

Teenage Sci-Fi Drama
1 hr interactive movie

Amzor

Entropa is a sunless planet slowly dying. Exhausted by mining, Entropa can no longer support life. Amzor, a high ranking military pilot and Bend, a technical whiz, set about deciphering the ancient Scriptures. Together they unlock a secret that could save their planet and their people. All Amzor and Bend need are three trace elements. Elements that are no longer found on Entropa. Only a little known planet called Earth has them. So Amzor steals a shuttle and sets off on an unauthorised, deep space mission to Earth. Mallon, Entropa's overlord, discovers Amzor's plan and sets out to destroy him.

Pretitle sequence

INT. SPACEPORT BAY X - 9 ENTROPA*

A FAINT EERIE PURPLE light barely lights the scene. We're inside some sort of spacious hanger.

A door opens and momentarily floods the scene with white light. We catch a glimpse of a sign BAY X 9 and a large dark object parked in it.

The door closes. TWO TORCH beams criss-cross the area. We catch more glimpses of objects in the torch beams. We KNOW we're in some sort of space craft hanger.

The eerie purple light silhouettes two figures. They make their way to the LARGE DARK OBJECT in BAY X 9.

BEND

Come on. We've got little time.

CLICK! A CIRCLE of GREEN FLOOR LIGHTS softly illuminate the large dark object. The two smallish figures are silhouetted against the green lights. We can't make them out clearly. Together they remove the huge tarpaulin from the dark object, revealing a space shuttle.

A SMALLER CIRCLE of RED FLOOR LIGHTS illuminate near the shuttle. One of the figures (AMZOR) stands in the centre. He begins to rise toward the shuttle, riding a disc-flotation platform. The other figure (BEND) watches when-

BEND

Wait!

BEND moves over to the disc. It is just above head height. He reaches into his space suit, removes a small object and passes it up to Amzor. Amzor kneels down and takes it from him.

AMZOR

Now that we can't forget!

Amzor rises level with the shuttle. WHOOSH. The shuttle's door automatically slides open. Amzor climbs in. WHOOSH, the door closes.

BELOW Bend darts away from the craft to the launch control podium. The shuttle's engines kick into life. The shuttle LOCKS INTO POSITION FOR TAKE-OFF.

The EXIT DOOR OPENS. We see a dark starry sky when-

ALARMS SOUND.

WHITE LIGHTS FLOOD THE LAUNCH AREA.

THE EXIT DOOR BEGINS CLOSING FAST.

FOUR ROOF MOUNTED LASERS SWIVEL. TWO train in on the launch podium where Bend is standing. TWO on the exit. CUT TO:

CLOSE UP of the palm of Bend's hand coming down on the two LAUNCH SENSORS.

The SHUTTLE HURTLES FORWARD. The LASERS FIRE.

The EXIT DOOR GAP NARROWS even further.

The shuttle drops low. THRAANG! Metal and sparks fly as the underbelly of the shuttle bottoms out on the exit runway. The shuttle roof just catches the closing door. The SHUTTLE ESCAPES, but we notice a pool of liquid, where it bottomed out.

BEND smiles as three heavily armed PROTECTORS move in and arrest him.

EXT. ENTROPAN ATMOSPHERE

WHOOSH. The shuttle shoots past camera. IT'S DAMAGED. Along the wind fuselage we see a buckled panel and a glistening stream of something running down the wing.

INT. SHUTTLE*

AMZOR sits in the pilot seat. The co-pilot seat is empty. Amzor is fully fitted with a space-aged flying suit and mask. Behind him is a NAVIGATOR'S consol. It features a

RADARSCOPE and high-tech ELECTRONIC WALL CHART which is automatically flipping through SOLAR SYSTEM CHARTS.

While well equipped, the interior looks like it has been purposely refitted for a long-range mission. The shuttle is clearly NOT a military craft.

AMZOR reaches over to the console and activates the SPACEMATE. A hologram head, about the size of a tennis ball, and with plenty of ATTITUDE, appears above the consol.

SPACEMATE

What!

AMZOR

Damage report.

SPACEMATE

(sarcastic)

Nice take-off.

AMZOR

Damage report now!

SPACEMATE

Testy. Severed rear antenna, slightly crushed communications relay, a few dents and mega scratches to the duco, man.

AMZOR

So nothing too serious then?

SPACEMATE

Oh and just a bit of a hole in the fuel tank.

AMZOR

WHAT?!

SPACEMATE

You heard.

AMZOR

Well fix it.

Spacemate looks at Amzor and rolls it's eyes.

SPACEMATE

(sarcastically)

Hello. I'm a hologram, not a techno-droid.

Amzor hits a button on the consol. The Spacemate vanishes.

AMZOR

Not good.

Amzor reaches in under his suit and extracts a small pouch. He's fighting against the gathering G-force. He removes a SMALL CRYSTAL PHIAL, similar to a perfume bottle. He looks at it, then clenches it firmly in his fist and returns it to the pouch.

AMZOR'S POV as stars hurl past the windshield in a blur.

END pretitle sequence

EXTRACT ACT 2

52. INT COMMUNICATION BOOTH - SPACEPORT - ENTROPA*

We are in an unfamiliar place. It looks futuristic. A TALL MAJESTIC figure (MALLON) stands facing us. He's back-lit by a huge monitor filled with white noise. We cannot make out his face clearly, only his size. Two armed Protectors stand either side of him.

COWERING, with his back to us, is a smaller and plumper figure (BEND).

MALLON

(deep, "godlike")

Did you think I wouldn't notice?

HIGH ANGLE looking down on Bend. He swallows heavily.

BEND

But...I've finally interpreted the writings...

TIGHT ON BEND'S HANDS as he clutches broken pieces of a scan sheet. Strange hieroglyphic markings are visible.

BEND (V/O)

It's a message from our ancestors...

LOW ANGLE looking up at MALLON. He looks quite different than either Amzor or Bend - superhuman - like a fearsome Zeus or Thor.

MALLON

It is forbidden to speak of the ancestors!

BEND
 (with respect)
 But the writings say...

MALLON
 It is forbidden to interpret the writings! Where is he?!

BEND
 Who?

A Protector moves forward and hits Bend across the face.

MALLON
 My top pilot steals away from my compound in a stolen cargo shuttle and you think I didn't notice?

BEND
 But...we can make a sun if we...

MALLON
 It is forbidden to act without my authority!

BEND
 But Amzor is just...

MALLON
 I know where Amzor has gone and what he's doing, and it is forbidden! Cass!

Bend looks askance (all of this in BIG HEAD CLOSE-UPS). Another figure (CASS) appears and bows. CASS is the same species as Amzor & Bend but is discernibly female.

MALLON
 Kill him.

Bend is terrified. Cass gives Bend a calculating look.

CASS
 It's Amzor you should punish.

MALLON
 No wait. Take him to the Correction Chamber.
 I just might have a use for him.

Mallon nods. The two Protectors pick up Bend. Mallon turns to Cass.

MALLON

Get the auxiliary shuttle set up. I'm going to send in a CRU.

CASS

Mallon, with all due respect, the last time we used a Cyber Retrieval Unit it...

MALLON

There's no option. Amzor must be destroyed.

CASS

There is an option. Send me instead.

MALLON is surprised by this bold suggestion.

CASS

I'm a level 9 shuttle pilot and I've got experience in deep space expeditions. I can find and destroy Amzor better than any CRU.

OUT on her look of ruthless determination.

END of script extract