

*Brian Tsch*

# SPACE ACADEMY

"JOHNNY SUNSEED"

SA - #85017

AUGUST 18, 1977

**FILMATION**  **N**  
STUDIOS

# SPACE ACADEMY

"JOHNNY SUNSEED"

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by

Don Heckman

August 18, 1977

SPACE ACADEMY

"JOHNNY SUNSEED"

85017

Commander Isaac Gampu  
Cadet Capt. Chris Gentry  
Cadet Lt. Laura Gentry  
Cadet Lt. Adrian Pryce-Jones  
Cadet Lt. Paul Jerome  
Cadet Lt. Tee Gar Soom  
Special Cadet Loki  
Peepo

Johnny Sunseed  
Fracture, the parrott  
Voice  
Engineer's Voice

SPACE ACADEMY

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85017

INTERIORS

Academy Control  
Academy Corridor  
Seeker 1, 4, 5  
Sick Bay  
Branch Computer Building  
Launch Pad and Entry Port  
Lab

EXTERIORS

Space, The Academy  
Seeker 1, 4, 5  
Space Farm  
Sunseed's Spacecraft  
Planet Suli

SPACE ACADEMY

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85017

TEASER

FADE IN:

1 EXT. SPACE - ESTABLISHING SHOT OF THE ACADEMY (MINIATURE) 1

The planetoid floats majestically through space, rotating slightly on its axis. Beyond its peaks we see the twin suns of the Alpha Centaurus system.

DISSOLVE TO:

2 INT. LAB 2

ON PAUL AND ADRIAN. Paul holds a container of earth in which small sprouts have begun to break through the surface.

PAUL

This one is brassica oleracea capitata, and this one is plain old lactuca sativa--

ADRIAN

Plain old what?

PAUL

(disdainfully)

Lettuce. To you!!

ADRIAN

-----  
Lettuce?  
-----

\*

CONTINUED

2 CONTINUED

2

PAUL

Not plain lettuce, of course.  
It's from Centaurus IV--

ADRIAN

So what's the big deal about--

PAUL

The big deal is that these are  
the first extraterrestrial plants  
we've ever been able to get into  
our food cycle with the indispensable  
help of our electronic plant grower.  
You've been eating outer-space lettuce  
in your salads.

ADRIAN

(looking more closely)  
Yuuuucccchhhh!

Gampu joins them.

GAMPU

Ah, Paul. These are from the  
satellite space farm. Excellent,  
excellent. You're doing a fine  
job.

PAUL

Thanks, Commander.  
(proudly)  
We've been using the solanum  
tuberosum in the Commisary  
for the last week or so.

GAMPU

(a bit confused by the name)  
Hmmm. Excellent. Now you'll be  
heading back to the Space Farm.

\*

PAUL

Yes, sir. On my way.

Paul takes his plants and exits.

3

- ANOTHER ANGLE

3

WIDE featuring Gampu.

GAMPU

Before you go, I have an announcement. \*

Chris Laura, Loki, Tee Gar, Peepo and Adrian gather around.

GAMPU

We are about to have a visitor -- a very important and, I'm afraid, a very difficult visitor.

CHRIS

Sir?

GAMPU

As you know, there is considerable feeling at the Federation that the expenses of the Space Academy are too high.

TEE GAR

But the Academy is vital to man's future--

GAMPU

We are all aware of that, Tee Gar. \*

One of the leaders of the opposition is a very eccentric man -- a man who feels mankind's future lies in the sylvan forests of nature rather than -- as he puts it -- the unnatural, artificial environment of space. In short, he is not a friend of the Academy. His name is Johnny Sunseed and it is he who will arrive today on an inspection tour.

LOKI

Camelopardus! Just what we need.

CONTINUED

3 CONTINUED

3

CHRIS

Sounds as though you know  
this man pretty well, Commander.

GAMPU

Know him well? Indeed I do.  
He's my brother.

\*

---

There is a shocked reaction from the members of the  
Blue Team.

---

FADE OUT

END OF TEASER

SPACE ACADEMY  
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ACT ONE

FADE IN:

4 EXT. SPACE - THE ACADEMY (MINIATURE) 4

ZOOM IN as a ship moves toward one of the docking berths. It is brightly colored in cool, overlapping shades of greens and blues, not unlike the Alexander Calder decorated airliners of the 1960's and 70's.

DISSOLVE TO:

5 INT. SPACE ACADEMY CORRIDOR 5

PEEPO rolls backward, followed by a rapidly striding Johnny Sunseed. Sunseed is a bearded, grizzled character, the classic space veteran. Perched on his shoulder and chattering away is an exotically colored parrot named Fracture. Despite the beard and the grizzled features, Sunseed's relationship to Gampu is apparent.

PEEPO

Sir, welcome to Space Academy.  
 Standard procedure requires  
 that we quarantine all pets for  
 a period of--

SUNSEED

Bosh and tosh. Don't talk to me  
 about standard procedures, machine.  
 (to Fracture)  
 Too many of these talking bags  
 o' bolts, eh, Fracture?!

CONTINUED

5 CONTINUED

5

## FRACTURE

Beak 'em up, break 'em up,  
rust their bearings, heh, heh,  
heh.

## PEEPO

(agitated)

Sir, it is my duty to inform you  
that there are certain Academy  
regulations that I must--

## SUNSEED

Listen, you little mechanical  
beasty. I may be here on official  
business, but I also travel on a  
mission of deliverance -- a mission  
to free mankind from the domination  
of mahcines -- especially talking  
machines.

CUT TO:

6 INT. ACADEMY CONTROL

6

Chris walks over to Adrian who sits behind a console.  
Adrian looks surprisingly loose and casual, draped  
carelessly over her chair in total contrast to her  
usual crisp, efficient bearing.

## CHRIS

Has Paul lifted off for the  
space farm yet?

## ADRIAN

(humming to herself)

Uh, what?

## CHRIS

What's the matter with you?  
Has Paul lifted off yet?

## ADRIAN

Hours ago.

\*

CONTINUED

6 CONTINUED

6

GAMPU

Quiet please, I'm doing an involved reading.

\*

ADRIAN

Oh, Chris, did you ever see the moon look so lovely?

\*

CHRIS

Moon? We're not within two parsecs of a planet with a moon.

\*

ADRIAN

Chris, you have no imagination.

She leans back in her chair, closes her eyes and goes to sleep.

CHRIS

Adrian! Adrian! Wake up.

GAMPU

Will you please be quiet!

\*

He starts to shake her, then thinks better of it.

CHRIS

(to Tee Gar who is nearby)  
Tee Gar, better take a look.

Tee Gar and Gampu go to Chris.

GAMPU

What's the matter with Adrian?

Chris shakes Adrian again. This time she stirs and begins to giggle.

CHRIS

I don't know, Commander.

TEE GAR

I've got two people in Sick Bay right now with the same symptoms-- silliness, detachment, and inability to do their jobs properly.

CONTINUED

6 CONTINUED

6

GAMPU \*

-----  
This sounds serious. Get her to  
Sick Bay at once Tee Gar.  
-----

\*

TEE GAR

Yes, sir!

Tee Gar helps Adrian to her feet and assists her to the doorway. Just as they reach it the door slides open and Johnny Sunseed makes a dramatic entrance. Peepo straggles along behind.

SUNSEED

Hearken, you slaves to the machine!  
I have come to free you -- to  
liberate you from the bonds of  
technology!

FRACTURE

Break your chains - Squawk -  
Break your chains.

PEEPO

(to Gampu)

Commander, I've been trying  
to tell him --

SUNSEED

(roaring)

Be quiet, machine!!

Peepo whirrs, blips and beeps, then falls silent.

SUNSEED

Now. Who's in command here?

GAMPU

-----  
You know who's in command here.  
Welcome Sunseed. I trust you're  
well.  
-----

\*

CONTINUED

6 CONTINUED

6

SUNSEED

Well enough. Greetings Gampu. \*

Gampu realizes that Tee Gar, still holding Adrian, has been virtually hypnotized by the surprising events taking place.

GAMPU

(to Tee Gar)

Tee Gar! To Sick Bay! \*

Tee Gar jumps, then helps Adrian through the doorway.

SUNSEED

What's this? Trouble in your technological paradise?

GAMPU

Nothing serious. I'm sure you have much larger concerns.

SUNSEED

No concern is larger than the survival of any life be it animal or plant. Surely even you -- the master technician -- knows that.

GAMPU

Spare me the editorial comments. The Federation has asked me to grant you every courtesy. And so I shall. \*

SUNSEED

You know why I'm here?

GAMPU

Unfortunately yes. To gather ammunition for your effort to eliminate the Space Academy. The same old mischief. \*

CONTINUED

6 CONTINUED

6

Sunseed roars with laughter.

SUNSEED

The same old mischief, is it?  
You hear that, Fracture?

FRACTURE

Break 'em up, break 'em up,  
rust their bearings, heh,  
heh, heh.

SUNSEED

(more seriously)

No Gampu. I act solely on my desire  
to help humankind back to the natural  
life from which it sprang.

GAMPU

And throw away thousands of years  
of scientific achievement. Really  
Brother! You'll change your mind  
when you see what our electronic  
plant growers can do. \*

SUNSEED

Pollution? Radiation? War?  
Even the vast spaceways are  
littered with the junk of our  
technology. No, Gampu, you have  
never understood my goals. We  
are different. Very different.

GAMPU

Perhaps we are and though our views  
may be different, we are still brothers  
I hope. \*

SUNSEED

Oh Gampu, when are you going to grow up?  
It's hard to believe I'm only 52 years  
older than you. I would think that at  
300 you'd have outgrown all that  
sentimentality! \*

GAMPU

I hope I never do. \*

CONTINUED

6 CONTINUED

6

[Faint, mostly illegible text consisting of several lines of a conversation or report.]

CHRIS  
Commander! It's Lieutenant Trias.

CONTINUED

6 CONTINUED

6

GAMPU  
Proceed, Lieutenant.

\*

VOICE (OS)  
This is going to sound weird, sir.

GAMPU  
Explain please.

\*

VOICE (OS)  
Well, Cadet Horton's been doing  
some odd things --

GAMPU  
Such as--

\*

VOICE (OS)  
Such as programming the computer  
to play -- uh -- Martian folk  
songs.

\*

Gampu shakes his head.

VOICE (OS)  
He just passed out. We took  
him to Sick Bay.

GAMPU  
We'll look into it at once, Lieutenant.

\*

7 ACADEMY CONTROL - ANOTHER ANGLE 7

SOUND; An alarm clangs and DANGER lights flash.  
Gampu rushes to Laura's control monitor.

GAMPU  
What is it Laura?

\*

LAURA  
(pushing her control buttons)  
I'm not sure. Wait! It's Paul.  
He should be on the Space Farm  
by now!

8 ACADEMY CONTROL - ANOTHER ANGLE 8

FEATURING A VIEWSCREEN. The viewscreen flashes on  
showing a mid-distance, frontal view of a Seeker.

LAURA  
He's heading straight at  
the Academy!!

She flips a control and speaks into her board.

GAMPU  
Come in Paul! This is Commander  
Gampu.

\*

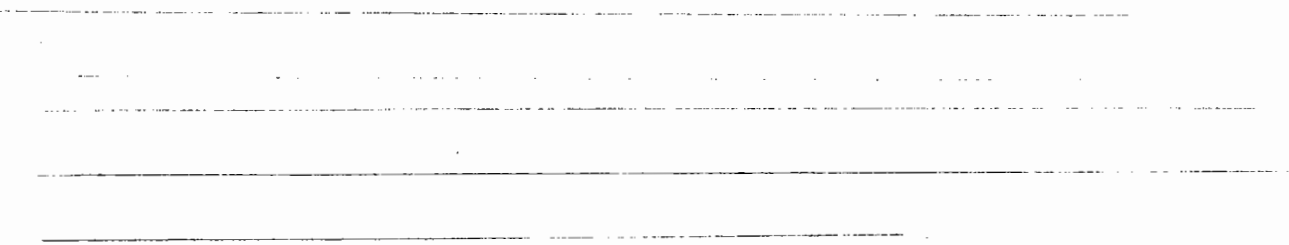
PAUL'S VOICE (OS)  
Yippeeeeeeeee!!

There is a shocked reaction in the Control Room.

SUNSEED  
(to Gampu)  
More problems in your  
outer space paradise?

Gampu reacts, tight-lipped.

CUT TO:



9 EXT. SPACE ACADEMY PLANETOID (MINIATURE) 9

The Seeker zooms through deep space toward the planetoid. With a tremendous flashing roar it soars past the Control Room windows with literally only a few feet to spare.

CUT TO:

10 INT. ACADEMY CONTROL 10

Everybody reacts as the Seeker zooms by overhead.

GAMPU

Good Heavens, what does he think he's doing? \*

LAURA

(into her console)

Paul! Paul! What's happening?  
Are you all right?

PAUL'S VOICE (OS)

What's happening? Yippee!!!!  
I'm having fun, that's what's  
happening. You bet I'm all  
right!

CUT TO:

11 EXT. SPACE - THE SATELLITE (MINIATURE) 11

The Seeker once again curls through the area around the planetoid, pulls into a collision course and pulls out of a steep dive at the very last minute. Paul is "buzzing" the Academy very much like a World War I fighter pilot.

CUT TO:

12 INT. ACADEMY CONTROL 12

Everyone ducking again. Gampu goes to Laura's console communicator.

CONTINUED

12 CONTINUED

12

GAMPU

Paul! This is Commander Gampu.  
Get that ship into dock immediately!  
That's an order!!

\*

CUT TO:

13 INT. SEEKER CONTROL ROOM

13

Paul is at the controls, laughing uproariously. He swings the ship around once again.

PAUL

Okay, Commander, here I come!!

CUT TO:

14 EXT. SPACE - THE SATELLITE (MINIATURE)

14

The Seeker starts into a long, deep dive toward the Academy. Collision seems imminent.

LAURA (OS)

He's buzzing the Academy again!!  
He's on a collision course!

FADE OUT

END OF ACT ONE

ACT TWO

FADE IN:

15 EXT. ACADEMY (MINIATURE) 15

As Paul buzzes in Seeker.

16 INT. ACADEMY CONTROL 16

The room is in an uproar as Paul sends the Seeker in another death-defying "buzz" of the satellite.

GAMPU

Laura, pick him up in a tractor beam.

Laura operates her console.

CUT TO:

17 EXT. SPACE (MINIATURE) 17

As the Seeker heads down toward the Academy a tractor beam -- a bright, penetrating stream of light -- snaps out from the Academy, focuses on the tiny ship. The Seeker slows for a moment in the grasp of the tractor's control.

CUT TO:

18 - 23 OMIT OMIT 18-23

CUT TO:

24 INT. ACADEMY CONTROL

24

LAURA  
I've got him, Commander.

25 INSERT - LAURA'S HANDS ON CONTROL

25

She manipulates the tractor "seeking" controls expertly.

CUT TO:

26 EXT. SPACE (MINIATURE)

26

The ship surges as it attempts to escape  
but its efforts fail and the beam gently pulls  
the ship to a docking berth.

CUT TO:

27 INT. ACADEMY CONTROL

27

Laura lets out a deep breath, releases the tractor beam controls.

CHRIS

Looks as though we have another candidate for Sick Bay.

GAMPU

I'm afraid so. Laura, see what you can do to help Tee Gar.

LAURA

(still a bit shaken)  
Right.

She gets up and exits.

SUNSEED

So this is how you operate this technological marvel in space?

Sunseed looks at Gampu, waiting for a response.

Gampu is tight lipped.

GAMPU

Emergencies cannot be predicted.

SUNSEED

Nor can they be overlooked. You know I must consider these events in my reports?

GAMPU

I do.

\*

\*

\*

\*

(CONTINUED)

27 (CONTINUED)

27

SUNSEED

Now then I'd like to see the  
Academy's famous space farm.  
(he laughs)  
And its remarkable plant grower.

GAMPU

All right,  
(a smile)  
Your guide will be Peepo.

SUNSEED

What! A machine! I'll have none  
of it!

FRACTURE

Break 'em up! Rust their bearings!

GAMPU

Then I'm afraid you won't see the  
farm.

Sunseed bristles, then laughs uproariously.

SUNSEED

On your terms, then, Gampu. But  
if you send your machine to watch  
over me, the least I can do is  
allow Fracture to watch over you --

He laughs and places the bird on Gampu's shoulder.

FRACTURE

Gawwk. Don't leave me --

SUNSEED

Take care of him, Fracture.

Sunseed exits. Gampu reacts with a smile, hands the bird  
to Chris. Chris looks after Sunseed.

(CONTINUED)

27 (CONTINUED) 2

27

CHRIS

He's quite a man.

GAMPU

Yes. Difficult and pig-headed.  
But very dear to me...Once, many  
years ago -- I was lost in a deep  
forest. I was weak -- desperate  
-- couldn't have held out much  
longer -- some how -- I sensed  
Sunseed's presence -- and he  
gave me strength and guided me  
to safety -- Yes, he's quite a  
man, my brother.

CUT TO:

27A EXT. SUNSEED'S PLANE - MINIATURE \* 27A

27B INT. SUNSEED'S PLACE \* 27B

-----  
PEEPO

We're just about there, Professor. \*

-----  
SUNSEED

Electronic garbage, I can \*  
hardly wait, Peppo. \*

-----  
PEEPO

Peepo. \*

-----  
28 INT. SICK BAY 28

Paul sits on an examination pallet looking a bit dazed. Laura stands at his side while Tee Gar looks at a monitor which reads out vital life signs.

TEE GAR

How do you feel?

PAUL

As though I've been hit by a rogue \*  
comet.

He feels his arms and legs.

PAUL

--Better now. \*

TEE GAR

You still need some rest.

LAURA

Paul, do you remember anything  
that happened on the Seeker?

\*

\*

(CONTINUED)

28 (CONTINUED)

28

PAUL  
(realizing something is deeply  
wrong)  
Why? What -- did I do something?

He sits up.

LAURA  
You were buzzing the Academy in  
the Seeker.

\*

LAURA  
I had to use the tractor beam to  
bring you in.

PAUL  
Buzzing the Academy! Deimos and  
Phobos! I can't remember a thing!

\*

\*

\*

TEE GAR  
Settle down, Paul. Try to get  
some sleep.

Paul slumps back on the pallet. Laura and Tee Gar look  
closely at the monitor figures.

LAURA  
Any ideas?

TEE GAR  
Systemic imbalance. That's the  
only thing that can account for  
all the odd behavior.

LAURA  
But how --

TEE GAR  
I'm betting on something they  
ate.

LAURA  
Food?

(CONTINUED)

28 (CONTINUED) 2

28

TEE GAR

It's the only way -- Laura! What about the plants from the satellite?

LAURA

Paul said the Commisary's been using them for a week. Do you think --

TEE GAR

I'd bet a handful of Arcturan diamonds. Let's tell the Commander.

CUT TO:

29 OMIT

29

\*

30 OMIT

30

\*

31 EXT. THE SATELLITE - SUNSEED, PEEPO

31

As they come walking along.

SUNSEED

You don't make a very congenial companion, Peppo (sic)

PEEPO

I am not your companion, sir -- I'm your guide. And my name is Peepo. (raises an arm) The experimental farm is that way.

\*

32 EXT. THE SPACE FARM

32

Rows of neatly spaced plants, some with exotic-looking plants with purple and yellow leaves. ANGLE WIDENS to INCLUDE Sunseed and Peepo as they enter scene.

SUNSEED

So this is it!

\*

33 CLOSER SHOT - SUNSEED, PEEPO

33

As Sunseed kneels -- plucks a leaf and smells it -- tosses it aside -- nibbles the end of another leaf and makes a face.

(CONTINUED)

SUNSEED

(rising)

Bosh and tosh -- completely unnatural in taste and smell.

Where's that glorified transistor that's responsible for all this?

\*

\*

Peepo points off.

PEEPO

If you mean our electronic plant grower or EPG -- it's in that branch computer building.

SUNSEED

I want to see it.

He starts to go -- then reels a little -- puts a hand to his head.

SUNSEED

Wait a minute, Peppo. I've begun to feel a bit dizzy.

\*

\*

34 INT. LABORATORY

GAMPU, CHRIS

\*

34

A few specimens of plants lie on table as Gampu, Chris and Tee Gar speak.

GAMPU

\*

If you're conclusions are correct, Tee Gar then I'd say the plants are indeed the cause of the Cadet's illness. Until further notice we will impose a quarantine on the space farm.

TEE GAR

Good Commander. Meanwhile I'm making some more tests. Adrian and Paul have responded to treatment I've placed them back on duty.

\*

\*

GAMPU

That's fine. (he turns) Chris.

(CONTINUED)

34 (CONTINUED)

34

CHRIS

(on mike)

This is Captain Gentry. Commander Gampu's orders. Quarantine to be put into effect on Satellite SFl immediately. Warn all shipping to stay out of the area. Confirm!

(he switches off)

Quarantine being imposed.

\*

GAMPU

(nods)

We must dispose of all goodstuffs from the space farm.

\*

\*

CHRIS

I'll handle that commander.

GAMPU

I'd better talk to my brother -- I want him and Peepo off the satellite immediately.

\*

(on space com)

This is Commander Gampu calling Satellite SFl. Come in SFl.

35 EXT. THE SPACE FARM - SUNSEED, PEEPO

35

Sunseed is still seated on the crate as we hear on his collinear:

GAMPU'S VOICE

(filter)

Repeating -- this is Gampu, Sunseed. Please come in. This is urgent.

Sunseed unhooks his collinear as Gampu's message continues.

SUNSEED

(his voice is a little shaky)

No thank you -- brother of mine -- I have no intention of coming in just yet -- don't try and persuade me with your wily strategies.

(tosses collinear to Peepo. It lands on his outstretched hand)

Get rid of that noisy little machine Peppo. It's a nuisance.

He struggles to his feet -- starts slowly toward the os. branch computer building.

SUNSEED

(rubbing his head)

Very stuffy atmosphere on this satellite.

(CONTINUED)

35A INT. LABORATORY

35A

GAMPU

Sunseed, come in. (pause) \*  
I'll try him again from Control. \*

He exits. \*

36 BRANCH COMPUTER BUILDING - ELECTRONIC PLANT GROWER

36

As Sunseed and Peepo enter. Swaying a little, Sunseed stares at the machine. The machine, giving off a low but powerful hum is like an oversized console -- small red and green lights flashing as it hums.

SUNSEED

So this is Gampu's mechanical marvel. It's not a plant grower -- it's a plant destructor. It's time someone shut it off!

PEEPO

It can't be shut off from here, it's linked with the Academy's power system!

37 THE ELECTRONIC PLANT GROWER - HIS POV

37

Sunseed's view of it is blurred -- the EPG moves back and forth.

38 SUNSEED AND PEEPO

38

Sunseed blinks as he stares at it -- then moves toward it.

PEEPO

Please Professor, don't touch that.

SUNSEED

Infernal machine!

Sunseed begins turning switches, pulling levers. There is a shower of sparks. Then Sunseed shakes his head and slumps to the floor.

39 INT. ACADEMY CONTROL - GAMPU, CHRIS, LAURA, ADRIAN, PAUL, LOKI

At their stations as the lights go off and on all react as sirens and bells sound off. \*

39A CLOSE EMERGENCY LIGHT

39A \*

As the primary goes out and the small one comes on.

39B FULL SHOT

39B \*

The lights are reduced to a mere glimmer.

GAMPU

--What's happened to the lights?  
Chris, check immediately.

(CONTINUED)

39 (CONTINUED)

39

CHRIS

Engineering -- what's the problem?

ENGINEER'S VOICE

Something's jammed our electronic monitoring power.  
We've switched to emergency reserve systems.

CHRIS

Any idea where it's coming from?

ENGINEER'S VOICE

We believe it's coming from the EPG  
computer on SF 1. We're continuing  
to check.

PAUL

The EPG? How could that jam the  
Academy?

GAMPU

It might happen if its poles of  
energy distribution were reversed in  
some way. Remember, both the space  
farm and the EPG are still very new  
to us, and possibly.

\*

ADRIAN

(cutting in)

Commander -- we're drifting -- all  
controls out of commission!

Gampu strides to Adrian's station -- examines the various  
signals.

GAMPU

(grimly)

We're doing more than drifting. We're  
being pulled toward the space farm.

As they reach we hear:

PEEPO'S VOICE

This is Peepo on Satellite SF1 --  
calling Control -- do you read me?

GAMPU

(on mike)

We read you, Peepo. Proceed.

\*

40 EXT. BRANCH COMPUTER BUILDING - SUNSEED, PEEPO

\*

40

His arm raised, on which lies Sunseed's collinear, Peepo speaks  
to Academy Control. Sunseed lies slumped on the floor. The  
EPG continues its HF squeal.

(CONTINUED)

40 (CONTINUED)

40

PEEPO  
(on collinear)  
We have a serious problem here,  
Commander. The EPG is badly damaged  
-- it's distributors partially destroyed.

GAMPU'S VOICE  
Did Sunseed have something to do  
with that.

PEEPO  
(hesitates)  
He tried to shut it down.

41 INT. ACADEMY CONTROL - GAMPU, THE GROUP

41

PEEPO  
(continued os.)  
He seemed to be getting dizzy --  
then he just sank to the floor.

TEE GAR  
It is the plants!

\*

Gampu nods.

GAMPU  
Is he all right?

\*

PEEPO'S VOICE  
(getting weaker)  
Semi-conscious -- but all vital  
signs -- are near -- normal.

GAMPU  
Thank heavens. Peepo, are you all right?

\*

42 EXT. BRANCH COMPUTER BUILDING - PEEPO, SUNSEED

42

FAVORING Peepo

PEEPO  
Yes sir -- but -- but  
(his blinkers are failing)

GAMPU  
Hold on, Peepo, we need you to  
analyze the frequency. We must  
counter the machine. It is over-  
loading our power systems.

\*

(CONTINUED)

42 (CONTINUED)

42

PEEPO

I -- I -- am -- losing -- u-n-a-b-l-e  
to c-on-tin...

(his voice dies completely; all  
signals go dark.

The collinear falls to the floor.

43 INT. ACADEMY CONTROL - GAMPU - THE GROUP

43

GAMPU

(urgently)

Peepo -- come in! Peepo -- !

(turns to group)

His compak has failed. Probably a  
result of EPG reversal.

ADRIAN

(cutting in)

We're within twenty minutes of  
colliding with the farm. \*

GAMPU

We'll have to use presser beams to  
slow the Academy.

CHRIS

Seekers 1, 4 and 5 are presser equipped.

GAMPU

Prepare them for immediate lift-off,

All but Gampu head out of the dim light of the control room,  
in a hurry.

44 INT. CONTROL

44

GAMPU

(on mike)

Attention please, This is Gampu calling Sunseed. \*

45 EXT. BRANCH COMPUTER BUILDING - SUNSEED, THE IMMOBILIZED PEEPO 45

Shooting past the collinear on the floor. Sunseed still slumped  
on the floor -- unresponsive as:

GAMPU'S VOICE

(filter)

Sunseed do you read me? Come in --

Sunseed takes a quivering breath -- but makes no response.

46 INT. SEEKER 1 (ON LAUNCH PAD) CHRIS AND LAURA \* 46  
at their stations.

CHRIS  
(on spacecom)  
Seeker 1 ready.

47 INT. SEEKER 4 -(ON LAUNCH PAD) PAUL AND ADRIAN \* 47

LAURA  
Seeker 4 ready.

48 INT. SEEKER 5 (ON LAUNCH PAD) TEE GAR 48

TEE GAR \*  
Seeker 5 ready.

GAMPU'S VOICE  
(reverbed)  
Seekers 1, 4 and 5 -- launch

49 INT. LAUNCH PAD AND ENTRY PORT (MINIATURE) 49

As the port door opens and Seeker 1 moves out, drops into free fall then, thrusters firing, begins to gather speed. A beat -- and it is followed by Seeker 4 in the same manner. A beat and Seeker 5 moves out and follows the others.

50 EXT. SPACE - THE ACADEMY - SEEKERS 1, 4 and 5 (MINIATURE) 50

As the Seekers close on the Academy -- begin to fly ahead of the Academy -- the three Seekers flying in parallel formation. Once they are ahead of the Academy they turn into position to launch presser beams.

CHRIS' VOICE  
(filter)  
Activate presser beams.

A beat -- and three presser beams shoot out simultaneously from the Seekers to the Academy.

51 EXT. SPACE - ACADEMY SEEKERS - MINIATURE \* 51

ADRIAN'S VOICE  
Estimated collision with the space \*  
farm -- twelve minutes. \*

52 INT. ACADEMY CONTROL - GAMPU 52

GAMPU  
(on mike)  
Peepo -- Sunseed. Please answer.

53 EXT. BRANCH COMPUTER BUILDING - SUNSEED, IMMOBILIZED PEEPO 53

Sunseed still slumped on the floor.

GAMPU'S VOICE  
Do you hear me?

Sunseed stirs a little -- his eyes blink open momentarily, but he does not respond.

GAMPU'S VOICE  
Come in, please! Come in! \*

All we hear is a faint groan.

54 INT. ACADEMY CONTROL - GAMPU 54

GAMPU  
Sunseed listen to me. Long ago, when I was lost, you came to me, gave me strength -- Let me do that for you.

SUNSEED'S VOICE  
(a faint mumble)  
Help --

GAMPU  
Yes brother. I will help you. \*

There is no response.

GAMPU  
(desperately)  
Johnny, dear Johnny -- let me see through my eyes what you see through yours. \*  
(determinedly)  
I can -- I will -- \*

CAMERA MOVES IN on Gampu's staring eyes and we:

SHIMMER DISSOLVE TO:

55 EXT. BRANCH COMPUTER BUILDING - SUNSEED, IMMOBILIZED PEEPO 55

In a shot that is slightly out of focus, we see the slumped Sunseed, the immobilized Peepo and the EPG Computer.

GAMPU'S VOICE (os)  
Gather up your strength, brother --  
get up from the floor. You can do it, -- \*  
you must do it! \*

(CONTINUED)

55 (CONTINUED) 55

Slowly -- Sunseed begins to raise himself off the floor -- gets to his knees then very, very slowly to his feet.

56 INT. ACADEMY CONTROL - GAMPU 56

He still seems to be seeing what is happening in the Branch Computer Building.

GAMPU

(intensely)

Go to Peepo, You can make it.

I am with you.

57 EXT. BRANCH COMPUTER BUILDING - SUNSEED, PEEPO \* 57

As Sunseed starts toward Peepo.

GAMPU'S VOICE

Peepo can be reactivated. There is an alternate frequency switch on his back plate -- a -- red -- switch., Red, do you see it? \*

SUNSEED

(moves around Peepo -- touches red switch)

Yes -- I -- see -- it.

GAMPU'S VOICE

Switch it to the ON position -- now!

Sunseed stumbles.

GAMPU

Get up, -- you can do it.

Sunseed pulls himself up, goes to Peepo and, summoning his strength, flips the red switch. A beat -- and Peepo turns his head -- lifts his mandibles.

PEEPO

Thank you, Professor Sunseed. How are you?

SUNSEED

Fair to middling.

PEEPO

Do you read me, Commander?

58 INT. ACADEMY CONTORL - GAMPY

58

GAMPU

(relieved)

Indeed, I do. Your voice \*  
is music to my ears. How is my  
brother?

PEEPO'S VOICE

In his own words, Commander,  
Fair to middling. I am now analyzing  
the EPG computer's frequency spectrum.

GAMPU

Quickly Peepo.

59 EXT. SPACE - ACADEMY, SEEKERS 1, 4, 5 -- (MINIATURE) \*

59

The presser beams are holding the Academy in place.

60 INT. SEEKER 1 - CHRIS, LAURA

\*

60

LAURA

Seeker 4 to Academy Control.  
Come in Control.

GAMPU'S VOICE

This is Academy Control.

LAURA

The presser beams are holding the  
Academy in place, Commander. Contact  
time with space farm increased to  
14 minutes. \*

GAMPU'S VOICE

Good -- good -- all Seekers maintain  
presser beams at full strength until  
further notice.

61 EXT. BRANCH COMPUTER BUILDING - SUNSEED, \* PEEPO 61

Peepo stands confronting the EPG Computer -- then turns,

(CONTINUED)

61 (CONTINUED)

61

PEEPO

Calling control, I have analyzed the EPG computer and find that it is operating on the super high frequency range.

GAMPU'S VOICE

Can it be deactivated?

PEEPO

Sir -- I may be able to zero beat the machine's heterodyne. If I can match it, I can deactivate it!

GAMPU'S VOICE

Try Peepo , the Seekers won't be able to hold back the Academy much longer. \*

SUNSEED

(shaking his head)  
Technological mumbo jumbo.

62 ANOTHER ANGLE

62

As Peepo turns to confront the EPG. MOVE IN on Peepo as his face and signal plates begin to show signals -- and we begin to hear his frequency revving up -- from a low, fairly easy whirr to a pitch that rapidly increases -- whirring higher and higher -- becoming deafening. It sounds as if Peepo is in danger of bursting apart -- as the pitch climbs into crescendo.

63 PEEPO - THE EPG COMPUTER

63

Both Peepo and the computer seem to be whirring on the same deafening pitch -- then suddenly there is a flash -- a blinding electrical discharge which we think momentarily has blown Peepo's gaskets. But as the smoke clears -- we see that it is the computer that has blackened and conked out. The unscathed Peepo turns away from the computer.

PEEPO

We've done it, Commander -- we've done it!

GAMPU'S VOICE

My dear Peepo, -- you've done it! \*

QUICK CUT TO:

64 EXT. SPACE - ACADEMY SEEKERS 1, 4, 5 64

Favoring the Academy as we see the lights go on -- although the Seekers still continue to send their presser rays toward the Academy.

64A CLOSE EMERGENCY LIGHTS 64A

As they revert back to normal.

65 INT. ACADEMY CONTROL - GAMPU 65

All lights full on.

GAMPU

(on space com; breezily)

Seekers 1, 4 and 5 -- this is Control deactivate presser beams. The Academy's power and propulsion units have been restored. Chris?

CHRIS' VOICE

Yes Commander?

GAMPU

Fly to Satellite SF 1 -- and pick up Peepo, and my brother -- Chris, take good care of them --

CHRIS

Oraco Commander, with pleasure.

DISSOLVE TO:

66 INT. ACADEMY CONTROL, GAMPU, SUNSEED, THE TEAM, LOKI, PEEPO 66

The parrot is back on Sunseed's shoulder.

GAMPU

Well, brother. I assume you will return to Federation to make your report.

SUNSEED

My first stop.

(smiling)

Of course you will be duly informed of my comments --

GAMPU

(dryly)

I can hardly wait, Sunseed.

SUNSEED

I'm ready to concede one thing-- technology and nature can live together -- with an occasional blunder, of course, which is human.

\*  
\*  
\*

(CONTINUED)

66 (CONTINUED)

66

GAMPU

You have taught us something, too. We have learned that nature cannot be forced, she should be accepted, and respected on her own terms.

SUNSEED

I've learned something else, too. Some machines can be friends, like Peppo here.

\*  
\*  
\*

PEEPO

Thank you, Moonseed.

\*

SUNSEED

Take care, machine, my name is Sunseed.

\*  
\*

PEEPO

Mine is Peepo!

\*

SUNSEED

Bah, humbug, Pos and tosh!

GAMPU

Cease and desist, both of you!

PAUL

Commander, maybe Sunseed could stay on.

LAURA

Right, the new Space Farm will need somebdoy like you.

ADRIAN

Your knowledge of botany --

TEE GAR

And herbal medicines -- the questions I'd like to ask you.

CHRIS

How about it, Professor?

SUNSEED

(smiles)

I'd like that, but first I have work to do. But I will be back.

GAMPU

Is that a promise, brother?

\*

(CONTINUED)

66 (CONTINUED) 2

66

SUNSEED

(smiles)

That's a promise, brother -- and  
we'll bind it with Fracture here.  
I think he's taken to the Academy.  
-- Smart bird!

Fracture flies to the top of Peepo's head.

PEEPO

Yip. Yip. Yip.

Peepo's head begins turning 360 degrees.

FRACTURE

Break him up -- rust his bearings--  
"GAWK, GAWK"

PEEPO

Have a care, Fracture -- I've been  
through a lot but one more GAWK  
(he imitates Fracture's  
"Gawk")  
out of you and your name will  
match your condition!!

And the group GUFFAWS -- CAMERA MOVES IN holding  
Fracture and Peepo as we HEAR the group laugh and --

FADE OUT.

THE END