

JASON OF STAR COMMAND

CHAPTER ONE:

ATTACK OF THE DRAGON SHIP

JS #86001

BY

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CHAPTER ONE:

JS 386001

SETS

EXTERIORS

PLANETOID SURFACE
TOP OF SEEKER

INTERIORS

ACADEMY

PARSAFOOT'S LABORATORY
PRESSURE TANK ROOM
CONTROL ROOM

SEEKER

COCKPIT
HATCH SECTION
AFT. CONTROL SECTION
ALIEN SPACESHIP COCKPIT

INSERTS

ACADEMY VIEWSCREEN
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MINIATURES

ALIEN SHIP
SPACE ACADEMY
SPACE ACADEMY DAMAGED
PLANETOID
STAR FIELD
SEEKER MOVES FROM ACADEMY
SEEKER IN SPACE
GAMPU'S DOLL
DRAGOS' STARSHIP
SPACE ACADEMY DOCK
GEMINI (SPLITTING SHIP) SHIP

CHAPTER ONE:

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CAST

COMMANDER ISAAC GAMPU

JASON

CAPTAIN NICOLE DAVIDOFF

PROFESSOR E.J. PARSAFOOT

WICKY

O.S. VOICES

VOICE #1

VOICE #2

VOICE #3

JASON, OF STAR COMMAND

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FADE IN:

A1 INT. ALIEN SPACE SHIP

A1

Through the windows of the cockpit we can see the Space Academy as it moves serenely through the vast blackness of space. We do not see the ship's occupants.

VOICE 1 (O.S.)

It is coming into range.

VOICE 2 (O.S.)

Good! Lock in the torpedoes on the Academy's power modules.

A2 INT. LABORATORY - PARSAFOOT AND JASON

A2

CLOSE ON a small, complex, but Rube Goldbergesque, gyroscopic device. It spins busily. CAMERA PULLS BACK TO REVEAL Parsafoot and Jason examining it closely. They are in Parsafoot's laboratory -- a fully equipped room filled with strange devices and glassware. Its appearance suggest an unlikely marriage between 25th century technology and medieval alchemy.

JASON

It's fascinating, Professor. But what does it do?

PARSAFOOT

Er, uh, I haven't quite figured that out yet Jason, - but I will!

They move off.

A3 EXT. SPACE (MINIATURE)

A3

A menacing-looking alien ship is poised in space, with the Academy in B.G.

VOICE 1 (O.S.)

Fire!

A4 ANGLE (MINIATURE)

A flash of light bursts out of the ship and heads, unerringly, toward the Academy.

A5 EXT. SPACE ACADEMY

There is a flash of light and an explosion that rips open one of the tanks on the side of the Academy.

A6 INT. LABORATORY

A SUDDEN LOUD EXPLOSION, then the BELLOWING OF ALARM KLAXONS. CAMERA SHAKE as Jason and Parsafoot are thrown off balance by the impact of the explosion.

JASON
What was that.

PARSAFOOT
Could have been a meteor!

VOICE (O.S.)
Attention! Attention! This is an alert. Damage Control, report to Power Station 74...

A7 ON JASON

As he heads for the door, CAMERA FOLLOWING.

JASON
Nicloe's in there!! Let's go!!

A8 INT. ALIEN SHIP

From the cockpit windows, the Space Academy, its power tanks blazing from the explosion, can be seen in the distance.

VOICE 1 (O.S.)
Spider #1 to Base. A direct hit!!
We are starting second attack run!

VOICE 3 (O.S.)
(radio filter)
Spider #1!! This is Dragos Base.
That will be all. Return!

VOICE 1 (O.S.)
Yes sir! Immediately!!

We see a large, fur-covered hand, not unlike that of a large gorilla, move over the control panel and push a lever.

A9 INT.. SPACE ACADEMY - PRESSURE TANK ROOM

A9

A jagged hole has been torn in the upper part of the large tank that occupies most of one wall. The computer panel that controls the tank is FLASHING RED, as ALARMS CONTINUE TO RESOUND.

From the jagged hole THUNDERS gusts of chemical STEAM that fill the room. Two coveralled personnel back away from the computer control console - and one of them points up.

CAMERA PANS some ten feet above, where, half-hidden by the gusts of steam, dangles the slim, coveralled figure of Nicole. She is unconscious, held up by a rope fastened to her utility-belt, and spins and moves as the pressure of the steam strikes her body.

A10 ANOTHER ANGLE

A10

JASON and PARSAFOOT run in through a doorway, ducking low, and moving fast, as the emergency doors SLAM SHUT, sealing off the section. Jason looks up, sees the unconscious Nicole and starts forward. Parsaföot grabs his arm.

PARSAFOOT
Jason -- be careful! That fuel tank
may be contaminated.

JASON
(quick grin)
We'll all be contaminated if we
don't do something about it...

And Jason runs forward, dodging a fierce BLAST of steam.

All ANOTHER ANGLE

All

Jason leaps up, finds a handhold, swings his body higher -- and begins to climb the sheer face of the pressure tank. CAMERA MOVES UPWARD WITH HIM, as he slips on the steam-wet surface, almost falls, catches a new fingertip hold -- and somehow keeps climbing.

When he's is even with Nicole's swinging body, he looks across at her, swinging vack and forth, nearer then farther from him. He reaches out, grasps the rope -- dangerously far -- secures his grip, leans down, and slowly raises her up until he is supporting her.

A12

A12 SHOT - PARSAFOOT AND TWO MEN

They are staring up as another BURST of steam engulfs Jason and Nicole.

PARSAFOOT

Quick -- get beneath them -- hurry!

The two men run forward with him, hesitate as more steam blasts at them, then run directly beneath the tank.

A13

A13 WIDE

Jason unfastens Nicole from the rope, grips one of her wrists, swings down, as low as possible -- then drops her into the arms of the men standing below. They catch her -- hurry O.S.

A14

A14 CLOSER SHOT - JASON

Now that Nicole is safe, he looks up at the jagged hole torn in the tank by the meteorite.

A15

A15 SHOT - PARSAFOOT

He runs back, looking up at Jason.

PARSAFOOT

Jump, Jason! Before that steam cooks you alive!

A16

A16 SHOT - JASON

He glances down and shakes his head.

JASON

I'm going to seal it off!

A17

A17 CLOSE SHOT - JASON

Jason climbs up the face of the pressure tank, to one side of the jagged hole through which the steam is jetting. He slides, almost falls, then grabs an out-thrusting pipe, swings up, hooks one leg over it.

A18

A18 SHOT - PARSAFOOT

Staring up. He shakes his head -- but then grins.

A19 SHOT - JASON

A19

Balancing there, he opens his utility packet, and brings out a small metallic object. He aims it at the jagged opening, and a laser beam shoots out.

A20 INSERT: JAGGED HOLE

A20

As the outward-bent metal GLOWS, then bends back into place. The steam lessens, then ceases, as the metal closes over the hole.

A21 - ANOTHER ANGLE

A21

Jason holds there, the job done. The alarm bells diminish, then FALL SILENT. Jason swings down, then dangles by his hands, then drops lightly to the floor.

A22 TWOSHOT - PARSAFOOT AND JASON

A22

Parsafoot looks up at the huge pressure tank, then at Jason, and shakes his head.

PARSAFOOT

Do you realize what could have happened if --?

JASON

(quick smile)
If? If horses had wings, they could fly, professor.

(sobering)
How is Nicole?

PARSAFOOT

She was stunned slightly, but that's all -- she's back at her post.

A23 ON JASON

A23

JASON

Good. Now let's get back to business. You were about to show me your latest invention.

CUT TO:

A24 INT. LABORATORY - WORKROOM

A24

As before, Parsafoot and Jason stand near a laboratory counter.

PARSAFOOT
My finest invention!

He places a small plastic case on the table. The box bears a stenciled code number: W1K1.

PARSAFOOT (cont.)
It is a multi-purpose unit that can do almost anything. It can even --

He looks slyly at Jason.

PARSAFOOT (cont.)
--reason,...within certain limits, of course. It can communicate electronically, and its batteries will last a good ten years.

A25 ANGLE - CLOSER

A25

Parsafoot opens the plastic case, and a tiny, three-inch tall squarish metal object steps out. There is a functional light display on its tiny chest, and its domed "head" is lighted. It BEEPS ELECTRONICALLY. Jason picks it up.

A26 CLOSE SHOT

A26

Jason holding W1K1 in his hand.

JASON
You mean this gadget can move and think --

He touches a control and the W1K1 BEEPS ELECTRONICALLY. Jason is startled for a moment, then smiles.

JASON (cont.)
-- and talk back?

A27 MEDIUM SHOT - JASON, PARSAFOOT AND W1K1

A27

PARSAFOOT
(beginning to ramble)
Much more than that. It has wide adaptability -- from burnray projection for welding to anti-friction solvent --

W1K1 BEEPS again, LOUDER, this time. Jason listens, then smiles at the little metal thing in his hand.

JASON
You're right, little pal, he does talk too much.

PARSAFOOT

--I have in mind certain improvements --
Uh, uh...

He looks up, sees Jason smiling tolerantly.

JASON

Yes --

PARSAFOOT

(embarrassed)
...well, its serial number is WlKl,
but perhaps you can...

JASON

WlKl -- Wicky! A good name...We'll
get along just fine!!...Now I think I'll
see how Nicole is doing.

CUT TO:

A28 INT. ACADEMY CONTROL - FAVORING NICOLE

A28

Jason enters as Nicole watches a view screen. Parsafoot moves in behind Jason.

NICOLE

As a matter of fact, here he comes now.

A29 INSERT - VIEWSCREEN - GAMPU

A29

He is kneeling on a rock ledge, using a small hammer to chip away samples. His life-support bracelet is GLOWING RED, protecting him from the cold and vacuum of space. He looks directly INTO SCREEN.

GAMPU

Ah, the hero, himself. Nicole was just telling me what happened. Another bit of derring-do, is it, Jason?

A30 SHOT - NICOLE

A30

Looking slyly at Jason.

NICOLE

Nothing that any red-blooded young man
couldn't have done...

She affectionately touches Jason's arm.

NICOLE (cont.)

...Seriously...thanks, Jason!

WIDEN SHOT TO INCLUDE JASON

JASON

Anytime!

She turns to view screen.

JASON

Commander -- how's your one-man
rock-collecting expedition doing?

A31 EXT. PLANETOID SURFACE

A31

A barren, cold landscape, devoid of any ingratiating features,
with nothing to see but rocks, dirt and a dark, starry sky.

GAMPU

Superbly, Jason. I have already
found material that is more rare
than --

He suddenly stops, looks O.S. and stiffens.

A32 EXT. SPACE - GAMPU'S POV (MINIATURE)

A32

Across the star-splattered sky, black against black, moves
a huge, sinister starship. At first it can be detected only
by the blotting out of the bright starpoints. as it moves
across the heavens, then, nearer, nō lights
visible, it can be seen -- and emblazoned on the huge, blunt
prow, with its long, deadly ramming-point, is the burning,
golden stylized emblem of DRAGOS, MASTER OF THE COSMOS, a
menacing, snarling gryphon, wings spread, talons out. It
MOVES PAST CAMERA.

A33 C.U. GAMPU'S FACE

A33

We see his astonished reaction.

A34 INT. SPACE ACADEMY CONTROL

A34

Nicole stares at her monitor screen.

NICOLE

Commander! What's wrong? What do
you see?

A35 INSERT - VIEWSCREEN - GAMPU

A35

As a strange, luminous glow suddenly brightens around Gampu.

A36 EXT. SPACE - THE PLANETOID (MINIATURE) A36
Suddenly the planetoid pulses BRIGHTLY, almost sunlike -- then VANISHES IN A TITANIC EXPLOSION!! As the brilliance of the great explosion dies away, Nicole CALLS:
NICOLE (O.S.)
Commander! come in, Commander Gampu!!

A37 INT. SPACE ACADEMY CONTROL A37
Nicole and Jason watch the monitor, stunned by the suddenness of the explosion.

A38 INSERT - MONITOR (MINIATURE) A38
Empty space. The planetoid has disappeared.

A39 SHOT - JASON AND NICOLE A39
Parsafoot joins them.
NICOLE
He's gone!...it happened so fast...the planetoid must not have been stable...
JASON
I don't buy that. It was rock -- like any other space debris...
Suddenly, AN ALARM BUZZER SOUNDS. Nicole punches buttons.

A40 INSERT - VIEWSCREEN (MINIATURE) A40
The screen lights up - revealing the empty, star-studded cosmos - and, to one side of the grid that covers the screen, a tiny yellow dot of light pulses.

A41 SHOT - NICOLE, JASON AND PARSAFOOT A41
Nicole stares down at it - then looks up at Jason and Parsafoot.
NICOLE
It's Gampu's emergency locator signal - he's alive!
PARSAFOOT
(stunned)
That isn't possible - the explosion...!
Nicole, are you sure that's what it is?
She points to the viewscreen, touches a button.

A42 INSERT - VIEWSCREEN A42
The number: 01-7741-G flashes in red.

A43 MEDIUM SHOT - GROUP A43

NICOLE
That's Gampu's ident coding...

JASON
Hold it. What's that?

He points to the screen.

A44 INSERT - VIEWSCREEN (MINIATURE) A44

The stars are blotted out - as Dragos' enormous starship moves almost invisible through space, the strange, frightening, golden gryphon emblem suddenly burning brightly, then fading away, as the great ship moves on.

NICOLE (O.S.)
An alien ship --

A45 ON NICOLE A45

She punches a button.

NICOLE (cont.)
But our probes read negative -- as if there's nothing there...!

A46 THREESHOT A46

Nicole, Jason and Parsafoot stare down at the screen.

PARSAFOOT
Nucleonic shielding -- I've always thought it was possible to achieve, but --
(pause, bewildered)
What -- is it?

JASON
We'll soon find out! I'm going after Gampu!

NICOLE

Jason, that -- ship...? Whatever it is --
it sure looks unfriendly...

But Jason whirls, starts for the door, with long strides.
Parsafoot hesitates, glances down at the visi-screen, then
turns and runs after Jason.

PARSAFOOT

I'm going with you, Jason!

JASON

(not pausing)

Not this time, Professor. I'm going
alone.

(Wicky!s BEEPING)

Or almost alone...

He strides away. Parsafoot frowns, then turns -- and hurries
toward another door. Nicole looks after them, then bends over
the central control console visi-screen again.

A47 INT. SPACE ACADEMY - SPACESHIP LOCK (MINIATURE) A47

The great doors open, and the Seeker lifts off -- moves out,
into space.

A48 EXT. SPACE - THE SPACE ACADEMY (MINIATURE) A48

The Seeker moves away from the Space Academy, heading into
deep space.

A49 INT. SEEKER - JASON A49

He sits in the front command chair, looking out through
the forward ports.

PARSAFOOT (O.S.)

Any sign of the alien ship?

A50 ANGLE A50

Jason whirls about in the chair to stare at Parsafoot, who
comes up, looks out the forward ports.

JASON

I thought I told you --

PARSAFOOT

Oh you did! But I thought you might
need help.

Jason looks stern for a moment, then softens.

JASON

Well, as long as you're here ---
welcome aboard.

Parsafoot takes the other chair.

JASON

No sign of the ship. But the
coordinates of Gampu's emergency
marker signal are just parseconds
away...

A51 EXT. SPACE (MINIATURE)

A51

The Seeker banks into a wide turn.

A52 EXT. SPACE - GAMPU (MINIATURE DOLL)

A52

He is in the distance, floating limply. The Seeker ENTERS
SHOT and moves toward him.

The Seeker slows, stops, drifts through space beside the
figure of Gampu.

A53 INT. SEEKER - JASON AND PARSAFOOT

A53

Jason turns to look at Parsafoot and shakes his head.

JASON

I'll have to bring him in. Take
over, Professor!

PARSAFOOT

(quick smile)
Aye, aye, Skipper!
(more seriously)
Be careful, Jason!

A54 ANGLE ON HATCH DOOR

A54

Jason presses a button; the door opens. Through the opening
we can see the starry blackness of space. Wicky BEEPS
STRIDENTLY. Jason grins, pulls the tiny robot out of his
pocket.

JASON

What! Afraid of heights??!! Shame
on you!!

He places Wicky in a compartment.

JASON
Wait here,...oward!

Wicky BEEPS again, RELIEVED, this time.

A55 EXT. SPACE - TOP OF SEEKER A55

Jason, his life-support bracelet GLOWING, EMERGES over the top of the Seeker.

A56 CLOSE ON GAMPU A56

Floating in space.

A56A ANGLE ON SEEKER A56A

Jason braces himself on the top of the craft and reaches up to grab Gampu. As he gets his arms around him he holds him tightly.

JASON
Commander -- you all right?

Gampu shakes his head, looks up, frowns, then smiles wanly.

GAMPU
Splendid, my boy -- thank you for coming after me...

Then he goes limp again.

A57 INT. SEEKER - HATCHWAY A57

Gampu kneels on the floor of the Seeker, and Jason lands lightly beside him. Jason touches a button, and the outer hatch closes. At that same instant - AN ALARM BUZZER RESOUNDS, PIERCINGLY, then Parsafoot's VOICE:

PARSAFOOT (O.S.)
Jason -- the alien ship!

Jason turns, runs forward.

A58 ANOTHER ANGLE A58

Jason leaps into the command chair. He bends forward to look through the forward ports.

A59 EXT. SPACE - DRAGOS' STARSHIP - THE SEEKER (MINIATURE) A59

The gigantic black starship moves across the stars, blanking them out, the golden gryphon symbol glowing brightly, as it hurtles toward the Seeker.

A60 INT. SEEKER - JASON A60

He turns.

JASON
(commandingly)
We can't outrun it.
Professor - take Gampu. This is where
you and I part company.

PARSAFOOT
I can't leave you alone.

WICKY
(indignant BEEPS)

JASON
-- I won't be alone.

Parsafoot smiles and nods, as he supports Gampu, who is slowly reviving. Jason hurries O.S.

A61 EXT. SPACE - THE SEEKER (MINIATURE) A61

Its engines burn, but fast as it starts off, the enormous black starship is faster! It closes.

A62 INT. SEEKER - JASON A62

He leans forward, whole body intent on what he is doing.

JASON
Get ready, Professor, I'm going to split
the ship. Head for the Academy -- fast!

He punches a button - and the Seeker LURCHES.

A63 EXT. SPACE - THE SEEKER (MINIATURE) A63

There is a BURST OF FLAME, HISSING VAPOR - AND THE Seeker divides into TWO HALVES! The after section blasts clear -- then, engines burning, speeds away.

A64 INT. AFT-SECTION OF SEEKER A64

Parsafoot is in the command chair, Gampu slumped in the co-pilots seat. Parsafoot stares out through the ports, face strained.

PARSAFOOT

(staring)

Oh, no!

A65 EXT. SPACE - DRAGOS' STARSHIP - THE SEEKER (MINIATURE)

A65

As the enormous starship moves in, the blunt prow opens, slowly, like a titanic, gaping maw. Then the huge opening slowly engulfs the Seeker, the jaws close and the starship turns, moves away, blotting out the stars, its glowing golden gryphon symbol shining brightly.

FADE OUT.

END OF CHAPTER ONE