amphibious. Visually they look like a fine furry sleeping bag with a body inside/Big Kiwi fruit.

Inhabitants of the solar system.

There are colonies being created on Corx4 and Corx6. There is a remote outpost called BW17 a moon of Corx9 and BW16 the cemetery moon of Corx9. Several moons are inhabited without permission. BW17 is considered a tourist or holiday destination for Corxians. BW16 is a moon near BW17 and is created to house the colony dead. It is a tourist destination.

Jake Roggle , also known as Jekkery: a mystic whose real existence is unsure. Jake Roggles are androids of 2 types at Bubbles.

Roggles

Aliens.

A rival corporation [BOBA] BOBA: Binary Organising Binary Astrophysics.
This is the human way of describing the alien. Humans do not speak BOBA and BOBA speak human.

Xla: Xla are an alien group of colonisers on Corx11 undetected by Moson Corporation until a Shade Judge finds evidence of their existence. They are of the Corx galaxy. A Bounce 1 suspect.

a: Xla colonise Corx11 biological species.

b: Tgy; gas and mineral creature with a crystalline structure.

c: Zht; gas mineral crystal species.

d: Aox-bi mineral species. The animal uses the technology as a prosthetic but not able not to use the mechanics to exist - a symbiotic creature.

Vrneenak an Aox pirate.

Dndr: an alien species; The extended prehensile of the dndr is the weapon of its natural inheritance, the whip like extension has at intervals , eyes of variant types and grabbing claws. The Dndr is able, intelligent and fast. With no skeleton it is sleek and beautiful with colour rings that change and range up and down its body as a communication along with vibration. The Dndr has a reptilian foot muscle that houses a hard barrier shell that may eject as a protection shell.

Flekcloud: gas species that grazes on the Corx eleven mine lease rimrock illegally. The residue from Flekclouds is a trade good.

various automatic machine voice overs.

Yonders

Biological, Mineral, gas and mechanical actors
some characters overlap and some change names

ALCOVE DISPENSER: CLEE instrumentation, robot

Alien crowd: several mixed language dialects and translation noise.

Black creature: a creature like a black panther with no eyes and a rhinoceros horn instead of a mouth that it strikes downward. Two stick arms come out of the head either side of the tooth to feel its way.

BOBA: BOBA human crews team in pairs

Cirdr: Cirdr are the cloud transport merchant pirates who are mineral species. Flexible bodies make the human form adaptation easy but crude. These are mineral skins with gas separation chemically produced in a central sack that creates intelligence. The Cirdr like many mineral forms use symbiosis with technology to increase their capacity to be intelligent.

Cirdr pilot

G'cd is the Cirdr leader, K'cd , M'cd , G'g'cd

Clee: Clee are the target mineral species set upon by the pirate ship who use Ynrys and Teetoo as the assault crew. They are mysterious to start with and it becomes apparent their physicality is a jelly sack with technology spikes.

Cleeclep: Cleeclep are a hybrid Clee. The major difference is not physical but their place in Clee society which is a step down. Cleeclep house in a crab like canopy, mechanical arms and roller travel base.

Clee human simulacra

Crystal Human fake at Zaidhayth

Dndr: Dndr in the Yonders story are male. The males wear a tube that is both technology and armour. They enter the story in contest where they spar. A pierced blade holds a string and this target is used to effect a score.

DORS: DORS units hold human sequences. The DORS units store inside the human Ynrays.

BOGUS DORS: Cirdr make a fake DORS

Eetoo: (Earth2: A military comprised of Eetoo soldiers.) Eetoo have no identity or rank. Ynrays and Teetoo become names in the story when they change form into BOBA pirates (privateers). YONDERS EETOO ONE YONDERS EETOO TWO, EETOO EXTRAS, EETOO TWO TEETOO, EETOO ONE YNRYS

Facsimile Clee human illusion.

Ground Stalker: Ground Stalker is a large Zaidhayth beast with a body like a panther. It has a central horn with a continuous stabbing motion and two small arms either side to replace a face. It is blind and senses in an alien way.

Machine File voice of Teetoo.

machine man

Maybe Real Jake: Maybe real Jake is an android specific to an historical person from corx 5 who is not part of the story. Maybe real Jake plays a part as one of the central pirate characters (human in form).

Nenith: Nenith mineral creatures are like small dextrous ZHT in appearance who take to the biped stature of biological species and use hand held weapons.

anti chamber Robots: Second robot, leader robot, robot extras

SHOULDER CONTROLLER: CLEE instrumentation, a shoulder dot light bar palette

Side mover: side mover is creature prey of the black ground stalker.

Teetoo male Eetoo and pirate partner of Ynrays.

TGY: TGY; alien. Crystal mineral not from the Corx galaxy. The TGY is separated by technology. Not as advanced in evolution it surpasses the ZHT and AOX-bi through the smart use of a technology converter symbiotically attached to assist its physiology in maintaining component mineral activity. It has a mineral container connected to technology that facilitates a quicker than naturally possible change. Mineral creatures do not adhere to a fixed physical form. Form is a convenience. The mineral species begin to adapt biology bipedal structures because it is a new form

or condition and has evolutionary possibilities such as motion.

A shadow like TGY figure in a cloak emerges from the dark. Shadow TGY figure.

Tegeeyher: Mineral species TGY are small in physical size and use a large armour that is mobile and dextrous. The improvement made because of the adaptation derived through pirate trade and the biology becomes an extreme experiment when Tegeeyher decides to use the humans as chemical additions to its anti matter program. This is the climax of the story. Many TGY oppose Tegeeyher.

TGY: TGY Juveniles enter the story as students to be trained or in a complexity of intelligent exchange with the humans Teetoo and YnrYS. TGY adult aliens, not visible because it is surrounded by an armour dress suit. Parallel hemisphere containers of technology sit at four positions, shoulder and waist height. A technology instrument is housed centrally. Four sash stripes barrier the creature in a criss cross formation and motion limbs can retract or extend as thin mineral skin limbs. movement is by puff jet style hover and fly.

Xla: Xla of the morph Tord. Tord is a pirate. These are similar to but different to the Corxian Xla. Xla have both forward and rear faces and four arms on two legs that are both front and back. A pirate character.

YnrYS: female Eetoo and pirate has the DORS implant.

ZAP BAR: The CLEE warships have power assists called zap bars. These fire down or up powered by the battery cleerwirgh.

ZHT: ZHT (pronounced, zir hir terh): The ZHT mineral creature seen in (Corx). These live on Zaidhayth and are hunted so they may develop into an intelligent life form.

Lillian

Biological, Mineral, gas and mechanical actors
some characters overlap and some change names

androids: androids come in a variety of costumes. Eetoo influenced androids use various types of fashion costumes like a gangster armour that is a plate fixed at the front on a bracket with a sensor target, a side pistol, emblems and mixed humanoid and robot features.

Migyte: Migyte wears the emblems and gangster outfit style copied by the kidnapers with a robot head and one robot arm fashion accessory. Friend of Avaker.

Carista Lil: Carista Lil's substitute does not resemble Lil closely.

Terllis: Terllis Pee's substitute does not resemble Pee closely

Yeayem: Yeayem is a mechanic who restores Carista into a new android body.

android extras.

Android extras work on the new Xelhn starship at the anchor zone.

Maybe real Jake

BOBA: BOBA; Binary Organising Binary Astrophysics. This is the human way of describing the alien. BOBA: human crew. the crew is always two humans mostly joined by cable. This cable is there because the BOBA technology binary operation is a constant.

Children extras mixed species

Cyborg: Avaker's Cyborg is an unattached set of instruments

Dndr: Dndr bring Ynrs (Lil), Teetoo (Pee) to Corx.

Drimodle; Mollusc (Drimodle have no speaking parts) Mollusc are creatures found in the water in Corx5. Moves in water like a sea snail, on land like a grub, has short fine fur and sensors like a fish that run along its body. Mainly aquatic.

Drimodle **Vinvr::** In (Lillian) Vinvr develop because of TAG. They adapt change shape and size in different situations. In the forest the leaf Vinvr is understood to carry the trunk or stick part (Tri-stem) around in flight and refit their shape so Notwil can fly with them. The Tri-stem part has 3 prongs and walks like a biped now it understands the biology of the colonists. One prong or stave is adapted to swing lengthen or shorten like a lever for various purposes.

Frond vinvr are hollow tubes that stick out of the ground and make flute sounds. Fronds can retreat rapidly into the soil.

Drimodle Vinvr: Flutter a Vinvr friend who constructs separate pages that move to breeze over Notwil as he sleeps.

Drimodle Vinvr: Puff, a Vinvr leaf is hollow. They carry Tri-stems in their natural world. In Notwil some [a flock] of same size Tri-stem team up and with Notwil all become a force with the Tri-stem armed and able and the leaf flyer a carry throughout Corx Five. Puff is more than one vinvr but one is only ever seen with Notwil. Vinvr have an amount of shape control and Puff resets to accommodate the shape of the Xepien.

Drimodle Mollusc: Fuzzy: The old Mollusc that notwil sleeps on.

Flatscats: A designed biology made by the Xelhn to eat rock and soil and excrete gases to increase the atmosphere potential during Corx Six development.

Gangsters: Gangster extras mixed species dressed as android gangsters

GLAZE (1). This is an FX created illusion of Avaker (Avaker's voice?) that appears inside a dome town model.

Human: human Cyborg reconstructs Avaker and Doctor Dimef Dvur

humans Corx5:

human; Muffinor

human; Glaxis son of Muffinor, A security guard to assist Lil and Pee after quarantine

human; Meditec from bounce Molin now is a chief mechanical surgeon.

human; Eetoo civilians: Avakers companion Eetoo now civilians male Kos, female Phy, male yel, female Ze

human; Eetoo in space suits and Eetoo in uniform Extras.

human extras

Human Eetoo: [Eetoo in Notwil is a military discipline] Any space officer may apply. The only formally recognised Eetoo territory is Crusher in Corx since the Eetoo left. Lil is Eetoo one in charge with Nar because it is an Eetoo mission for Moson Corporation. Space suits longer worn routinely. humans; Green humans, Lil (DORS), Pee, [were Teetoo and Ynrys (Yonders)] are fifteen years younger than the Eetoo who they served with in Corx. Eetoo deliberately conceal the real identities of fellow soldiers.
human; Fleet Officer Quoshy

New humans: four humans are made by the bounce human sequences in Lil. Human sequences are the oldest form of human in the corx system from earth. TAG gives the new humans names; 2 males - Sor (1) and Wit (2) and 2 females - Bo (3) and Tel (4)]

human Fleet Officer young O-ee comes up with the barrier weapon.

human Fleet Officer (1) Yerd and (2) Lyn, (3) Aenn, (4) Lew, carers for the new humans.

human free colonials : Free colonials speak at the meeting where Nar goes. Woman one, Woman two, Man one, Man two and several listener extras.

human Nar: a male commander exEetoo to captain a tug. This human is an older soldier (about 50) who knew Lil as a civilian before both volunteer for the military. He is one of the free colonist group who set out to kidnap Lil.

human free settlers at corx 6: a group of mixed mostly human and xepien species free settlers. Woman one in used farm clothes. Woman two in technical less ragged more uniform clothes. Man one, man two.

human; Commander instructor Bigdot One: Xoh

human in white rabbit costume EXTRA

Kidnap group: maybe real Jake? Xla, Xelhn, androids humans, xepiens.

Machine Council: an unseen entity that provides lawful guidance and practical guidance for space occupation in biology universes. Machines go first into space and provide star charts. Machine council develops the colonisation rule where colonists may not settle until they get permission on inhabited planets. Machine Council: TAG is a Xelhn type of Machine Council that records and stores the history of Corx system and gives guidance to users.

medical staff extras mixed species extras

Notwil: child of Tressah and Toverb: The animal is both Xelhn and human. Primate mane runs down th back to midway along its tail. A finer fur spreads across its back until it changes to a fine hair down the front torso where it is bare soft skin. It is primitive and new. The muscle system is hybrid human and Xelhn. A heart is installed without need. Muscular physiology from a Xelhn evolutionary path pushes blood around assisted by cell structure. Similar and inclusive to both species the xepien creature now is in a stage of adolescence where change could affect its future. Errorwing. Notwil has rudimentary skin flaps that jut from its shoulder blades. These agitate innately. They will never develop into wings and do not interfere with Notwil's self. Features remain recognisable two tone eyes that change in darkness dominate a nose flat in the middle of bold cheeks and a very flat lipped mouth and receding chin. Up close the ears point up a little and sit close to the head shape of a predator primate. Notwil has large teeth for fighting and stumpy fingers that look more like claws. Its tail is a derivative of both human primates and Xelhn evolution. There are no sex organs and scat is deposited by the hollow tail that also has a short skeleton and is muscular unlike the Xelhn. Notwil is

an error wing. This type of mutation is known to have a disturbing change through adolescence. Chemical and physical extremes may cause insanity and agitation where the animal must be restrained or drugged to control some aspects of this stage of development. So far Notwil has no indicators for any untoward extreme. One extreme is a genius phase and this is not evident.

Passenger extras mixed species

robots, robot mechanical Jake

skeleton dry mummy body extras

Space cadets: mixed species extras. There is twenty seven extras in one group.

Ten TGY Robots

Tug crew extras, mixed species extras

Vrneenak an Aox pirate. The Aox-Bi at B.W. Seventeen that gets away. Buyer of Carista Lil's remains.

Xelhn:

Xelhn: Flomiln is the director of corx5 who left to take charge of the population settlement construction on corx 4 and 6. In (Lillian) he is now in command of the trans universe ship build at corx 11.

Xelhn: Limlifln

Xelhn: Volvulmer; a Xelhn female at the meeting where a murder took place.

Vlublimer is the fleet commander rebirth [a question mark over rebirth,

(note - the rebirth may be a trick to test nar)].

Xelhn: Nkluglirrm and shirnlaam, two physicians on the deadrock shuttle.

Xepien:

Xepien: Canter: Mutant female in love with Avaker. She is like a large bean bag with no skeleton but capable of great movement that wraps around Avaker in love and simulated sexual foreplay activities distantly related to coitus. The Mutant street where she lives is home to many such creatures.

Xepien: Chiffere second tug captain of the Free colonial decoy becon.

Xepien: Commander Dox. in control of bigdot.

Xepien: Finsta, Bubbles vendor

Xepien: Fortune a boneless mutation with prosthetic created by the Xelhn deadrock research group that enables it to go about like humanoids with robot android parts, dresses in ganster mode.

Xepien: pirate Mawks, one armed bandit

Xepien: Notwil

Xepien: Quoshy, a Fleet Officer who tracks Nar.

Xepien Shothna shop attendant at Corx city tower android mechanics.

Xepien: smugglers

Xepien: Tressah mother of Notwil and a gifted performer in corx city

Xepien: underworld trolley pusher

Xla: A Xla pilot of the modified toothwing is a pirate in league with Vsvrneeka (pronounced versvernika) the buyer of lil. The Xla hide Lil's remains.

ZHT: pronounced Zuhairtir by the corxians in (Lillian). mineral species.

Everin

Androids are self aware sophisticated facsimiles with Xelhn human and robotic ancestry. Androids come in a variety of costumes. Since Eetoo influence androids use various types of fashion costumes like a gangster armour that is a plate fixed at the front on a bracket with a sensor target, a side pistol, emblems and mixed human, humanoid and robot features.

androids: seclusion android friends of 1. Xelhn Hmluglann friend [male], android Lumlkis [male], 2. Xelhn Kyflnny friend [female], android Yieenla [female]

Carista Lil: Carista Lil's remains

Maybe real Jake. Maybe Real Jake is human to look at. Many copies exist all with individual self determinator programs.

Hoosha [male] assists Terllis

Migyte begins as a refashioned Xelhn with some human visual characteristics and changes through experiences into a Migyte gangster style with robot head torture face, a mechanical group of layers set in facial structures. The eye socket returns as a swivel action over the cavity where its mouth was. Unusual creepy musac noises emit. One robot arm fashion accessory, a new ugly large pipe arm cannon replaces one hand and the fashion side pistol. The cannon spits a segmented loop in a small electrical disturbance that refires again and again. Mygite is reconstucted into human form.

Terllis; Pee's substitute does not resemble Pee closely.

Yeayem; a mechanic who restores Carista into a new android body.

android extras;

Android extras work on the new Xelhn starship at the anchor zone.

Ttacyl [female] and **Hoosha** [male] androids assist android Terllis in an assault on the Xelhn Circle.

Ring androids. Androids on the Xelhn space circle that endangers the corx system do not have the sophistication of friend androids and are made as a worker population.

Aox pirates: Frsnirrnfa (pronounced fr sn err na fah) The Aox who crashes at the cloud platform.

Vrneenak an Aox pirate. The one at B.W. Seventeen that gets away. The buyer of Carista Lil's remains.

BOBA: Binary Organising Binary Astrophysics. This is the human way of describing the alien BOBA methodology. BOBA aliens are very large and find space travel difficult so they employ a human crew.

BOBA: human crew; the crew is always two humans mostly joined by cable. This cable is there because the BOBA technology binary operation is a constant.

BOBA: BOBA 2 teams on the POD M500 and at Zaidhayth

Children extras mixed species

Cirdr: Cirdr are the cloud transport merchant pirates who are mineral species.

Crowd of mixed species alien hunter extras in hooded robes at Zaidhayth

Cyborg: Avaker's Cyborg is an unattached set of instruments

Cyborg: 5 human dead and a second hand alien Cyborg machine put together by Moson Corporation for security.

Cyborg EXTRAS: In Everin the armour upgrade is ubiquitous but the Cyborg internal structure remains the same. 'Standy' is a common term for a soldier a nick name for sentry as this is the most common use as sentry guard.

Cyborg: Standy Ufls Mishmn is one of the squad that finds the second Zaidhayth Bounce.

Dndr

DORS: Everin DORS

Drimodle: The indigenous species of Corx five, Vinvr and Mollusc

Mollusc: Mainly aquatic. **GAHMGHIR:** Dndr pronunciation for Mollusc.

Drimodle Vinvr: humanoid creature; A modified Vinvr arises from the remains of dead in Corx 5 soil. The humanoid's full length made of thousands of pieces shape changes as it moves. Everywhere over its leafy surface dark open mouths express wind. Its movement is more of a float motion above the surface with legs motion an ornament of design. The head does not reveal any facial features.

Drimodle Vinvr: small Vinvr leaf shapes turn pink in the festivities at the Dndr translation onscreen.

Drimodle Vinvr: A growth that is similar to (Corx) surges out of the ground. It presents fruit to Cez.

Gangsters: Gangster extras mixed species dressed as android gangsters

GLAZE (1). Miniature FX created illusion of Avaker in the dome model

Human: BOBA crews. BOBA wear their own dark uniform space suits and when under BOBA alien command usually are attached by cable to enforce a binary attitude to their actions. In Everin the BOBA two teams; from Corx supplied to the rescue craft and consultants for BOBA technology. BOBA crews at Zaidhayth in the Binba [4] who stay with the BOBA alien in deep freeze.

Human: Cyborg to human reconstructions, Avaker and Doctor Dimef Dvur

Human: Cez. Cez is a 15 year human girl old who gains access to new physical properties beyond the grasp of wall. Cez becomes connected with Notwil.

Humans: humans corx5; Muffinor, Glaxis son of Muffinor, A security guard to assist Lil and Pee after quarantine , Meditec from bounce Molin a chief mechanical surgeon.

humans: Eetoo civilians: Avakers companion eetoo now civilians male Kos, female Phy, male yel, female Ze, Eetoo in space suits and Eetoo in uniform
Extras

Humans: human extras

Humans: six human Fleet Officer extras escort with Notwil and Tressah on the M500.

Human Eetoo: The Eetoo squads on the Moson Pod details have 3 command officers Eetoo One, Eetoo Four Commander and the body guard sergeant Eetoo 3. M500 anonymous armour hides the identity of all soldiers with exception of the commanders who have a colour bar chest display that designates their experience with the M500.

Eetoo: Commander Ship Bithum [Sor;m]: **Eetoo 1:** Captain Yulg Hoizy [m],
eetoo 3: sergeant vilolt Phyzcky [f]

Eetoo: Commander Waza Chit [Wit;m] [m]: **Eetoo 1:** Captain Kloph Faahl [m]:
eetoo 3: sergeant Xhinlu Vninga [f]

Eetoo: Commander Tiy Glollof [Tel;f]: **Eetoo 1:** Captain kernt Nlymmer [f]
eetoo 3. sergeant Monllonshu Llon [m]

Eetoo: Commander Burgn Woo [Bo;f]: **Eetoo 1:** Captain Fern Mlichmmorn [f],
eetoo 3: Jimmy Nute [m]

Eetoo One Crusher commander; a grey haired woman in parade uniform; parade uniform is dress combat that is not space suit. A 2 tone onesy with beret cap that includes a side neck flap with the face of a famous Eetoo hero stencilled on it to make a side look or frontal look give the soldier the appearance of 2 fierce facial features and a small cone communication device atop the cap.

human: Fleet Command Liasson to the 4 new humans: Yerd. Yannan Sbiki, Lyn. Luffna Krunare, Lew. Lythe Mirmmerma, Aenn. Alt Wiym

human: Dxrl : Fleet Commander

humans: Family: four 2 adults 2 children extras.

Humans:[humans; Lil, Pee

human: Fleet Officer Quoshy

human: FLEET OFFICER (behind GLAXIS)

Humans: In Everin they become Eetoo on the M500 and revert to Moson Corporation names., Wit: Waza Chit, Sor: Ship Bithum, Bo: Burgn Woo, Tel: Tiy Glollof

human: Fleet Officer young O-ee comes up with the barrier weapon. O-ee is young but cannot be too young as fleet cadets graduate after years of preparation.

human: free colonials : Free colonials speak at the meeting where Nar goes.

human: Heen Luxae, free settler planter; a tractor driver kidnapped by the pirates made prisoner and killed by the pirate Frsnirrnfa.

human: Nar

human: extras

human: Trimmer The pirate is part of the anomaly trader group.

human: Xoh: Commander instructor Bigdot One

humans: Moson supply ship leader with 3 technical assistants enter the chart room.

Hunter extras

Leader: Technician Leader

Machine Council: an unseen entity that provides lawful guidance and practical guidance for space occupation in biological universes. Machines go first into space and provide star charts. Machine Council develops the colonisation rule where colonists may not settle until they get permission on inhabited planets. Machine Council: TAG is a Xelhn type of Machine Council facsimile that records and stores the history of Corx system and gives guidance to users from wall.

Mixed species: medical staff extras mixed species

Mixed species Kidnap group: maybe real Jake? Xla, Xelhn, androids humans, xepiens.

Nenith: mineral creatures are small and dextrous. Nenith take to the biped stature of biological species and use hand held weapons. A mineral species who appoint themselves guards at the zedhat hunting camp.

Passenger extras mixed species

robots: various robots

robot mechanical Jake

Space cadets: mixed species. There is twenty seven in one group.

Tee Giwyi: an alien device origin unknown. In Everin the Tee Giwyi is a small prism like shape with a sharp needle extension that is meant to penetrate a human head in the right place at the right time to connect pirate technology through the Anomaly Phenomenon to a use a void for trans universe travel.

Technician Leader

Technical assistant extras

Tug crew extras, mixed species

Xelhn: Everin; Flomiln, Director head of the Ring construction circle corx 11.

Xelhn: Limlifln,

Xelhn: Corx; Volvulmer; a Xelhn female at the meeting where a murder took place. Lillian; Vlublimer is the fleet commander rebirth, (note - the rebirth is a trick to test Nar)].

Xelhn Fleet Commander M500: Everin; Hilflihhm controller at the M500.

Xelhn: Everin; YOUNG OFFICER TRAINEE 75

xelhn: Everin; Fleet Officer Fiflrnmun [caught trying to operate tag m500]

Xelhn: Everin; The conspiracy group. corx 5 Xelhn infiltrate the Ring., 1. Hmluglann friend [male], 2. Lumlkis android friend [male], 3. Kyflnny [female], 4. Yieenla [female] android friend.

Xepien: Nufor city administrator Bflinn. officiates at a meeting.

Xepien: Commander Dox.

Xepien: Notwil

Xepien: Quoshy, a Fleet Officer tracker on Nar at Corx Four.

Xepien: Tressah mother of Notwil

Xla of the morph Tord: A pirate character.

ZHT: pronounced Zuhairtir by the corxians in notwil. At Zaidhayth in Everin the ZHT from Corx infuses another in the cave and a new ZHT goes with the team.

Glossary notes

Alien: non human extra terrestrial life.

Alien instruments: An alien Xla on Corx11 gives an Eetoo an instrument with keys that looks like it may be for communication. The Eetoo is given a second part that operates like a TAG interpreter. Xla trade with Corx5

Androids: androids in this story originate from the Xelhn who use them to

build the city of Corx5. Androids are self possessed personalities and each Xelhn now has an android friend or more for company as they spend a lot of their life in isolation due to the Xelhn spot that causes pregnancy. Androids self populate and there are a number of unregistered fakes built by Xepiens, humans and others. They have self rule and know city codes.

Androids2: In Lillian a change takes place because of the experience with Eetoo. A violent history is parodied as fashion by androids in the backstory. Gangs form and shoot outs are common. Androids use pistols (see pump) as side arms and an armour shield that sits out front on brackets to provide a target. Androids begin to fashion accessory things such as robot arms or legs tattoos or mixtures of both.

Aox-bi: A technology dependent alien. It uses gathered technology to augment its existence and over an evolutionary period has become a connoisseur and collector. Everin: Alien cable extender grabs like whip structures. Lightning technology cables. A cube with tiny worm line strings in motion. The anomaly connection.

Assassin: A mining tool for cutting rock. Automatic flexi-blade with a Operation control box cabin. Banned because it killed too many operators the one on Corx 11 has an auto control box.

Ballast: a fiction. Ballast is a contemporary material that is possible to be transfigured into anything. Food, manufactured goods, weapons, space vessels are all made from a generic material. Ballast like wafers of material retrieved by mining is converted after it has been reduced to its essential unnatural essence. Ballast is stored as solid gas and liquid as a prefabrication. Different Ballast design architecture changes depending on different needs. The space suit Ballast example is processed on the space

suit it becomes all things for survival. A space traveller needs no food or breathing supplement as it is continuously supplied by a Ballast under garment and processed before entering the body as needs be. The same Ballast suit provides energy of armour jet fuel and repairs to the suit weapons munitions recharge all Ballast supplied.

Becon: LAWBOSS and SPAK build different becons for different purposes and are very different in operation. 1. becon satellite communications security device that surrounds the mine lease and provides surveillance information directly to LAWBOSS. A crude device operating from line of sight. 2. becon space ships are simple SPAK productions made to operate in the Corx system.

beyloc: Docking and launch station on the M500 for bounce.

Bigdot: Rounder: [bigdot] Earth 2 Eetoo space vessel with solar system [short range] jump capacity. A large spherical ship built to operate in space combat and for transportation. Its outer surface has separated layers overlapping that expand as each job calculation sets. The outer hull shields an inner structure of 3 deck sections in human use. 1. Operations 2. Maintenance 3. stores. Inside these layers is the context of the design hollow space that creates particles. Here is where the Bounce is deposited as a navigation supplement during the cloud pursuit. This inner space is used for a formidable weapon called a Pulse Bam. Pulse Bam is a generic term for an Eetoo weapon and the Rounder bigdot uses a large inner spherical area to create both the propulsion and the weapon. A Rounder bigdot pulse Bam switches to fuel to create a vortex shift that makes it possible to jump outside real time. The outer hull surface by its contraction and the material expelled through the hull at forces calculated for the job. It carries 2 wing flyers that detach as flying air to surface and space to space combat and reconnaissance holding up to 5 but using a

single pilot laying flat. The six wings of different shapes pivot in layers. This creates a camouflage in screens showing a blur target instead of a fighter (Toothwings). A box may be installed to carry more loads during surface operations.

Blip: Blip is the sound and machine code messages between machines. The sound depends on the speed and type of machine, a stereotypical or general term.

Blockers: They are technological instruments made to hide from technology and come in lots of variations.

Blueball: Name for the solar system craft of the 'Dndr'. This is a sphere.

Blueball Mothership: A much larger vessel galactic traveller, attaches their Blueball fleet to the outer shell, also uses propulsion to move amongst the planets in a solar system.

BOBA: Binary Organising Binary Astrophysics. This is the human way of describing the alien. Humans do not speak BOBA and BOBA speak human. BOBA is a mining corporation like Moson Corporation. They are long associates and have participated in war as allies. BOBA use a human crew because BOBA found it easier to produce vessels with human instruments and humans make decisions that do not affect BOBA. BOBA craft consist of a mothership which waits like the M500 on the outer reaches of the system, a transporter for up taking equipment and materials and for carrying extras like a BOBA Frigate, a military vessel used to control a small automated mining vessel. BOBA do not mine the same materials as Moson Corporation and require distance for security. They have heavier weapons and are more aggressive than Moson Corporation. BOBA weapons systems: A duel throw dynamic is the

feature of all BOBA engineering. A boba weapon dials up ordnance and a missile is made to order as the target is identified. This reduces the fuel load. A double leash explosive is fired at a target. It turns in its own orbit and configures speed and accuracy during flight automatically.

BOBA: Binba space vessel. Trapezoid armour protrudes from two convex external hulls. These trapezoids interlace and through the process of transformation intertwine and motion like cogs as they break the barrier of nature to create their own worm hole. At anchor the ship folds in or out to make a larger internal space for the safety of another arrival that will land inside the first. This fold action is visible from outside where the gap appears from between two cogs. The size of aperture depends on the size of ship the size of launch ship and its pressure zone in space. Each cog may become stable and weapons or surveillance equipment installs from a central live space where the crew of binary human cadres might host a BOBA creature. Warships contain BOBA supervisors as the repercussion of retaliation is thought unsuitable for human decision makers.

Bomb box: Eetoo technology bomb boxes are containers that hold an artefact inside a chamber surrounded by moving clusters of technology that keep the area where the artefact is in a float situation. The box is lined with motion cells that detect and alter the space between the box and artefact so the artefact does not recognise where it is and has no signal to cause change.

Bounce: 1. Bounce is a space vehicle. It is made to act in space reacting to gravity and energy in a way that absorbs and disperses impacts. The means use activates energy. A flexible hull. An inner hull, also flexible, moves the vessel with precision so that a maximum force is exerted without using much fuel. It absorbs and stores external forces. There is a

compartment which varies in size and plasticity. This is also where Bounce secretes contraband substances not detectable by the surveillance. The mechanisms of control include a remote operations system called a DORS. The vessel has various communication devices including conventions of the time and systems unique to its own operation. The bore cylinder is used to extract ore materials designated by the company [Moson Corporation] that owns it. There is a storage used for the public contract containment of materials. Bounce is a vehicle made to operate in extreme conditions and is made as unbreakable as any known space travelling vessel. **a. Contracted materials:** [MINERALS: actinabrophilat ophinacinacide , terbhimoshadium gormatite, stribution phosmium, zylotiss maghodite a, zylot strimagide a]

., **Contraband** : a secret material unknown to SPAK. Moson Corporation uses Bounce to find valuable deposits that are unique to Moson Corporation. Bounce has as its objective only the secretion of these deposits. Bounce takes minimal examples and makes a code for each found substance using the DORS assaying equipment. No authority including Moson corporation is able to break into a DORS security code. The codes are used to lock up the samples and can not be disturbed until the Bounce mission safely returns to the m500. Environmental aspects of the use of energy includes apertures situated around the sphere and sensors. There is a housing opposite the plunger mechanism that allows the exit of the K5 unit. Any experience that includes a collision has these fittings shut into the sphere. Bounce 1000kg grey ball sphere. There are 2 stores 1. Contract and publicly available to scan 2. A secret depositing between the outer and inner shells not available to scanning.

Bounce Flight design: Everin Bounce is an assault weapon system craft that is perpetually redesigned in M500s and put on active service to retrieve the stolen treasure. The Everin sphere is big. At fifty metres Everin's hull necessarily uses more energy and a Ballast supply block installation

is not as sophisticated as the prospector unmanned vehicle. It has a weapon system based on contemporary technology and upgrades in situ can be made. DORS is reconstructed for this mission as as an internal flight controller and the K5 is not installed. Flight is a rotation flare that folds out from the sphere and may be situated anywhere and in any direction on the external hull. An internal second hull gyration capability keeps the helm deck upright. The hull remains fully integrated with Moson Cell active capability. Gravity control is active and supplementary to pulse engine shut down.

Bubbles: B.W. Seventeen Satellite Bubbles. an orbit tourist craft made of stuck together wrecks Bubbles features as a location in Bounce. Moons of Corx Nine, B.W.Seventeen and B.W.Nineteen can be seen by each other. 3 Alien vessels orbit a satellite called BUBBLES, 2 transport hulks stuck together that shows dents and corrosion from long and eventful careers. Rebuilt platforms and a scaffold over the larger rear hulk display upgraded fixtures.

Bubbles: Bubbles weapon. Made by an unknown manufacturer Bubbles is a technology foam. It is used as a means to disarm the Cyborgs and pirate weapon.

carry barrier: not a solid object this barrier is a projected force field shield and has armour characteristics.

Colonials: Human: Colonisation is a matter of negotiation. The discovery of acceptable planets might be mitigated by the indigenous population, distance or and ease of transition. Human transitioning to a colony is genetically chosen from a pool of human volunteer programs. The reason for this is that, unlike the M500 colonial transfers this is one go permanent

gambles for the chosen few. A program can perform the growth cycle building a body at the age of 25 years eG., each person is grown and is started with as little flawed physiology as the build can make. All the materials are transported as unbiological material and assembled within the solar system of choice. 10000 humans are made over a ten year period and supplied for 50 years from the transport vessel unless they are capable of an earlier transition to the planet. In this story that time has long passed for the Corxian colony and it is generating by natural means a stable human population. Standards permit a growth rate that is strictly monitored and exceeding the quota leads to banishment. The means for a program is very individualistic so each human is grown separately. Not as a batch. The cocoon bubble is a use once automation triggered by a series of docking events at the time of arrival. It takes time to grow a body blank. A human is ready and able immediately and has a drug regime imbedded that decays over a 6 month period that leaves a naturally living person. A memory is enacted during growth that coincides with the program details so a history is within each individual. Corx is nearly 6000 years a colony with humans 3000 years there.

Computer. Machines are beyond Computer technology. Machine is the term I use for future evolution of computer. In the story machines are evolved beyond human understanding but remain machines in that their existence means nothing without the consideration of natural beings. Machines entity knows more than any living creature and alien technology also relies on machine entities.

Console operator Earth Three; Director Targ Vendum the director of operations is there to make the technology work as easily as can be. An operator who is adept at getting the best out of what they have quickly.

Controller Earth Three; Eo Lim., The controller is a facilitator with an insight into the strategy of protecting Moson Corporation from the reality of a hostile competition and the need to take risks that will secure a reliable success economically. But the task of human is a diminished one. Moson Corporation could not exist without machines that understand how to design the Moson Cell. To keep an edge in a competitive business decisions might require side stepping and wavering of semantics or the codes of the colonial governing machines without their awareness.

Corpse: B.W. Sixteen Deadrock. Earth Three crypt zone. 5196.351. is a street number. Road is set, not move. A texture helps control the hover vehicles direction and break systems. At 5196.351. each cab stops out front of two impressive crypts. Fence mesh lowers once an address is put into cab. A ramp leads up a couple of meters to a door separating two cubicles. Here each corpse is seated and have a head tilt toward each other as if they are acquainted. Their chairs are above ground on pedestals for a better road view. Not everyone wants to go in. A transparent barrier is magnified so they appear more monumental. Vapour slightly hides the death pallor and keeps each corpse for ever. This changes on entry. A stimulant wakens a corpse for a short while and visitors may speak to their loved ones or friends as they wish. Unfortunately it depends on the condition at death as to what response is. In Corx after death there is no post mortem. The body is kept indefinitely at deadrock so it is not necessary to find out how they pass away. This is a Xelhn cultural norm which reduces the need for incarceration or police because instances of crime in the population are small. Wall finds out what it can and dispenses management processes.

Corx5: Corx5 is the 5th planet of the Corx system. It has inhabitants that precede colonisation. In this story planets with pre-existing natural

species who are not capable of space travel but are life forms are given Machine Council codes of colonial understanding that prohibit their interference without their knowledgeable consent. The inhabitants of Corx5 are called Drimodle. The surface for colonials is only accessible in a predetermined way. Laws prohibit contamination as this could lead to evolution. The landscape and weather is created by the Drimodle themselves. The colony recognises 2 species; Vinvr and a type of water creature they call Mollusc. The Vinvr have been studied over the time of colonisation as they are thought to be the most likely contact that will allow settlement. Over thousands of years of study some aspects of their growth record is kept. Translation has not been achieved. Vinvr appear to touch the grow bag and create sound patterns on the growbag surface. The canopy of the Vinvr which has a vegetable like appearance, covers the entire planet. This gives the planet a greenish light on the surface. Not much is known about Mollusc as they live further away from the Corx5 city. It is forbidden to instigate Drimodle contact.

Corx5: sky; the sky is tinged with turquoise from the reflective nature of the Drimodle. Where there is no forest the sky is blue.

Counter: Counter and egvh are graphics of a moving device that measures the position of Bounce in relation to earth 1 by weight, a fiction in the story.

Crusher: A large combat and deployment space vessel. Crushers are the heavy transport weapon of an Eetoo carrier. Numbers of Crushers are carried through jump space in a carrier. Crushers are systems jumpers able to deploy sets of Bigdots and Pinfighters to planets for operations. They carry detachable hospitals and barracks for Eetoo soldiers to use on surface deployment. Crushers are mostly used in this way but are also

jumping back and forth continuously resupplying Pinfighters and Thump with needs. They are faster and more efficient than bigdots and much larger but are too big for planet landings. Crushers carry bigdots, pinfighters and P-finders that are automatic satellites with they hope, the capacity to discover new Parallels. 1. Loop catcher; a detection and retrieval pulse that gathers information on space debris and can press [squish] together very small materials and bring it aboard for recording and further analysis.

Cyborg: human dead and machine made and used by Moson Corporation for security. Features 1_ one leg cylinder keeps a moson cell ballast store for the Cyborg. On the other leg is a similar cylinder that maintains and recycles waste from the body. 2_ The massive armour is very light but as strong as needs be. Holes in the headpiece include vision, laser sights , hearing receptors, breathing filters, speakers, connectors for external needs like supplementary breathing, medical needs 3_ All the armour has articulated limbs and while looking cumbersome the agility and strength of the soldier is enhanced by gauged mechanical devices. These devices eg., pipe energy feeders to enhance cog lever limb functions, are set by the machines on the soldier and are not controlled by the soldier. Environment is everything. 4_ flexible hammer gloves with a pin gun connection. 5_ Surrounding the soldier is armour. Just beneath the armour skin is the Cyborg life support systems that can be separated and used without the armour suit. These include a chemical feeder that assists the Cyborg to behave in a rational and calm way. A library with vast experiences enhances the function of a Cyborgs normally working brain is called a human sequencer but its different to the DORS unit as its a mechanical device to assist the control of the human brain under the duress of death. A food dispenser means that a Cyborg, who does not need sleep, can be operating without conditions for 30days eG. Cyborgs do shut down to save their energy

packs. Body filters and assists like dialysis keep the organs functioning at peak even if they do not always require mechanical prompting. Some external packs are a Jetpak, and heavier weaponry but these are supplied and not carried under normal operating conditions. Jetpaks double as projectile weapons. The Cyborgs use a dive belt which is an apparatus that synthesises atmospheres in multiples of earth's as a means to control speed in a descent so they are able to drop through space at directed speed.

2. Cyborgs: Commander Tion Gbol, SURGEON Dimef Dvur, Crp Avaker _ 'Standy', Sergeant Seoh 'Toverb', Commando Gheel,) (A second soldier group is sent to the mining lease = Commander Charles Simeron, Surgeon Dapter Loak, Corporal ' Stander ' Brish, Corporal ' Lead ' Bantum, Sergeant ' Basher ' Krouker a Berserker commando. Military: Cyborgs are a way of providing cheap alternative soldiers in distant places. The Cyborgs backstory in the M500, just one of many M500s in operation, were created during a long ago conflict where millions of colonial citizens were destroyed and millions of military personnel were also destroyed in battle. The process of making a Cyborg has been refined by machines. Machines have discovered that a group of five deceased bodies combine in the most advantageous way. Medicine and brainwave activity is more easily controlled with group disfunction. So, during the long ago battle Moson Corporation machine triage grouped ideal bodies with the right body parts together. They were regrown to some extent and the machine parts interwoven as a part of their functioning physiology. A library feed and onboard supplies contain each Cyborg for a given period. This makes them unreliable on procuring provisions unless it is an objective that is in line with the tasks at hand. Each Cyborg is an individual with the demeanour and human aspect of any transplant patient. They are aware of the drug component of their existence and of the library feed that is able to supply the brain with information flows to make them operate as humans but with the additional control of emotional and effective physical responses created

for them so they may behave in any given environment.

Cyclotron: made first in space outside the barrier of solar systems gravity. A method used to search out a way to make jumps in space. A machine makes a glass like cylinder in the shape of a ring, exactly round. This has a firing chamber and reception chamber in the same place on the ring. Using calculations bigger than is possible by humanity a machine remakes over and over this cyclotron measuring the vibration as it centres in space. By altering the size and energy of the vibration and its atomic components using the pressure of the round firing a piece of material is formed inside a sphere eventually being propelled somewhere. Over time machines develop a return action and over more time and with bigger machines jumps outside of time and space are made. Mapping is essential and it is the mapping that takes control of development away from humanity.

Dndr: The design idea is part cuttlefish snail and snake. Dndr flatten out swimming like sea snails. The swimming model is sleek with the wavey swimmer motion of the Mollusc. It moves with the single foot at a pace equal to human walking speed. Along the body are eye sensors, hook grapples and suckers and the top the whip prehensile with blade that is a traditional attack and defense weapon held in a muscular slot on its uppermost part of the body. Dndr communicate using a low microwave and a combination light and subsonic vibration to transmit communication. This is very much quicker than human speech. **Dndr at defense:** A shell of strength is quickly deployed by a Dndr in danger. Up to 10 metres in size this shell can repel most conventional assaults including projectiles and gas attack. It is able to erect a shell in milliseconds and it is this advantage that is exploited by the Corx5 colonies as a way of creating new walling construction materials. The Dndr secrete a fluid that is made synthetically by the colonisers. **Hatchling:** Drimodle invite the Dndr to have their

hatchling at Corx5. The Dndr hatchling is a creature of the water, slightly bigger than its adult phase with a relationship, a kinship link between the Dndr and the Mollusc population. It has a trunk, eyes, sensor lumps, colour sequencing processes, suction caps. Features of the juvenile include a prehensile sensor, agile musculature, vision developmental growth and a newly forming single foot. 2. Dndr: An alien species with similar technology in terms of advancement. Dndr play a key role in the activity of Corx5 in that some of the invention there is a product of trade. Dndr also beat the colony to co-habitation rights with the indigenous species as they are relayed to the Mollusc species.

DORS: DORS Is a main character and heroic automaton. DORS. D.O.R.S. Deoxyribonucleic Acid Organising Remote System. Commander of Bounce. Deoxyribonucleic (Acid) Organising Remote System. A DORS unit is a single bar of light derived synthetic material designed by Moson Corporation. Deoxyribonucleic (Acid). This fiction is the material that when compounded using the Moson Cell structure of programs contains and discriminates in a way that is a controlled change of state for light. This makes it possible to make light into forms. With the identification by machines of a substance particle; only identified by numbers, transportation of communication, followed by identifiable structures can be made through the trans- universes discovered at the time of the particle number found by professor Moson. The DORS operating system is a bar of containments each housing similar potentials but able to act independently of the DORS in a permeable way. The unit controls this operation by the inclusion of its structure of the program of a human subject as a number called a human sequence. This is stereotypical of the programs used in the story narrative to colonise distant systems. Machines operate for humanity because there is no other existential way forward for the complicated colossus of the machine driven society. DORS is given a purview to carry out the orders of

its operation and for payment it and its K5 supplementary operating satellite will upon a completion of the task, be designated the honour of its program function a human identity. There is no higher achievement in its design program. DORS: A kite shape. A colour spectrum bar with a diamond back. D.O.R.S. Deoxyribonucleic Acid Organising Remote System. Commander of BOUNCE. A single bar of light derived synthetic material designed with a Moson Cell structure of numbers. Half way down a human sequence code is stored in the diamond shaped laboratory. K-FIVE is a part of DORS housed in the hull. It is a circular scout rover with flight and carries pin weapons, detonators and small auxiliary dot spotters. DORS can clip into the centre of K-FIVE to increase speed and fire power.

Drimodle, native species of Corx5. **Drimodle; Mollusc and Vinvr:** (Drimodle have no speaking parts) Mollusc are large creatures found in the water in Corx5. Moves in water like a sea snail, on land like a grub, has short fine fur and sensors like a fish that run along its body and underneath octopus like suckers for eating algae. Mainly aquatic. Vinvr: In (Lillian) Vinvr develop because of TAG. They adapt change shape and size in different situations. In the forest the leaf Vinvr may carry the trunk or stick part (Tri-stem) around in flight and refits their shape so Notwil can fly with them. The Tri-stem part has 3 prongs or staves and walks like a biped now it understands the biology of the colonists. One prong or stave is adapted to swing lengthen or shorten like a lever for various purposes. Frond Vinvr are hollow tubes that stick out of the ground and make flute sounds. Frond can retreat rapidly into the soil. Frond thickets barrier the drimodle Vinvr at the ground around Corx5 city. Where the Frond thickets are there are no filament tendrils in the soil as they have altered their state to produce the Fronds.

Droklogh: a technology device fitted to a Ballast producer that makes a

transfer process quicker and more efficient, a thin tube attached to an angle ball angle tube ball and tube again the size of a long screw driver, a Droklogh.

Earth One: The source of Moson Corporation. As ships leave earth 1 some are misplaced in the transfer. Once a universal transfer vessel leaves earth one is lost to them. The jump is like a first time at each jump and there is no actual way of knowing what goes wrong. Most humans leave as colonists and are sent as human sequence numbers to be assembled (age 25) on arrival. It is thought to be the safest way. Moson Corporation sends volunteer humans who know they will never leave the ship and whose descendants will forever remain on board space travellers. Later a suitable earth planet is discovered and colonised by Moson Corporation and known as earth 3. Colonial inclusive actions begin to supplement and manage some of the activities of Moson Corporation.

Earth Two. Earth Two is Earth One's first universe jump to a same planet situation. To be eligible for colonisation, an earth type planet must be void of life forms that would be interfered with by colonialism. There are many planets like earth. Earth Two colonialists are human sequence volunteers pushed through early in the universe cycle of colonies.

Earth 3: 1. Humans from Earth 3 are the Moson Corporate contributors at the human end of the DORS 2 mission. A large industrial complex features early in the story and is where humans try to keep up with and make use of Moson Corporate utilities. (OR) 2. Earth 3 is colonised by human sequence. A development in laboratory technologies makes it possible and advantageous to act with Moson Corporation.

Earth 4: The Parallels Council have 99 Universes on notice. That is they

know about 99. The universes are not in order. Humans have made transition to 3 universes. Earth 4 is thought to be the next step.

eE: 1. A research fiction used to justify certain lies about the eG or eG gravity and the act of being pulled through space instead of being propelled. 2. eE: The particle identity that is not named. eE is an enigma in the true sense. Its discovery on Earth 1 results in a different view of the universe because between them, machines and humanity prove the existence of parallel universes and the capacity to travel through existence. Not time or energy but the replacement of real time with synthetic replication related to location. The eE attaches to existence and is unstable enough not to remain. It travels through parallel universes to continuously remain stable. Machines and humanity design a synthetic that replicates the eE position at the point of its next location. This calculation is an equation made possible by machines and proves the identity of particles as individual singular pieces of existence (relativity is challenged). After its discovery the idea of an elemental table became obsolete as the creation of existence in the NOW of the story knows no boundaries.

Eetoo: Earth Two is the central human military establishment., Eetoo Spacecraft., Eetoo weapons: 1. Carrier 'Thump'. Thump is the Corx System fleet command ship of enormous size and capacity. Thump carries the Eetoo , Spacecraft and weapons along with supplies and the equipment an army needs to survive independent of the surrounds. 2. Pinfighter; a fighter carrying two Eetoo, a pilot and navigator with no landing capacity and carrying a large version of a Pin gun. 3 Bigdot: a sphere with transport and landing capacity and a weapon called a Pulse bam. Bigdots carry 2 wing fighters (Toothwings) with the capacity to land on planet surfaces. 4. Eetoo soldiers carry a wrist bam with a variety of settings and later are issued

with the Q-breaker. 5. Shade Judge - A Parallels Council machine carried by Thump with extra Machine Council judicial power. 6. kikpony; Each has rows of technology canisters and a mobile chassis that gives the machines a variety of terrain travel options. kikponies and Shade Judges can act on and close down technology by infiltration. 7. kitpak in action; top plate blurs as it disengages a layer to make the ceiling for a fortified cover over the entrance. This plate separates and begins to separate again to make a spreading habit. The large pulse rotates with a ridge bar acting as an arial to pin point extra fine motion. Spike beams drop first and solidify before unfolding sensor barriers complete the fort. The weapon is a pulse bam. 8. P-finder: A specifically designed satellite that probes space for a Parallel universe intervention. Humans look for a next universe jump site.

Eetoo 1. Eetoo soldiers carry a wrist bam with a variety of settings and later are issued with the Q-breaker. Uniforms: a., a space suit is worn in combat situations even in atmosphere in (Corx). This is a onesy type of garment with an open all round view helmet. b., the Eetoo uniform at corx 5 is different a 2 tone dress green with a bonnet style cap beret with a communication cone atop. The cap features a fearsome drop neck cover that covers one side of the facial features and replaces it with the image of a hero that gives the Eetoo a dual face look.

Eetoo 2. Shade Judge - A Parallels Council machine used to detect technology. A Shade Judge has great mythologies attached to it and is respected amongst the Eetoo. To touch a Shade Judge is taboo and an offence.

Eetoo 3. kikpony; a small mobile unit with less coercive power, pulse and solid weapons. Kikpony's use a limited version of Shade Judge technology

that can act closing down technology by infiltration. central is a pin cannon with front and rear capacity to fire shot. Canisters line the cannon on a T-bar that fire technology blockers.

Eetoo 4. kitpak: Light weight this is a portable fort with wafer sections that carry separate modules that can duplicate to increase ground coverage. Kitpaks are set up as a perimeter block in building situations. Once situated over the maintenance tunnel on Corx Eleven kitpak unfolds technology walls to segregate communication and quarantine against onworld contaminants. The weapon is a heavy pulse bam with a hemisphere firing range.

Engineer chief Earth Three; Joel Phaul. Although engineering is an ancient craft surpassed eons ago by self directed machines, for humans in action the making of utensils for humans to use is still a prized activity that comes up with surprises. Machines acknowledge the practicality of having trained engineers on station as they are their ancestors as well as their partners in the practise of making things that work.

Environmental suit: The suit is a material resumed from the Xelhn space colonial store. Helmet removed and the wrap is topped with a device for video and sensing outside. It is seen as fashionable in some areas of the city to wear the suit with or without the hat. Inside it is loose and fills with atmosphere to a pressure that excludes the force from the Tower wind tunnels. They are meant to exclude contamination of any sort. A dial near the side of the head can operate an inside light, sound and a switch that makes the suit all but transparent. This is useful as a tourist can experience falling through the algae bloom as if unadorned. There is a round sensor on the suit that is a detection sensor for a range of things. An environmental cover.

Fall box. A house size chamber used to drop citizens to surface level down a Sky tower and bring them back as a part of recreation in Corx Five.

Escort: military style armed space vessel. A small space vessel with no jump capacity. A small canon on the hull. It is referred to as a 'patrol boat' by Eetoo. Carries the Moson Corporation Cyborg units.

Fissure: The fissure Anomaly Phenomenon is not understood and poses a risk of detonation. Locals siphon and use by-products in making material partly where alien technology is involved.

flatscats: A designed biology made by the xelhn to eat rock and soil and excrete gases to increase the atmosphere potential during corx6 development. Flat and wide they herd in deep craters where the toxic gases they produce escapes slowly to mix with the lean atmosphere above. A metre wide bite with massive grinder molar style teeth a bag gut and shit dirt from rock dissolved by their chemical stomachs.

Fleet Command: 15 years after Bounce the LAWBOSS SATELLITE is converted to Fleet Command. LAWBOSS no longer is recognised but SPAK continues on Corx 11.

FLEKLOUD: Alien gas creature. The creature is a grazing and docile being converting dust to body chemistry and used by an unknown or SPAK to graze and clean up the smaller rock at the mining site. They have intelligence unknown to Moson Corporation.

FLEKDART: (dartbang)provided to the Flekcloud by an unknown merchant the dart can penetrate most armour. A defensive weapon.

Float: any device designed to float in air as its means of activity.

Float sensor: During a search for the killer of Toverb Police use float sensors. see probe. They probe using a catalyst and an internal gas. It is a barrel shape with fixtures to operate it remotely. The gas can react with external objects from a distance and emits a glow for some substances. Uniform officers can change the catalyst using their own body equipment.

Fog sheet: The name of a Xelhn technology separation barrier is fog sheet. Corx5 has normal technologies like move and androids. A solid wall may dissolve as a gas sheet to allow the change of position size or transfer in the case of a door. The idea graphically displays the concept of the Machine Council's capacity to rearrange materials made from Ballast in a way not available to the natural world under the guidance of the designer or engineer.

Geo-thermatologist Earth Three; Lawdy Gene, Specialists are here to assist the controller with details about what might be occurring at the active zone. But they are also students absorbing everything new and different so that they can interpret changes with design composite architectural engineering newness and possible changed updates with what they already are finding beyond their capacity to keep in touch with.

Glaze: 1. A glaze is a glass like simulcra of a deceased at Deadrock developed to reproduce the personality and act as a companion during visits to deceased at Deadrock. 2. a glaze may refer to a types of illusion that appears like a glass simulacra.

growbag: growbags are tent like additions that incrementally increase in

size as whatever inside and the environment permits. Corx5 growbags are surface barriers that exclude interference with Drimodle while allowing some activity on the planet surface. Access to planet soil is prohibited. Corx5 growbags have gardens and zoos and food production or used for recreation created completely from Ballast and numerical sequence records. Growbag technology is the first attempt to produce an atmosphere on Corx 4 and 6. The bags are very large and when dropped break open and chemically interact with surface to make gases.

Gravity counter. This is a Moson Corporation counter that measures a mass position of the particular thing it represents as a formula. The formula calculates mass as its gravitational force in relationship to earth one. The computations are enormous and layer upon layer of digits in the counter show at the top layer as an 8 digit number. The numbers may be of different colours and situated in different positions within the margin of the parameter. gravity counters assist in producing the continuing change in body textiles that can keep a human at the gravity of earth 1.

hair grapple: A hair grapple net is a filament coated net laid out over an area to collect asteroids or trap vessels. It will eventually wrap around like a cocoon to hold for inspection and causes enough drag motion to slow.

human sequencer: Colonies set up with numerical sequencers that activate body blanks at the age of 25 years. Each blank is given attributes for their individual volunteer donor sequence. Memories experience of their time up to donation of the sequence all are placed in an artefact that lies in the body once pre birth conditions are met. The reason for human sequences is that travel through worm holes is too much pressure for complicated entities such as biologies to survive in the process in the way humans and commonly aliens travel. Human sequences have no other use and

are left in the body to dissolve. Human sequence artefacts include the evolutionary best guess for disease and contamination. The human sequenced body is invested with antibodies chosen to elaborate the innate physiology in a way that creates a beneficial prospect for life.

human sequence rebuild: In Lillian the concept is revisited to extract DORS from Lil and transfer the bounce files to the Pod. A human sequencer architectural plan recovered from historic files in TAG is from initial colonial ships, rebuilt, then upgraded with all hands at the preparation stage.

Jake Roggles: see androids. a mystical character and not seen in the story

K5: bounce satellite roving scout. K5 self manufactures drop prospecting detonating devices and has a pin gun array. Energy is lost in the process of making these tiny devices and its propulsion jets.

LAWBOSS: LAWBOSS is a design change of SPAK intentionally made to be a tool of use in the Corx system but is a primitive machine. A LAWBOSS contract is a formal declaration made for LAWBOSS as head of security in the district. Moson Corporation activates a LAWBOSS agreement to mine as a formal security arrangement. Moson Corporation knows well Corx11 is not inhabited and law enforcement needs governance to be legal. There is no Corx11 state.

LAWBOSS SATELLITE: LAWBOSS is a development of SPAK in the Corx system. LAWBOSS is a generic name for the automated function of SAK where it interconnects with the Corxians. A huge inflated sphere that orbits Corx 5 pretentiously acts as a security action where there is no jurisdiction. Its automatic function is primitive. This is an intentional design function and corruption puts it to good use in Corx. LAWBOSS becomes Fleet Command in

(Lillian).

Light: In this story I give light some fictional properties. 1. light as a product particle. Light is energy resulting from a point of delivery. As it disperses it decays with distance. 2. When light projects each piece of light is a part; particle. 3. Light density is affected by obstacle., colour and reflectivity for example. Energy projected by the particle is complete and able to be dismantled in structures like colour reflectivity as a portion; or particle. Light products are constructed using the moson principle of synthesising reality into real time matter. The light is again motivated to change with another process and gain until it is a matter of synthetic material new and solid enough to be the basis for constructing another newer material. The process is continuously unstable and controlled by moson cell technology or a newer post earth one technology. DORS is made out of such a thing. see DORS.

Loop catcher; Eetoo detection and retrieval pulse that gathers information on space debris and can press [squish] together very small materials and bring it aboard for recording and further analysis.

Machine: A machine in the story is all operative mechanical devices. Computers no longer exist. They have evolved into a far greater entity, self aware, able to regenerate and re think into an evolved machine as it goes about its duties. Still a machine. Not an ambitious or aggressive entity. Traits can be put into machine designs of any type but to do so a biology with intellect has to argue or discuss and plan any such an adjustment. The supreme machine is Parallels Council. see parallels council

Machine star travel: Machines gather stellar charts by exploration. Over millennium trans universe travel is conducted first by machine entities

with no biological reference. A program is calculated and the boundary of location identified and acted on. A machine star charter arrives and takes intricate sensor reads of the sky and returns if it is not damaged. Machines designate through star charter research which planets may be approached by biology.

Maul street: A street for Xepien mutants with a particular specialisation for their strain. No bones and otherwise locked in glass containers these mutations with surgery to enhance the Xelhn muscular growth peculiar to them live in Maul street where they interact with many visitors. Massage is a prehistoric description of the capacity of these Xepiens to mix and enjoy the company of their neighbours. The situation is perfect for Xepien mutant Canter and Avaker. Avaker carries the scars of a Cyborg and though he is well it gives him a natural affinity to Xepien mutant Canter.

Mesh: Moson hull mesh is a product not made by humans. It is of machine design after consultation and development with human intervention reaches a position where machines realise they process faster. Machines make a mesh that has to develop after the basic building blocks of physics have been mastered. 1. The actual mesh type is a mixture of shape derivation so material can be both impervious and able to let in as much or little of the physical universe as it is designed to do fast and without sufficient flaws to make it unworkable. 2. The actual synthetic production of material in the sub structure of matter is beyond humanity. Historic reference: Machines already beyond computer development, professor Moson sees, on a marker board, a physical change of property during writing down some remark in physics language that reacts physically. This material disappears with the removal of any of the remarks. He has discovered something moving in and out of existence as he knows it. With this idea he goes on. Machines take on further advances to break up and create new the sub context of

matter. Mesh in the Moson Five hundred is a made synthetic that exists outside of time and reality. This leads to the capacity to travel inter universe in an instantaneous way.

Mollusc: Drimodle; It has fur or hair and sensors like a fish that run along its body. Mainly aquatic.

Moson Cell: 1. A Moson Cell badge is given the property of connection through a unique transition system. A communication device that travels along predetermined star chart paths. There is no complicated architecture. Moson Badge systems use a machine code complex to operate in a fast manner. No restriction for location means a calculation for action 'a to b' is an in situ almost instantaneous relay action.

Moson Cell: 2. A Moson Cell insignia appears on the roof centre. Moson badge systems use a machine code complex to operate in a faster manner. No restriction for location means a calculation for action 'a to b' is an in situ relay action. A green physical line, an establishment of construction, is a line of Moson Cell design that resembles light without the physical natural properties of light. It flows from the cell central communication transfer feeder to the centre of the chart room. A floor disk marks the connection zone. Along the green light line a small visible prism swiftly moves and stops 1.5 metres above the central floor disk.

M500: Moson Five Hundred. A model operating M500 architecture operates like an enlarged Moson Cell. The spaceship conveys Bounce. A structural architecture with particles created and moved and distributed through the spacial workings of an M500 from the central nucleus gyro sphere dispensing and dispersing altered particles. Fuel bars produce particles and the nucleus sphere programs and directs the activity. A rhomboidal triangle of

inhabited space is shaped by the enormous pressures of a space transfer. The distance of the outer skin and the operations centre is a gap diameter of 1000 kilometres and a central schematic of 100 kilometres by 20 kilometres. The sphere is 20 kilometres in diameter moving to 50 kilometres when required.

M500: Everin. The Corx system Pod is expanded when the nucleus is affected by the bounce package. In the first section as the story starts the M500 is 200 kilometres of hull with the Pod in full 20 kilometre status. Later when the m500 meets a supply ship the hull becomes 400 kilometres across with another 10 kilometres added to the nucleus for navigation. This will enable the m500 to return to Corx. When the pirate raiders take the treasure a 200 kilometre hull is transferred from the treasure M500. bounce everin see everin.

M500 POD RESCUE CRAFT: A large convex top saucer flyer with turret vent weapon and flat bottom lander surface touches down on the new earth clear area for space vessels built by Eetoo survivors.

Moson military Commander Earth Three; Emily Nilton, The mission this time includes an involvement of soldiers both in a protective capacity and possible aggressive actions. The commander is in the Earth 3 complex as a liaison and to reach with the civilians in case of a breakthrough, a swift and decisive outcome. For the military involvement this includes an economic success.

Move: Move technology is a key difference in the alien colony of the Corx system. Mechanical and biology combines. Moson Corporation is aware of the biological use for machinery but prefers mechanics/numbers., examples are Lockwall, move floor, move wall, secure wall.

NENITH: mineral species mineral skins produces gas separation chemically in a central sack that creates intelligence. Their flexible bodies take a crude human form adaptation with arms and legs in a simulation that results from the discovery of biological life forms.

Notwil: see Xepien

Parallels Council: a supreme entity that governs the limitation of a species colonial ambition and ability to cross universes in jump type modes. A biologically naturally evolving species even with additives like machine prosthetics has to reach a position where it will be able to make of their own design machines to enter another universe or a like type of technological breakthrough. Then it is possible and Machine Council steps aside to allow the progress and evolution of the biology. Biological entities have to be able to ask the right questions of machines. Parallel Council like all intellectual machines do have the capacity to intercept and remove communication or actions they deem inappropriate. This is done using a hierarchy of machine dominance. Machines do not have a command type structure and are not political excepting if they have the information to calculate which they do better than physiological beings. Their technology remains self evolving. They do not use numbers but ideas where a universe as an idea is able to exist. Humans do not know about and do not calculate in this way.see also Machine Council.

Parallel Universe: In this narrative a parallel universe coexists in the same location and space of Earth 1 universe. It is possible, not understood properly, that particles of the universes can be as solid as what is understood to be solid. That is, it is possible the existence is a whole. A solid existence whose variation is provided by parallel universes, so that

solids are what we humans on Earth 1 experience as the gap between us and the existence of other as distance is the position of solids elsewhere. This displacement is measured as pressure and location. Engineers are not able to comprehend this phenomenon in the story but are able to transgress machines using existing theories that approximate. That is because of the size of multi universe. Moson Corporation have a rating estimate of 3 universe travel capacity. This means Moson Corporation has a machine development that can only understand up to 3 levels of universes. A universe is navigated by machine calculators. They weigh the location and distance in relation to Earth 1. The weight and particle count provides evidence for the discretion of travel. A vessel like the M500 passes through these areas where it is most likely no solid objects exist. In this way both similarities and differences is discovered in the amounts and types of objects in each universe. An object may exist in universe one and may be a different object inhabiting the same space in a parallel universe 2.

Physics consultant Earth Three; Dr. Thomas Forge. All present understand that for this mission the use and understanding of physics might test their collective ability to come up with answers and strategies. Along with engineering the machines partner physics human practitioners to get at answers faster and with twists that often machines find out with the benefit of a lot more calculating offerings that cost in the long run a bit more.

Pinfighter: This is a combat craft used for escorting and space to space combat. It is not able to jump but has a large weapon load. A 2 pilot cockpit and a barrel shaped canon that fires spheres or bolts with very clean accuracy. All of its structure is devoted to delivering a calculated payload that is manufactured in the barrel of the cannon. As Eetoo soldiers

in space carry their own supplies the Pinfighter has no internal survival equipment for pilots and they have a 20 hours eG [earth local] capacity. Usually pinfighters are resupplied by the Crusher that carries them and are used as escort because of speed and fire accuracy. 4 Asymmetric wings have a rotation and angle capability meant to cope with spacial disturbances. The moving shapes contort to destabilise the flyer at very high speeds giving it a good escape capacity if attacked. This is of use also in offence.

Pinfighter in Lillian: The design is more complicated. To save Ballast in the equipment remake swing wings become fixed and the cannon is replaced by a single load ball of technology that explodes as a barrier like a large kikpony in space.

Pinfighter 2: In Lillian Nar takes a Command Fleet shuttle. These are modified small types of action vessels created after the Eetoo leave. There is less sophistication. No multi-wing. The shuttle is made to go fast between Fleet command anywhere in Corx system. The drawback is the weapon and payload, a ball technology shifter. It creates a wave disruption but to fire the projectile is such an effort the vessel stops and changes direction as an automatic function to adjust from the recoil and to get away from the discharge of the weapon.

Pinfighter Everin: In Everin a pinfighter delivers the sphere catcher ball shot that holds the anomaly alien artefact. The pinfighter upgrade fires a single ball/sphere of technology and the pulse conversion load at ignition sets the fighter into hyper drive. This makes the sphere/ball shot capable of a bam delivery at very close range.

Pod: 1. Classification., Pod is a term used for a type of solar system

travel agent. It is constructed to jump and decay as it connects to reality. 2. A Pod is the name of the seed for a Moson Five Hundred. One is placed in the line of builds at the edge of Corxian clear space. 3. D-Type escort Pod is an auxiliary craft used for small excursions and specifically designed for abandon ship emergency situations. Two Pods exist either side of D-Type escort's fire tower. Each can seat easily six and Tank can be inside or a rail is uncovered on the central perimeter running around the ship. Unarmed Pod can use Tank on the rail with its turret canon.

Pump: Side pumps use gas to propel non injury projectiles. A fashion in Lillian's time androids take up after the experience of the Eetoo military experience and information gathered about how severe hostile situations shape human history. A side pistol is carried wild west style and a front shield is worn by gangland android groups. The shield is held out front by brackets and looks awkward but is practical for stopping the pistol fire by neutralising the shot. Androids fashion change is dramatic with a self awareness of their mixed association with Xelhn Xepien and human species.

Q-breaker: a Corxian weapon designed to retaliate against the gas weapon pirates have used to kidnap damage or steal Corxians and their property.

Ramp: a ramp is a move lever that is up or down and some can be walked on. Conventional word for a loader path.

Rimrock: Corx Eleven is a planet used for the supply of materials to the Corxian colonists and outside the Corx system trader miners. SPAK is a robot design machine company that digs out a depth of the planet in a tunnel grid and blasts the whole top mantle into space. The blasts are created to fling the various sized boulders far enough out into space so they will remain in an orbit long enough to be completely mined out. This

floating mass of debris and boulder rock gradually slows and settles after the blast enough to be mined. The float rock is called rimrock.

Riser platform. The platform where Cyborgs Toverb and Avaker step into Corx Five City. The platform elevates when Thump docks. Riser platforms elevate above the city to give access to space craft. The towers 4 kilometre height and 30 kilometre length will sustain some extension. The riser platform is greatly spread to take the fleet of Toothwing craft beyond those in use for rescue. [earth1 atmosphere is 1000k] I could not give the platform a 1000k range so say the increase will rise the platform a kilometre above the city. This is to allow the roof continuous use as solar energy collector etc. The riser platform sits over some not all towers where extension of an elevator and structure suitable for holding the mass of a landing field is. The city is big. A riser platform could be about 2 kilometres square.

Roggles: Ground Roggle: A creature that inhabits space. They are stow aways on space travelling transports and freighters. The ground roogle is one part of a 2 cycle creature. They have a pointed horn at the front that is used to puncture energy lines to extract whatever source of food is there. The size of a mouse. The second life cycle occurs at a set time and the ground roogle makes its way up walls or crevasses to change into a single wing form. This then vibrates with any slight turbulence and eventually drops off the wall and the aerodynamic of the wing is manipulated like a butterfly where it eventually is blown into a corner or hole where it grows into a ground roogle. Roggle energy feeders are rat sized worms that grow wing energy sensors as adults when they go up walls and have a spike that will penetrate armour.

Roggle mutant: A metre long sausage tube with a hook on one end is a mutated roogle. It eats rock and dirt and turns it into a fertiliser that

mixes in the Corx 4 soil. A side phenomenon is the gas it produces carbon dioxide and oxygen with all traces of earth one air present. The Xelhn mutation is released into the atmosphere in small spore clouds that splotch the planet to swiftly grow atmosphere.

room: I changed a lot of headers into room. a room describes a space where the characters appear to have some intimacy. I think rooms need no ornament and may be blank. In the story ornament and design is at the whim of the citizen and blank walls portray the fact that in the event of ornament; Tressahs dwelling for example. Rooms are illusions. The cityscape of Corx5 is meant to convey the elastic property of architecture where weight and size no longer have to be a consideration. Blank rooms give a work like environment, are temporary and in some contexts have no solid context; Eetoo detention cell exceptions apply. They have real solid confinement.

SAM Missile: A SPAK missile propulsion rocket with a detonation charge and surveillance equipment in the head. These solid fuel projectiles wait at Corx11 until Bounce arrives, a 20 year period, is why they are corroded and not fully reliable.

Salvage: Moson Corporation uses salvage vessels like Tug boats during launches and as rescue retrievals like the Bounce 1 disaster. They are autonomous machines but do not have the capacity of a DORS unit and are easily commanded remotely or by human Cyborg or DORS units directly or remotely. They carry a vast amount of equipment but are not big. Their age and state of repair is as commercial ventures are. They use em up and throw away the carcass.

Salvager. This model is made to pick up Bounce. There is ample room in a half spherical cavity behind the control stack. Moson Salvagers use pulse

engines, conventional jets and soft track roller wheels.

Saucer bam: A weapon manufactured from the circular projections sticking out of tank at the top. These circular projections have a variety of uses. The saucer bam is a thin layer injected with weaponry and programs. They are able to detonate and deploy. Most technology needs signals to detonate and the Saucer bam is one weapon Moson Corporation spends money on with updates at each mission. An emission of barrier rays block technology from passing. Energy may be saved by having a Cyborg throw the weapon. The spin fires up the power system.

Sensor: Sensors are the most common technology for communication. Some are inbuilt and some specialties like the mutant murderer's hiding from Corx city.

Shim wafers: These are Ballast used in the period. Shim wafers are made of an inert material that is easily transported and more easily converted to fuel or, as in the Rimrock SPAK tunnels, for the moulding of parts.

Shimmer: 1. a clear barrier; 2. A mineral species technology used by the Cirdr, TGY and Aox-bi mineral species as a manipulative barrier. In Everin when a derivative is constructed from the star charter prison barrier by the Drimodle a skin forms that makes space travel possible.

Space suits: Space suits are not worn as routine. Eetoo wear space suits because of martial law. The technology permits real safety because of wall action. Machine intervention is part of life.

SPAK-LAWBOSS : SPAK is a mechanical company. It is given contract destinations by the Council of Parallels which is a mechanical group with

great decision making capacity. SPAK have already been and gone from the rimrock where Moson Corporation is mining. SPAK took about 150 years to tunnel out a system of corridors where material is fixed and calculated. At detonation SPAK have left an automatic control called LAWBOSS to oversee. The planets to be mined are inevitably chosen for remoteness and uninhabitability. Detonation is huge taking a layer of planet mantle and spraying it out into a rimrock orbiting the planet. 50 years later the collisions are deemed to have reduced enough for mining to commence. SPAK leave provision enough for a second mantle removal and LAWBOSS provides control for the machines and is acting police for interveners including Moson Corporation. As a machine though it has no authority and acts as police anyway because it is all there is. Primitive by the now of the story its machines are easily plundered and changed.

Species specialist Earth Three; Simeon Woder. This mission is unusual. Most mining takes place away from the activity of colonies but the nature of the dominant target result will only be achieved with the assistance and input of a species graduate. There will, everyone knows, be a lot to gain from the study of species on this mission. Colonies have strict laws about involvement with indigenous species but it is inevitable that some aspects of species knowledge will be gathered. There is hardly any information of alien species as Moson Corporation does not contract with non humans. Usually the mine is a remote uninhabited area. This is deliberate for safety.

Tactician Earth Three; Jon Bodgy. Aware of the weapons available on the M500 a tactician is able to supplement the commander with expert technical advice necessary because of the increasing limits created by competitions ever advancing innovations.

TAG: TAG is a card required on Corx Five for identity and to operate systems in the city. Certification is necessary for some parts like maintenance , ghist is a name of a type of unauthorised change to TAG.

TAG: The name for the Xelhn wall controller system that records and stores all history and events on Corx 5. TAG action are like Machine Council actions and the Wall functions of human machine technology.

Tank: A multifunction utility used by Moson Corporation with Cyborgs. A military do all, Tank is able to move with dexterity. Tank has 4 springer legs that can operate in any terrain and on the legs wheels for speed on the flat or quiet indoors. Munitions include a rotating turret with a large pin or ball shot mortar. The turret gun is fed by manufacturing the ordnance in the weapon as is needed. Turrets can fire while rotating. Tank is autonomous but will take orders. It is as capable as a Cyborg but does not have the emotional capacity of a human to determine some types of decisions. The Saucer Bam is defined elsewhere but this is a utility vehicle extension that is thrown by Tank or supplied to a Cyborg. It has a range of options as a mine detonation, a communication support or as a barrier line of defense where it deploys and sets up a field beam that is able to slow or stop ordnance and intercept and decay technologies. Tank carries supplies and can be used to add power to a Cyborg. Tank carries a medipak that includes an inflatable hospital. This is a bag that contains instruments for the repair and medication of a Cyborg or species of animal suitable for the bag.

Tech box: 1. a tec box is the generic name for a mechanical tool that is used for working on complicated and structural material. It has any number of extender arms and is strong and delicate with intricate construction. 2. A translator removed by Moson Corporation and taken to the moson Five

Hundred. 3. Tek cleaner: Armoured Tekes have armatures to handle like most Tek assistants. They have two vertical rows. These arms are versatile can extend and are pointed for fine work. They have armour scythes that can project out to cut things up for the armatures to secure into the Tek where pieces are reduced for disposal. They are directed by sensors to find what is not meant to be.

Tee Giwyi: an alien device origin unknown. In the *Everin* story the Tee Giwyi is a small prism like shape with a sharp needle extension that is meant to penetrate a human head in the right place at the right time to connect pirate technology through the Anomaly Phenomenon to a void for trans universe travel. Frsnirrnfa uses it to pin point the whereabouts of the Moson Corporation treasure ship in order to steal its treasure.

Terrain crawler. The surface of Corx six is prepared for atmosphere and vegetation on plains of looser soil by automatic machines called Terrain crawlers. Due to the incessant attacks on citizen settlements everything is moved about. Glaze towns camouflage and divert some attacks. Terrain crawlers are ploughing and crushing the flatter areas around Glaze towns. The soil reaches a turned quality ideal for tunnels lined with stabiliser shells that make it possible to transfer bus loads of citizens by tube. The glaze towns get hit by heavier shot from ships that drop out of hyper drive shoot and leave. Ricochets cause damage and Terrain crawlers often divert to fix up shot craters and broken tube systems. They have a hump circular shape fitted with rough duplications of the soil they dig as camouflage. Not usually a target they are slow and often pick up passengers from blocked tubes.

Texia: Xepien mutant wing juvenile female.

TGY; alien. Crystal mineral not from the Corx galaxy. The TGY has a mineral container connected to technology that facilitates a quicker than naturally possible change. Mineral creatures do not adhere to a fixed physical form. Form is a convenience. In the story the mineral species begin to adapt biology bipedal structures because it is a new form or condition and has evolutionary possibilities such as motion. TGY mineral body is like the Clee small and ineffective without technology. They use a structural adornment with a chassis and two cross bars that hold controller devices. Jets and rollers provide movement; The shadowy TGY: TGY alien is not visible because it is surrounded by an armour dress suit. Parallel hemispherical containers of technology sit at four positions, shoulder and waist height. A technology instrument is housed centrally. Four sash stripes barrier the creature in a criss cross formation and motion limbs can retract or extend as thin mineral skin limbs. movement is by puff jet style hover and fly.

Thump: Thump is an Eetoo [earth two] Carrier; length one hundred kilometres when birthed at Corx city with rows of pulse chambers folded into a much stretched oval shape. It made the jump from the military stronghold called Earth Two to The Corx5 system. Its operational task includes the exodus of large sections of the population to planets being readied for colonisation. It is docked by using Rounder bigdots joined together to make a passageway from space into the Corx5 atmosphere at the entrance of Corx5 where the Cyborgs first went in. Design notes: a. Central is a circular area. b. surrounding the circular area are sections of cylinder shapes housing Thump contents. Contents: a. The central area concept is for dispersal of the outer cylinder contents. b. Outer cylinders have all weapons and control functions for Thump. Eetoo have designs of military hardware created to be easy and effective to operate. Weapons 1 to 4 are situated in the cylinders

that feed into a central area. The cylinders are a shape used in a context of universe jump. Compression is swift and massive. The upper and lower covers of Thump push against each cylinder. Thump carriers are built for military activity and used for a single mission where any Eetoo officer is capable of taking the helm, or if necessary Thump can run by machine only command. Jumps are machine controlled actions.

Thump: 1. Carrier 'Thump'. Thump is the Corx System fleet command ship of enormous size and capacity. Thump carries the Eetoo Spacecraft and weapons along with supplies and the equipment an army needs to survive independent of the surrounds.

Thump Weapon 2. Pinfinder; a fighter carrying two Eetoo, a pilot and navigator with no landing capacity and carrying a large version of a Pin gun. see Pinfighter

Thump Weapon 3. Rounder: Bigdot; a sphere with transport and landing capacity and a weapon called a Pulse bam. Rounders carry 2 wing fighters with the capacity to land called Toothwings.

Thump Weapon 4. P-finder: A specifically designed satellite that probes space for a Parallel or other universe intervention. Humans are looking for their next universe jump site.

Time: Note on the script times. Time changes during the script vary. Script 1 Corx. is written to cover scene changes and this is a common method but a discrepancy is easily discovered when some scenes lengths will play out in practice. eg. sc.26. and sc.31. Time will vary. I could not correct this and don't know much about it.

Time: Time is an estimate of distance. The example here relates to the yeeg lever. On the yeeg lever a counter shows the eG of the sphere it is measuring. As each small sphere detaches a measure is recorded. In this story eG is an estimated length measured as a weight. The origin of the weight is the core centre of Earth 1. During transition an M500 distributes the Target as a distinct space or location into the surrounds between the outer hull and the secure inner rhombophedroid surface. [Rhombophedroid is a made up name for the changing tear drop angled shape of the inner hull]. This location contains a replica of the location where the M500 is to land. It is an estimate but close enough, within seconds of its destination. The M500 expels the contamination of its present birth position over a set period, depending on the next target location, and over time these 2 materials change to the point where the M500 is in the target destination. It is a space in the moment of its anchor. ee in yeeg represents the distortion of the weight difference at each point along the journey. Such a number is fantastic and humans are unable to believe or contemplate that kind of existing permutation. This target distance is not as accurate on the yeeg lever as is measured by the Moson Cell. It is the pull of the enigmatic location weight that is used by an m500; the weight of the target location as a set destination in a universe. A set area in any part of space at any juncture is inviolate but changes over time as decay. The eG is synthesised in the hull chamber and pulled toward its proper place by the [fictional] laws of physics. The span of the distance is not the measure, it is the weight. Left in its place is the synthetic remains of the build up that completes the space where the m500 was. This is an instant, a POP, where the synthesis is replaced by the proper space. It is a violent manoeuvre.

Toothwing: 1. auxiliary fighter for the Bigdot; Toothwing fighters have a limited capacity of 6 passengers. Pinguon strafe weapon for atmosphere to

ground action. The small fighter wings give it the name. Up to 6 flexi wings fold and shape in any position. This design is a camouflage and takes the fighter off scanners by reflecting the signals with its range of shape. The objective is to hide an attack. The wings fold up and shape capacity in atmosphere gives the fighter rare manoeuvrability in auto pilot. (Lillian) 150 toothwings get left behind at corx by Eetoo as they will be scrapped along with Thump and all it carries. 2. Toothwing design is remade to suit the materials and available range of need. The wing fold design is redesigned to make the craft bigger and more of a transport vessel with carriage loads for passengers like a bus and adjust wings that make it operate like a 4 winged insect more on planets. Pulse engines become common and toothwings use more power in (Lillian). 3. The Xepien designed toothwing is a camouflaged kidnap vessel with fold wings made to make it appear as a toothwing.

Translator: Moson Corporation do not have a translator for aliens or foreign equipment. There has never been a need to extend beyond the mining of rock. The alien translator is big very mechanical and it is visibly not of human origin. The ZHT and DNDR and most alien species that interact use translators. It is only the humans that don't have up to date translators.

Translators: Moson Corporation has translators that are to do with Moson Corporation. Excess information is not a problem but getting the widest possible access to translation is. Parallel universes have millions of translation devices and only relevant ones are made or purchased by Moson Corporation. The Dndr for example known to Moson Corporation are not connected commercially to Moson Corporation and there is no translator.

Travel ways. Corx eleven Xelhn Ring circle. Travel ways are central corridors with lanes that split up to go different ways. Move carts are

easily boarded but most walk on the road side which moves as well. The direction is 2 way clockwise or anti clockwise.

Universe: In the story a universe is the measure of one machine capacity. The machine fills and a universe is a measure of its fullness. Machine Council have 99 universes [it is thought] and Moson Corporation the capacity for 3 universes. To achieve a next level universe technology plays a part. Each universe requires technological change.

Unkiuimeah: an alien dynamic tracer left in Migyte that is not detected by Corx technology.

Vats 1. a model former. Formers are not like wax replica makers, they are sophisticated technologies that are similar to the product developers from Moson Corporation and can create synthetic architectures of the very basic principles of [fictional] artificial contemporary physics so that any design requirement might be achieved in any shape. Conditions apply to size and Ballast input. 2. Structural dynamic former. This vat takes model types and organises best possible results in technology available. Conditions are same. 3. Vat three is an unknown quantity of the Error wing child's genius design. He took historic information and created new materials of unknown structural dynamic. Everin: the vat in everin for the Droklogh incorporates TAG historical accuracy as a preformer before the actual material is agreed to suit and is made.

Vents: Venting in Corx City is common and occurs at under levels to remove toxins and push good air in and are able to control atmospheric conditions to some extent; temperature plus or minus for example. The vents at deadrock control temperature.

Vessia: Xepien Vessia; a mutant error wing juvenile male.

Vinvr: The name of a creature that resembles a tree or forest of trees. It has several kinds of parts 1. a leaf 2. a thick stem 3. a Frond, all of these pieces separate and move according to the will of the creature and they also make communicating noises that the colonists are not able to interpret. This creature is thought to be a single being probably 2 billion years old. Later in the ground trek a red flower type of thing begins to grow out of the ground and is thought to be a flower of the Vinvr. The Vinvr also sheds a red powder to contaminate the colonists. No one understands what the red powder is because there is no available information on Drimodlr due to the Machine Council rule.

Vinvr: In (Lillian) Vinvr develop because of TAG. 1. Leaf book. Leaf Flyer. They adapt change shape and size in different situations. In the forest the leaf Vinvr is understood to carry the trunk or stick part naturally (Tri-stem) around in flight and refit their shape so Notwil can fly with them.

Vinvr: The Tri-stem part has 3 prongs or staves and walks like a biped now it understands the biology of the colonists. One prong or stave is adapted to swing lengthen or shorten like a lever for various purposes. 2. Thick stems play a role in action against the kidnappers. These parts grow and over time have different sizes. The ones around Notwil are human size, below 2 metres. Like the sticks strapped together to hold beans up in a garden the Tri-stem is in three parts and is able to stand on two staves while using the middle as a weapon. This development is a consequence of TAG. A small spike at the end of the pole is stabbed into an opponent rendering them unconscious and with no memory of what they encountered. A biological weapon.

Vinvr Frond: Frond Vinvr are flexible hollow tubes that stick out of the ground and make flute sounds. Frond can retreat rapidly into the soil. 3. Fronds play soft tunes near Notwil as it sleeps and create paths in the forest of Drimodle. The Fronds appear around the edge of Vinvr forest and boundary the filament growth in the soil.

VINVR is who the Drimodle Corx city want to grant them surface access. It is a huge complicated creature that looks like a spreading tree vine. It is not. VINVR self organises and thrives over the planet surface. VINVR exists alongside one other creature classified by humans as a MOLLUSC species and intelligent by Parallels Council. Parallels Council provides information limits with the intent of species separation until Drimodle themselves grant access. This rule governs all colonies where life pre-exists. Evolution is not an experiment is one of the incantations of Parallels Council; a group of machines.

Xelhn: Xelhn built Corx city. They are the first colonists arriving several thousand years before humans. They hope to establish a relationship with the drimodle but have not been able to. Humans were welcome because it is what the Xelhn colonise for, to find out more about what life is. Prohn is a group leader. Xelhn act as the city officials, Program Director Flomiln the acting head for the colony is replaced through a roster system but on occasions where a need for conformity and discipline is a priority such as his role in this section, the Xelhn chair remains in charge. Xelhn physically are different with no heart and a different breeding system with no genitals. They produce a spot (Zygote?) like ferns do and Xelhn culture traditionally includes a seclusion stage where a couple wait the pregnancy out together as space travel evolved to make the period more difficult (see bounce archives). Xelhn have a 3 finger (6 fingers for each hand) opposing palm hand. Xelhn have a tube tail for excretion that is an evolutionary

change that makes space suit design easier than human. Waste is recycled in both types of suits.

Xepien: Xepien are human Xelhn or xepien xepien offspring. Mutant Tressah, Notwil, Counsellor Vifrer , Official medic Vingrer.

Xepien Notwil:

Notwil: child of Tressah and Toverb.

Notwil is both Xelhn and human. Primate mane runs down midway along its tail. A finer fur spreads across its back until it changes to a fine hair down the front torso over the soft skin. It is primitive and new. The muscle system is hybrid human and Xelhn. A heart is installed without need. Muscular physiology from a Xelhn evolutionary path pushes blood around assisted by cell structure. Similar and inclusive to both species the creature now is in a stage of adolescence where change could affect its future. Notwil is an error wing. This type of mutation is known to have a disturbing change through adolescence. Chemical and physical extremes may cause insanity and agitation where the animal must be restrained or drugged to control some aspects of this stage of development. So far Notwil has no indicators for any untoward extreme. One extreme is a genius phase and this is not evident. Errorwing Notwil has rudimentary flaps that jut from its shoulder blades. These agitate innately. They will never develop into wings and do not interfere with Notwil's self. Features two tone eyes that change in darkness dominate a nose flat in the middle of bold cheeks and a very flat lipped mouth and receding chin. Up close the ears point up a little and sit close to the head shape of a predator primate. Notwil has large teeth for fighting and stumpy fingers that look more like claws. Its tail is a derivative of both human primates and Xelhn evolution. Scat is deposited by the hollow tail that also has a short skeleton and is muscular unlike the Xelhn.

Xla: alien species with humanoid stance. A multiple eye set up and large ears and mouth may be a decoy of this most artistic creative creature. Not all are pirates. Xla look the same front and rear/square double shoulders make a side look with two eyes either side of the large ears very different. The unusual features are slightly comical and this would give way to the idea of a stretch over face and designer costume made to exclude onlookers. These are very visual creatures and prefer dim lighting but are OK in bright light.

yeeg lever. The yeeg lever is a control rod that engineers use on earth 3. Y = yaw also why, ee = estimated energy, g = gravity. The yeeg lever is a calculating prod that has at its tip a blade for cutting spheres as they float about but are invisible to the eye. Small spheres are bubbling away as the cut is made and some are collected and some escape and expand in the chamber.

ZAP BAR: The CLEE warships have power assists called zap bars. These fire down or up powered by the battery cleerwirgh.

zeph: Xla instrument thought to be a toy by humans and Xelhn it is an instrument of many uses. The Eetoo is given a type of control device that will only work for him. He has become a go between liaison or ambassador for the Xla. The instrument has a series of key pads meant for a hand with lots more dexterity than a human or Xelhn and needs quick and informed application to work properly.

ZHT: Alien Gas Species; pronounced Zee Haitch Tee, This species has a crystal rock skin that is able to compress and expand. On the inside lining of the crystal is the actual gas animal that lives as a layer feeding on

inside gases and the inside crystal form. The structure also is capable of receiving blows by allowing the weapon just to pass into or through with little damage. There is no vision. Holes all about its crystal layers intake and sample. Zht has no emotion. Intelligence is a calculation produced by the chemistry of ingested gas affected by the internal mineral structures.