

Brian Tochi

SPACE ACADEMY

*New
Script*

"CASTAWAYS IN TIME AND SPACE"

SA - #85006

JULY 18, 1977

FILMATION  **N**
STUDIOS

SPACE ACADEMY

"CASTAWAYS IN TIME AND SPACE"

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by

Samuel A. Peeples

July 18, 1977

"CASTAWAYS IN TIME AND SPACE"

#85006

SETS

Exteriors

Deep Space
The Academy
Shuttlecraft #113 (Lucky)
Black Hole
The Seeker
Anti-Space (The Dark World)
Dark World Jungle
Edge of Jungle
Rock Cliff
Cave
Ledge
High Ridge

Interiors

Shuttlecraft (Seeker type)
Omega Observatory
The Seeker
Rock Cave (Dark World)

"CASTAWAYS IN TIME AND SPACE"

#85006

CAST

Commander Isaac Gampu
Cadet Captain Chris Gentry
Cadet Lieutenant Laura Gentry
Cadet Lieutenant Tee Gar Soom
Cadet Lieutenant Paul Jerome
Special Cadet Peepo
Special Cadet Loki

Lizard Creature

S P A C E A C A D E M Y"CASTAWAYS IN TIME AND SPACE"

#85006

TEASER

FADE IN:

1 Ext. DEEP SPACE - THE ACADEMY 1

The Academy is drifting in the vast emptiness beyond our solar system. The stars are steady, multi-colored bright lights -- with the milky glowing of galaxies beyond are spreading into forever. In the F.G. the Academy moves slowly, obscuring stars, its towers and buildings lighted, with beacons burning, flashing here and there. As we approach it, as if seen through the forward visiport of a landing spaceship, we pass directly above it, and can see its huge size and complexity. We enter a landing orbit around it, from the main complex on the upper (Alpha) side, to the smaller cluster of buildings, dominated by the observation tower on the lower (Omega) side. The glowing force-field dome of the Omega Tower sweeps close beneath us, as we veer away from the Academy, and ANGLE TOWARD A FAR DISTANT STAR CLUSTER, perhaps Orion -- a blank, black area where no stars shine. A tiny two-man scout-shuttle is speeding toward the empty space, its after-thrusters flowing, leaving a faint ionic mist-trail in its wake.

2 EXT. SPACE - SHUTTLE CRAFT #113 (SEEKER TYPE) 2

The small ship moves steadily toward the starless black patch of space.

3 INT. SHUTTLE CRAFT (SEEKER TYPE) 3

At the left-hand Command Pilot control console, Gampu frowns out the visi-port, then reaches forward to adjust a control, and take an instrument reading. Beside him, her beautiful face reflecting excitement, sits LAURA.

GAMPU

So far, our investigation of the black hole has come up with negative results. All instruments reading zero.

On the monitor, we see Chris' head bent forward as he studies his console readouts.

(CONTINUED)

3 (CONTINUED)

4

CHRIS
Same here, Commander. Our
computer says there's nothing
there.

4 EXT. SPACE ACADEMY

4

Drifting in the void beyond our solar system.

4A INT. ACADEMY CONTROL ROOM - CLOSE ON MONITOR

4A

Gampu's face is on the screen.

GAMPU
Very well Chris, we're going in
closer.

CAMERA PULLS BACK revealing the quiet, efficient organiza-
tion that operates the Control Room. Gampu's picture snaps
off. CAMERA PANS to where LOKI and PEEPO sit in front of
a monitor. On the screen there is a display of an electronic
game.

LOKI
You're cheating Peepo.

PEEPO
Negative. I am not programmed
to cheat, -- only to win.

LOKI
Well, maybe you'd better be
reprogrammed!

4B ANGLE CHRIS

4B

as he walks over,

CHRIS
Okay you two, -- enough!

LOKI
Well, I'm not going to finish
this game.

PEEPO
(quietly)
Sore loser.

Loki looks at Chris, glowers at the imperturbably Peepo,
and heads for the door. He starts through then steps
back as Tee Gar, Adrian and Paul enter and cross to Chris.

(CONTINUED)

4B (CONTINUED)

4B

TEE GAR
How's the black hole probe
going, Chris?

CHRIS
We've come up with a lot of
questions, but no answers.
(stands up, holds out his hand
to Paul)
Hi, I'm Chris Gentry -- you must
be Paul Jerome. Welcome to Blue
Team One.

PAUL
(curtly)
Thanks.

He looks around either ignoring or not seeing Chris' out-
stretched hand. After a moment, Chris lets his arm drop
to his side, studying Paul's impassively handsome face.

TEE GAR
(a bit embarrassed by Paul's
attitude)
Uh...Paul's from the new colony on
Sito, Chris.

Paul is unimpressed.

CHRIS
I hear it's a pretty rough place
to live -- almost a new frontier
settlement.

PAUL
(stifly)
We get along, Captain.

CHRIS
(slight frown)
I'm sure you do...and it's Chris,
we're on a first name basis in the
team, Paul

Jerome's stiffness doesn't change.

PAUL
I'll remember that.

ADRIAN
(smiling)
And I'm Adrian --

(CONTINUED)

4B (CONTINUED) 3

4B

Chris glances at Tee Gar -- who, behind Paul, gives a non-committal smile and shrug, obviously something like "Here's an odd one!" But there is a BEEP-TONE from the console, and Laura's image fills the screen.

LAURA

Chris, the Commander has given us permission to try linking with each other. We've never tried it at this distance.

CHRIS

I'm ready!

PAUL

Linking?

ADRAIN

Chris and his sister have this "gift" of transferring thought from one to the other. Laura and the Commander are out charting the limits of the black hole (a laugh) whatever that is!

PAUL

A black hole is a blank area on the celestial charts. It reflects no gravitic or magnetic stress lines.

TEE GAR

(smiles)

Hey, you really know your stuff!

PAUL

(stiffly)

As I said, I get along.

Chris looks at Paul, then leans back in his chair.

CHRIS

Go ahead Laura.

4C EXT. SHUTTLE CRAFT (SEEKER TYPE) IN FLIGHT 4C

5 OMIT 5

6 INT. SHUTTLE CRAFT -- TWO SHOT -- GAMPU, LAURA 6

Camera moves in on Laura. She sits very still -- here eyes widen, luminously.

7 INT. ACADEMY CONTROL ROOM - CLOSE CHRIS 7

His eyes are closed, and now open -- and they have the same strange, lambent glow as Laura's.

8 OMIT 8

9 EXT. DEEP SPACE - THE SHUTTLE CRAFT (SEEKER TYPE)
(MINIATURE)

As it cruises through space toward the Black Hole. The MIND VOICES (soft, sibilant, echo whispers) of Laura and Chris come over:

LAURA'S MIND VOICE

I feel nothing...just emptiness...
no wait! Do you feel it, Chris?

CHRIS' MIND VOICE

Yes -- something's there --
beyond the Black Hole...strange
-- changed -- inside out...

LAURA'S MIND VOICE

It frightens me -- we've never
found anything like this before --

CHRIS' MIND VOICE

Deeper, Laura -- now -- thrust
your mind...

CAMERA ZOOMS INTO THE BLACK HOLE AND TOTAL, ABSOLUTE BLACK-
NESS ON THE SCREEN. THEN, ABRUPTLY, CAMERA REVERSE ZOOMS
AT SPEED.

10 INT. SHUTTLE CRAFT - (SEEKER TYPE) 10

The lambent glow fades from Laura's eyes, and she looks a bit dazed. She shakes her head. Gampu smiles at her.

GAMPU

What happened?

LAURA

(puzzled)

I'm not sure...Chris? Did you
understand it?

Chris' video-image on the monitor is normal, too, the eye-
glow fades away. He frowns, hard.

CHRIS

No. One thing -- there is something
beyond the Black Hole -- something
different -- unknown --

(CONTINUED)

10 (CONTINUED)

10

Suddenly the little spacecraft bounces hard -- then again. Gampu bends over his console -- then jerks back -- as suddenly SCENE FLASHES NEGATIVE -- BACK TO NORMAL -- NEGATIVE -- NORMAL -- the entire little ship is jarred, shaken, flipped -- the stars reeling crazily beyond the visi-port.

CHRIS

(on monitor)

Laura -- what is it? What's wrong?

LAURA

(fighting controls)

Chris -- we've hit something -- a force field -- something... Everything's crazy -- no power -- Gampu's hurt...!

(urgent)

Chris, we're falling into the Black Hole...!

11 INT. ACADEMY CONTROL ROOM

11

Chris hits a sensor plate, and a section of the screen glows, then brings the shuttle craft in close as it rotates wildly, uncontrolled and seems to be relentlessly drawn toward a dark funnel. Chris, Tee Gar, Adrian and Paul stare at it.

LAURA'S VOICE

(gasping)

Chris -- it's a whole new universe. Cold suns-- pulling us --

CHRIS

Cold suns -- Laura?

12 EXT. SPACE - THE SHUTTLE CRAFT (SEEKER TYPE) - THE BLACK HOLE

12

The little spaceship glows with green radiance -- spins madly -- then abruptly begins to rotate, as if in a great vortex and spinning is drawn into the black nothingness of the Hole. Deeper, deeper -- then it is gone.

13 INT. ACADEMY CONTROL ROOM - FAVORING CHRIS

13

As he frantically works at the console.

CHRIS

Laura! Laura! Gampu -- come it!

But the visi-screen monitor remains dark, empty. Chris looks up at the other three cadets, his face stricken.

(CONTINUED)

CHRIS
(horrified)
They're gone...!

FADE OUT.

END TEASER

"CASTAWAYS IN TIME AND SPACE"

ACT ONE

#85006

FADE IN:

14 EXT. DEEP SPACE - THE BLACK HOLE - THE REAL SEEKER 14
(MINIATURE)

As the Seeker drifts some distance away from the opaque, ominous Black Hole. The ragged blackness of the Hole slowly turns, blotting out stars which define its perimeters.

14A INT. THE REAL SEEKER - CHRIS, TEE GAR, PAUL, PEEPO 14A

The three look glum, tired, slightly disheveled.

CHRIS
(to Tee Gar, grimly)
One degree west -- full circle.

Paul and Tee Gar exchange glances.

TEE GAR
We've made that circle five
times, Chris.

CHRIS
(he flares)
Then make it six!

TEE GAR
(quietly)
~~That's all.~~ *If you wish*

ADRIAN'S VOICE
This is Academy Control. Come
in, Seeker.

Paul punches a button and Adrian appears on the screen.

CHRIS
(eagerly)
Adrian -- have you heard anything?

14B INT. ACADEMY CONTROL ROOM 14B

On Adrian at the monitor. We see Chris on the screen.

(CONTINUED)

14B (CONTINUED)

14B

ADRIAN
(sympathetically)
I'm sorry, Chris. All ships in
the area have reported in. They've
found no trace.

Chris nods grimly.

ADRIAN
(reluctantly)
Chris...Deputy Commander Brook
wants to know whether you've
found any signs -- maybe debris
from the shuttle.

CHRIS
Negative. We've found nothing.

15 INT. THE SEEKER - CHRIS, TEE GAR, PAUL

15

All three eyeing the image of Adrian on the screen.

ADRIAN
(finding it difficult to issue
official orders; on the verge
of tears)
In that case, Chris, you are to
return to the Academy. Deputy
Commander's orders.

Chris cuts her image off screen abruptly. The three are
silent for a beat.

PAUL
(resignedly)
I guess that's it.

CHRIS
(firmly)
No it isn't!

TEE GAR
Chris -- you've got to face it
-- Laura and Gampu are -- gone...

CHRIS
(desperately searching the
scanner screen)
No! I'd know it! Take us closer,
Paul.

(CONTINUED)

15 (CONTINUED)

15

PAUL

(flatly)
You heard the orders.

Chris looks at him, frowning.

CHRIS

They can wait.

PAUL

Look I'm sorry about your sister,
Captain, but an order is an order.

CHRIS

Well, this team is ignoring
that order.

PAUL

(almost flaring)
With just you calling the shots?
I don't buy that! Where I come
from, a man is obligated only to
one person -- himself!

CHRIS

(hard)
I see -- so you're a loner!

PAUL

That's right -- and I like it
that way!

CHRIS

Maybe I can change your mind!

TEE GAR

(cutting in)
Stop it, Chris -- it isn't Paul's
fault. We all have to obey orders...

CHRIS

(harder)
Then I'm giving one, now!
Lieutenant Jerome, take us in
closer, now!

Paul glances at Tee Gar, but his face reflects nothing.
He leans forward, touches the controls.

16 EXT. DEEP SPACE - THE BLACK HOLE - THE REAL SEEKER 16

The small spaceship's thrusters blaze and it moves toward the dense blackness of the Hole, closer, closer. Suddenly, WE HEAR LAURA'S MIND-VOICE, STRANGE, FAINT, AN UNEARTHLY WHISPERING:

LAURA'S MIND VOICE
No, Chris -- keep away -- Danger,
Chris -- danger...!

17 INT. THE SEEKER - CLOSE - CHRIS 17

His face suddenly lights.

CHRIS
Laura! You're alive...!

LAURA'S MIND VOICE
We're all right -- Gampu's hurt...
(her voice blurs, fades)
Through... (missing words)... planet
-- we crashed... (silence)... can't
help us...
(suddenly alarmed)
Chris -- get back -- get away...!
...Danger...!

18 WIDER ANGLE 18

PEEPO
Warning! We're running into a
violent disturbance!

The Seeker is suddenly buffeted about. The cadets grab for support, cling until the buffeting lets up.

Law
TEE GAR
~~Man~~, that was rough. Whatever
happened to Laura and Gampu
nearly happened to us.

CHRIS
Laura!
(glancing at the others)
She's alive -- you heard her...?

Paul just looks at him, but Tee Gar slowly shakes his head.

TEE GAR
We heard nothing, Chris... *nothing*

(CONTINUED)

18 (CONTINUED)

18

CHRIS

But it was Laura -- she's alive --
They crashed on a planet -- through
the Black Hole -- Gampu's hurt...

(determined)

They need help! We've got to get
through to them!

PAUL

The Duputy Commander --

CHRIS

I'm going after them! I tell you,
they are alive! We can't leave
them there!

TEE GAR

Something near the Black Hole
acts like a disrupter beam -- it
will smash our controls, destroy
our powerpacks...even if we got
through it would be in a dead
ship...

CHRIS

I'm going after them...!

(pause)

You can bail out. Your support
badges will keep you alive until
the Academy sends a rescue ship.

Tee Gar holds still, studying Chris, then slowly smiles, and
shakes his head.

TEE GAR

(firmly)

No way, you're not leaving me
out of this...You said Gampu was
hurt -- He may need a doctor.

Chris looks at Tee Gar for a moment, then nods and half-
smiles. Then he looks at the silent Paul Jerome.

CHRIS

Blow the hatch, Paul -- and bail
out. You'll be all right.

PAUL

(hesitates)

I'll take my chances here.

(CONTINUED)

18 (CONTINUED) 3

18

CHRIS
(eyeing him)
I thought you were the guy who
always played the main chance...?

PAUL
Maybe I am. Now how do we get
through that thing?

Chris turns, frowns at:

18A INSERT - MONITOR

18A

The swirling Black Hole

18B INT. THE SEEKER

18B

CHRIS
(decides)
We'll attain star-speed, kill
every power source, and drift
into the Black Hole with a
force field.

Paul touches the sensor-plates of the control panel quickly,
with practiced ease.

19 EXT. DEEP SPACE - THE BLACK HOLE
(MINIATURE)

19

A force field surrounds the Seeker, and its thrusters flame,
then go out. The scene changes from negative to positive as
before.

19A INT THE SEEKER

19A

Lights flash on and off.

PEEPO
The force field isn't working! I
am unable to correct.

19B EXT. DEEP SPACE - THE BLACK HOLE
(MINIATURE)

19B

The Seeker spins around as the force field disappears.

20 INT. THE REAL SEEKER

20

The lights on the ship flash off and on.

(CONTINUED)

20 (CONTINUED)

20

TEE GAR
The ship can't stand much of
this...!

But the worst is over. The lights stay on.

PAUL
(only a trifle shaken)
I think we've made it through.
Now what?

CHRIS
We find Laura and Gampu

21 EXT. CLEARING - LAURA AND GAMPU

21

Gampu is sprawled on the loose, sandy ground and Laura kneels beside him.

LAURA
Whatever happens at least
we've learned that the Black
Hole is not a myth.

GAMPU
(weakly)
The important thing now, Laura,
is that you leave me -- get away
-- save yourself before it's too
late.

LAURA
(shaking her head)
Even if that were an order,
Commander, I wouldn't obey...I
know we're going to be all right.
Chris will find us.

GAMPU
Your faith in your brother is
commendable. I can only hope
it is justified.

LAURA
(smiles)
He's never failed me yet!

21A INT. THE SEEKER - TWO SHOT, CHRIS AND TEE GAR

21A

TEE GAR
Why don't you try and contact
Laura?

(CONTINUED)

21A (CONTINUED)

21A

Chris nods. CAMERA MOVES IN ON CHRIS, and we hear his mind voice.

CHRIS' MIND VOICE

Laura -- can you hear me?

22 EXT. ANTI SPACE - THE DARK WORLD - THE REAL SEEKER 22

Looking tiny as it drifts through this alien space.

OVER SHOT:

LAURA'S MIND VOICE

(quietly overjoyed)

Chris -- you've come!

CHRIS' MIND VOICE

Did you think I wouldn't
Where are you?

LAURA'S MIND VOICE

(blurred words, FADING IN AND
OUT, then, stronger)

The Dark World...Gampu needs help
...Hurry, Chris!

23 INT. THE SEEKER - THREE SHOT 23

Tee Gar is staring at the screen, then at Chris.

CHRIS

Tee Gar, I've contacted Laura
-- Gampu's hurt. We've got to
find them.

Paul Jerome touches sensor-plates, then looks up at Tee Gar and shakes his head.

PAUL

No power -- nothing. Everything's
dead...

TEE GAR

That planet's gravitational
field will drag us down --
we'll crash...we have no
lift.

24 CLOSE - CHRIS 24

His face is strained, but there is a half-smile on his face.
His eyes are glowing, lambently.

- 25 EXT. ANTI-SPACE - THE DARK WORLD 25
- CHRIS' MIND VOICE
Link with me, Laura -- the way
we do when we try to move things
with our minds...help us...you
have to help us land.
- LAURA'S MIND VOICE
I don't know if we can.
- CHRIS' MIND VOICE
We can -- We must! Try -- hard!
- The Seeker drops toward the dense, dark cloud-atmosphere of
the strange world.
- CHRIS' MIND VOICE
Lift, Laura, Now -- lift! Again!
- 26 INT. THE SEEKER 26
- Tee Gar and Paul grip their seats, stare through the visi-
screen. Chris remains still, relaxed, his eyes glowing.
- CHRIS' MIND VOICE
We're doing it, Laura! Lift!
- 26A CLOSE SHOT CHRIS 26A
- LAURA'S MIND VOICE
Chris -- I'm tiring, getting
weaker...I can't -- I can't --
- CHRIS' MIND VOICE
Just a little longer, Laura
-- Lift...!
- ANGLE WIDENS TO INCLUDE TEE GAR AND PAUL
- TEE GAR
(excited)
It's all right -- we can make
it --
- PAUL
I've some control -- enough
to land.
- 27 OMIT 27
- 28 EXT. DARK WORLD - CLEARING - DAY 28
- The Seeker spinning slightly, out of control, but still in a
steep glide angle, crash-lands.

29 INT. THE SEEKER - DAY

29

Chris has been slammed forward, into the control console by the impact. His eyes are closed. Both Tee Gar and Paul have been thrown from their seats, and sent sprawling, but now they slowly get up. Chris shakes his head and opens his eyes, which are no longer glowing. He forces a smile. Peepo leans against a bulkhead.

CHRIS

We're down!

TEE GAR

And in one piece, I think!

PAUL

(grimly)

But how do we get off this world without power?

PEEPO

If someone will straighten me up, I might think of something.

Tee Gar straightens him. Suddenly the whole ship TREMBLES, shaking them and everything aboard violently.

CHRIS

We'll talk about that after we've found Laura and Gampu, and we'd better find them before this whole place shakes apart.

PEEPO

I'll stay here and convert the thrust to negative polarization.

31 EXT. THE DARK WORLD - CLEARING AND JUNGLE - DAY

31

Chris jumps down from the wecker to the sandy, multi-colored ground, and is followed by Tee Gar and Paul. They eye the forbidding, gloomy, shadowy jungle, then Paul crosses the clearing. He looks around then whirls about to stare off, as there is a sudden, THUNDEROUS, INCREDIBLY SAVAGE ROARING.

32 THEIR POV - THE LIZARD CREATURE

32

In the miasmic haze something FLICKERS, its gigantic shape PHASING IN AND OUT OF VIEW! It is a tremendous lizard-like creature, thirty or more feet high, standing on its

(CONTINUED)

32 (CONTINUED)

32

hind legs very much like Earth's Tyrannosaurus Rex of pre-historic time, its huge, fanged jaws gaping open, its tiny red eyes blazing fiercely.

FADE OUT.

END ACT ONE.

"CASTAWAYS IN TIME AND SPACE"

ACT TWO

FADE IN:

33 EXT. DARK WORLD - CLEARING - DAY 33

The mad BELLOWING of the monster resounds. The creature itself is VISIBLE - then he disappears.

TEE GAR

Hey -- what happend to it?

CHRIS

It's invisible!

PAUL

Get back to the ship!

CHRIS

(urgent command)
We'd never make it. Scatter.
Now!

They turn and run.

33A MONSTER TRACKS 33A

Leading toward the cadets.

33B CHRIS, TEE GAR, PAUL 33B

Running. Chris looks behind.

CHRIS

I'm going to try and lead
him off. You keep going.

He veers off out of scene.

33C THE MONSTER 33C

Visible. He sniffs the air -- looks in both directions.

33D CHRIS 33D

Looking toward os. monster -- UTTERING WEIRD YELLS, WAVING
HIS ARMS.

33E THE MONSTER 33E

Visible. He starts toward the os. Chris -- and then DISAPPEARS.

34 CLOSE - TEE GAR AND PAUL 34

Tee Gar looks back, they stop.

TEE GAR
Chris has pulled him off our
tail!

Move in on Paul as a trace of admiration crosses his face.
They continue running.

35 OMIT 35

36 OMIT 36

37 OMIT 37

37A EXT. ROCKY AREA - TEE GAR, PAUL 37A

As they run into the area and stop in front of a cave. Tee
Gar turns and waves to the os. Chris.

TEE GAR
This way, Chris! There's a
cave!

37AA CHRIS 37AA

He looks toward the OS Tee Gar -- runs toward the os. cave.

37B EXT. THE CAVE - TEE GAR, PAUL 37B

As Chris --panting for breath -- reaches the cave and
follows them inside.

38 OMIT 38

39 OMIT 39

40 OMIT 40

41 OMIT 41

42 INT. ROCK CAVE 42

The three cramped in the tiny cave. There is an os. roar.

TEE GAR
There he is...

43 OMIT 43

44 OMIT 44

45 SHOT - TEE GAR AND PAUL

45

Paul squats in the farthest place from the cave opening, face sullen.

PAUL

We can't just sit here...

TEE GAR

Then think of something.

CHRIS

But do it quietly!

Paul gives him a hard look, but remains silent.

46 OMIT

46

47 OMIT

47

48 EXT. THE CAVE (MINIATURE)

48

Shooting into the cave where Chris, Tee Gar and Paul crouch.

TEE GAR

(trying to peer outside)

Think I'll take a peek outside.

He starts to crawl toward the opening. As he does, one of the monster's massive three-toed legs comes down over the entrance to the cave, almost like a hatch cover -- practically closing off the cave entrance. We hear breathing.

48A CLOSE - THREE SHOT - CHRIS, TEE GAR AND PAUL

48A

TEE GAR

I've got a feeling he doesn't like us.

CHRIS

Wrong...he likes us too much.

TEE GAR

You're right...for ~~supper~~ ^{supper}, especially.

PAUL

Do you expect me to laugh?

TEE GAR

Sure! If I thought you had a sens of humor.

(then)

I hope he leaves soon. I've run out of jokes.

48B EXT. DARK WORLD - CLEARING - LAURA, GAMPU

48B

Gampu is still sprawled on the loose, sandy ground. Laura sits nearby.

LAURA

(trying to be cheerful)
It's said that when things look really bad for you, you begin to think about your past life.
(smiles)
But all I can think about is the future. Does that mean anything?

GAMPU

It means that you will survive, because you are strong -- and courageous.

LAURA

Thank you, Commander, if I am, I learned it from you.

GAMPU

You have always been a splendid student, and it pleases me that my teaching has been so fruitful. You must save yourself. Leave me -- before it's too late.

Both react as we suddenly hear the monster ROAR.

LAURA

I'm staying.

48C EXT. THE CAVE - THE MONSTER'S LEG, CHRIS, TEE GAR, PAUL
(MINIATURE)

48C

The three peer intently toward the monster's leg -- listen to his stertorous breathing, rumbling sounds -- an impatient ROAR.

48D TIGHT THREE SHOT - (INT. CAVE)

48D

TEE GAR

He's not going to move. He's going to wait us out.

CHRIS

(desperately)
We've got to get to Laura and Gampu!

(CONTINUED)

48D (CONTINUED)

48D

PAUL
Sorry, my family didn't raise
any foolish kids.

CHRIS
(quietly)
I didn't expect you to volunteer,
Paul.
(a beat -- he snaps his fingers
as an idea occurs to him)
Peepo!

He flips open his collinear -- calls:

CHRIS
(softly)
Come in, Peepo! Peepo do you
read me.

48E INT. THE SEEKER - PEEPO

48E

He is wheeling about the bridge, checking gauges, comm
systems, etc.

CHRIS' VOICE
Come in Peepo. Peepo come in!

Peepo presses a switch.

PEEPO
Go ahead Chris.

48F INT. THE CAVE - CHRIS, TEE GAR, PAUL

48F

Favoring Chris.

CHRIS
(into collinear)
Listen Peepo -- we're holed up
in a cave 200 meters due west of
the Seeker, with a rather hungry
monster outside.

48G INT. THE SEEKER - PEEPO

48G

Listens -- his face plate registering information.

CHRIS' VOICE
Cave dimensions: width four
meters, height ten meters.

(CONTINUED)

48G (CONTINUED)

48G

PEEPO

Four meters by ten meters, go ahead.

CHRIS' VOICE

I want you to throw a gravity ray over the cave, twenty-five centimeters above ground.

PEEPO

I'll give it all I can, Chris, but our power is very low.

49 INT. THE CAVE - CHRIS, TEE GAR, PAUL

49

CHRIS

If you can just get that beast to daze off for a minute, we'll be on our way.

He switches off.

PAUL

Maybe.

They look at Paul, then peer out.

49A INT. THE SEEKER

49A

Peepo presses several switches.

49AA EXT. THE SEEKER

49AA

As the gravity ray moves out from the ship.

49B EXT. THE CAVE - THE MONSTER

49B

His massive paw still partially covering the entrance. A beat -- and the gravity field net encircles the monster and the cave, leaving a gap of twenty-five centimeters at its base.

49C INT. THE CAVE - THE THREE

49C

Peering out.

TEE GAR

(extends a pocket probe)
The field's working -- full force!

49D EXT. THE CAVE - THE MONSTER - CLOSER SHOT 49D

He blinks his eyes -- his head rolls from side to side. He begins to sag. His leg slides off the cave. He droops -- arms dangling -- then gradually sinks to the ground -- his eyes closed, he's asleep.

49E INT. THE CAVE - THE THREE 49E

Listening to the slithering sounds of the monster -- light entering as his paw slides off the entrance.

CHRIS
(listens intently -- then:)
Now!

He lies prone and begins to wriggle out of the cave. Tee Gar and Paul follow.

50 EXT. THE CAVE - CHRIS, TEE GAR, PAUL - THE RECUMBENT MONSTER

As the cadets creep out under the gravity field -- Chris in the lead. They exit.

50A TIGHT SHOT - GROUP 50A

PAUL
(a hoarse whisper)
We can make it back to the ship.

TEE GAR
You can make it back!

Tee Gar creeps out of scene. Paul rises, stands there, indecisive.

50B OMIT 50B

51 OMIT 51

52 OMIT 52

53 OMIT 53

54 OMIT 54

55 OMIT 55

56 OMIT 56

57 EXT. ANOTHER PART OF THE AREA, CHRIS, TEE GAR 57

Chris and Tee Gar run in, then drop wearily down.

(CONTINUED)

57 (CONTINUED)

57

TEE GAR

Figured Paul would go back to the ship...I've seen some guys wrapped up in themselves before, but...

CHRIS

Paul's from a pioneer colony. Survival's the name of the only game played there -- the only game he's ever known.

TEE GAR

One for one -- and the rest take care of themselves, huh...?

CHRIS

People learn -- and change...
(getting up)
We've got to keep moving it.

They start out of scene.

58-65 OMIT

58-65

66 EXT. - CLEARING - LAURA, GAMPU

66

We hear the roar of the os. monster. Gampu tries to rise, but winces with pain.

LAURA

Please don't try to get up.

GAMPU

You've made up your mind not to leave, so I've made up my mind to try and be of some use.

67 EXT. ANOTHER PART OF THE AREA - CHRIS, TEE GAR

67

Running, then find themselves blocked by a high rock pile. They stop.

CHRIS

We'll have to turn back, go around this.

They turn -- and as they do so, we hear the monster's ROAR. They freeze.

68 THE MONSTER - THEIR POV

68

Glaring toward them.

69 CHRIS, TEE GAR 69
 Staring off.

TEE GAR
 We're trapped!

Suddenly they hear an ECHOING YELL - HIGH PITCHED SCREAMS.
 They look off.

70 PAUL - THEIR POV 70
 Luring the os. monster with his screaming and antics.

70A TWO SHOT - CHRIS AND TEE GAR 70A
 TEE GAR
 It's Paul!

71 THE MONSTER 71
 Visible. It's head turns toward the sounds. It starts toward
 the os. Paul.

72 PAUL 72
 As he runs off. Then veers to one side -- he dodges, circles,
 stumbles and falls.

73 THE MONSTER 73
 He roars, then heads toward the os. Paul

73A PAUL 73A
 As he ducks behind a rock.

73B ANGLE 73B
 The monster passes the rock, Paul's head appears and he
 looks off, grins.

73C CHRIS, TEE GAR 73C
 Watching the os. Paul.

TEE GAR
 It's like you said, Chris. People
 learn -- and change.

CHRIS
 (nods -- then:)
 Let's find Laura and Gampu.

They run out of scene.

74 OMIT 74
 75 OMIT 75
 76 EXT. DARK WORLD - CLEARING - GAMPU, LAURA 76

FAVORING Laura as she anxiously searches the landscape. Suddenly she reacts to os. call.

CHRIS' VOICE
 (distant -- echoing)
 Laura...!

She jumps to her feet -- smiling.

LAURA
 They're here, Gampu! They've
 come for us!

Gampu raises up painfully to look off.

77 OMIT 77
 78 EXT. DARK WORLD - CLEARING 78

As Chris and Tee Gar join Laura and Gampu in a joyful reunion. Chris hugs Laura.

LAURA
 (almost in tears)
 Oh, Chris -- Chris -- I knew you
 would find us. Tee Gar, I'm so
 glad to see you.

Chris puts his arms around Laura, hugging here.

TEE GAR
 Well, as long as I was in the
 neighborhood, I thought I'd
 drop by.

78A GAMPU, TEE GAR 78A

Tee Gar kneels at Gampu's side, runs practised fingers over his injured arm and leg, examines his facial bruises.

TEE GAR
 (smiling)
 Something tells me we're going
 to have you up and about in 24
 hours.

(CONTINUED)

Brian

78A (CONTINUED)

78A

As Chris joins Tee Gar at Gampu's side.

GAMPU
(to Chris and Tee Gar --
smiles faintly)
I hope so. Just the sight of you
young men makes me feel much better.

78B PAUL (GAMPU'S POV)

78B

As he enters.

79 ANGLE - GROUP

79

GAMPU
I see you've brought Paul along.

CHRIS
(nods)
And mighty glad we did. He came
through when we needed him.

GAMPU
(nodding)
I'm not surprised.
(he smiles)
Paul fancies himself a loner, --
but I've always thought of him as
a worthy addition to our team.

As Paul comes closer:

PAUL
How do you feel, Commander?

GAMPU
Much -- much better.
(to Laura)
Laura, Paul Jerome --

LAURA
Welcome, Paul.

PAUL
Thank you.

TEE GAR
I think it might be a good idea
for us to get out of here.

(CONTINUED)

78A (CONTINUED)

78A

GAMPU

Just the sight of you young
men makes me feel much, much
better.

78B OMIT

78B

79 ANOTHER ANGLE

79

Paul enters -- slightly dusty and dishevelled. Chris puts
an arm about him -- leads him to Laura.

CHRIS

(to Laura)

Laura -- I want you to meet
Paul Jerome --

(smiles)

the newest member of our team,
he's quite a guy.

LAURA

Hi, Paul.

PAUL

Laura, Commander.

(to Chris -- pointedly)

I think we'd better get going.

CHRIS

(grins)

I get your message.

They start to help Gampu out.

DISSOLVE TO

80-86 OMIT

80-86

87 INT. THE SEEKER - THE TEAM

87

ANGLE TOWARD HATCH as Chris, Tee Gar and Paul as they get
Gampu through and settle him on a lounge chair. Peepo is
at his post.

TEE GAR

Peepo, were you able to
work out the negative polari-
zation?

PEEPO

Of course. While you were out
running around, I was working!

79 (CONTINUED)

79

GAMPU
Whatever you say, you're the
doctor!

*
*

They start to help Gampu out.

*

DISSOLVE TO:

80 - 86 OMIT

OMIT

80 - 86

87 INT. THE SEEKER - THE TEAM

87

ANGLE TOWARD HATCH as Chris, Tee Gar and Paul as they
get Gampu through and settle him on a lounge chair.
Peepo is at his post.

TEE GAR
Peepo. were you able to work out
the negative polarization?

PEEPO
Of course. While you were out
running around, I was working!

88 ANOTHER ANGLE - THE TEAM

88

In the co-pilot's seat, Paul starts running his fingers over the sensor plates. Abruptly, the entire control console panel lights up -- fiery red.

CHRIS

Now -- full negative, Paul!
Hit it!

89 EXT. THE SEEKER

89

Its thrusters begin to glow -- then erupt suddenly. Then, with incredible power, the spaceship angles upward into the void.

90 INT. THE SEEKER (MATCH COLORED OR STAR B.G.)

90

Laura is looking at the monitor.

LAURA

(reacting)
He's still there!

All save Gampu join here at the viewport and look out.

91 MONITOR SHOT - THE MONSTER (MINIATURE)

91

Far below we see the monster standing in the clearing flailing his arms, his jaws wide open as he roars with fury, MOS.

92 INT. THE SEEKER

92

As all but Gampu continue to look through the viewport.

TEE GAR

Maybe he's wishing us bon voyage!

GAMPU

He's probably delighted that we've left his world, after all, we were the invaders!

PAUL

(grins)
And he's probably a loner who's got no friends and doesn't know what it's like to be on a team.

The others nod knowingly as Chris and Paul exchange a smile.

93 - 95

OMIT

OMIT

93-95

96 EXT. ANTI-SPACE

96

As the Seeker arcs upward, then darts directly out of the strange, negative-white Black Hole.

FADE OUT.

THE END