

DEAD SPACE

by

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Based on the Video Game by Visceral Games

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This is just a fan made

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OVER BLACK

The sound of a NERVOUS BREATH, growing closer and closer.

In the midst of the breath, we now hear someone handling some kind of device, urgently.

After a few seconds on black we -

CUT TO:

VIDEO-LOG IMAGE

We only see STATIC.

But gradually the image begins to flicker, revealing gradually a FIGURE facing us.

It's the face of **NICOLE BRENNAN**, filling the screen.

But there is something wrong, she is clearly frightened, teary eyed with despair. She tries to find the strength to speak.

NICOLE
(into camera)
Isaac, it's me. I wish I could
talk to you. I'm sorry.

Nicole sudden glances beyond the camera, worried about something. But she tries to focus.

NICOLE (CONT'D)
I'm sorry about everything. I wish
I could just talk to someone. It's
all falling apart here...

More not so distant braking noises. We see the terror in Nicole's eyes.

NICOLE (CONT'D)
I can't believe what's
happening... It's strange... such
a little thing...
(beat)
But I want you to know that I love
you --

After she finishes saying the word "you", the whole video FREEZES - as if someone had paused the recording.

WIDER to reveal we're in...

INT. SHUTTLECRAFT (ZERO GRAVITY)

A spacecraft no bigger than a private jet.

We find **ISAAC CLARKE**, strapped in his seat with a **TABLET** in hands, watching Nicole's video-log.

He stares silently at the last frame of the video, looking down to Nicole's face. There we notice that she's someone important to Isaac.

He seems to be in another world until...

VOICE (O.S.)

Hey you.

Isaac tilts up his head to three more **PASSENGERS** ahead, also in their seats. And only the four of them fill the shuttle.

CORPORAL JOHNSTON tries to catch the attention of Isaac, while his friend **CORPORAL CHEN** plays with a pen besides him, batting it from hand to hand in the zero gravity.

JOHNSTON

You've been watching this video since we left. What's so special about it?

Isaac hesitates and keeps the tablet.

ISAAC

Nothing.

JOHNSTON

Okay...

CHEN

Leave the man alone. We've been in this boredom for a long time, lucky him to have pass time. Right, Commander?

A few seats forward is the fourth passenger: **ZACH HAMMOND**. Stern, military-like.

HAMMOND

No need to exaggerate the drama. We're almost there.

JOHNSTON

And to think that I told my wife that I was going to travel less far.

HAMMOND
She'll understand someday,
Johnston.

Chen leans over to see through the window, but we do not know what he sees yet.

CHEN
I always saw this from afar. I never imagined that one day I would go in there.

JOHNSTON
Me too. What about you, Commander? Have you been called to "Mount Olympus" any time?

HAMMOND
Yes, once. But it's been a long time.

Isaac cranes his head - looking out a window like Chen -
CAMERA PULLING OUT TO REVEAL WE'RE:

EXT. OUTER SPACE

Wide angle on approach. Our little shuttle advances toward a massive space station orbiting Earth.

It's the CONCORDANCE EXTRACTION CORPORATION STATION.

EXT. CEC STATION

The gleaming space station like a five-spoked wheel rotates grandly against the Pacific Ocean a thousand miles below.

The shuttle docks with the station's hub - a perfect fit.

INT. ELEVATOR - CEC STATION

A panoramic elevator with windows to the stars.

The four shuttle passengers are in, but Isaac is the only one who stares out in admiration. And Hammond notes that.

HAMMOND
Have you ever been to space before?

ISAAC
Yes, sometimes. That's why I always appreciate the view.

HAMMOND

What do you really do? Of the four of us, you're the only rookie to me.

ISAAC

The usual: a ship system specialist and engineer. But I've never strayed far from the planet. Have you ever?

HAMMOND

Sometimes. But believe me, that does not count as an advantage.

ISAAC

Why?

HAMMOND

The further you go, the greater the risks. It's always like that.

INT. FOYER - CEC STATION

A luxurious lobby. Tasteful lighting. Eames-era furniture in wood and chrome: a distant vision of the future.

Huge screens constantly show company advertisements.

The walls are all windows: on one side, Earth rotates lazily. On the other, a wheeling field of stars.

The elevator door opens - Hammond, Isaac, Johnston and Chen step out and come across an ASSISTANT before them, just waiting.

ASSISTANT

Gentlemen. Thank you for accepting our invitation. I know it was rather hasty, but in the present circumstances it was necessary.

HAMMOND

I hope it's important enough to call us here without any prior information.

ASSISTANT

Mr. Peters will explain everything. Follow me, please.

The assistant strides off across the foyer. The four men follow him to a...

EXHIBIT HALL

Where the assistant leads past models of planets, moons and asteroids. Holographic labels and data swirl around them.

Johnston cannot hide his surprise by looking at that number of models.

JOHNSTON

Did you explore all this in such a short time?

ASSISTANT

That's why we're the exponent of space exploration, Mr. Johnston. We live up to our reputation.

(beat)

This way.

INT. OWEN'S OFFICE - CEC STATION

An office bigger than any we've ever seen.

The CEO **OWEN PETERS** - a typical businessman - sits at his long wooden table, eating as if he were at a gala dinner.

Behind him stands **KENDRA DANIELS**, a slim woman in a costly business suit. Shrewd and watchful.

The assistant enters followed by the other four. He gestures for them to sit in the four chairs that were already waiting for them.

Isaac, Hammond, Johnston and Chen sit in the chairs in front of Owen as he finishes eating.

The assistant closes the door and stands in the corner.

OWEN

I hope you enjoyed the trip. We fought so hard to wander through space that it's become something... banal.

After finishing his meal, Owen gets up by standing at the front of his desk.

OWEN (CONT'D)

My name is Owen Peters, I am the CEO of CEC. But that you should know by now.

CHEN

Hard not to notice on all screens.

Owen grins. He notes that Hammond gazes Kendra behind him.

OWEN

Oh, this is Kendra Daniels, our chief communication specialist.

HAMMOND

I think we can get right to the point.

OWEN

In fact, Commander.
(to the assistant)
David.

The assistant takes a small electronic control and presses a button.

At the same time, a HOLOGRAPHIC PROJECTOR on the ceiling projects a 3D miniature image of a spaceship in the center of the table - the USG ISHIMURA.

JOHNSTON

This is the...

OWEN

USG Ishimura, our largest and most profitable mining vessel.

HAMMOND

Why are you showing us this?

OWEN

Two weeks ago we lost any contact with Ishimura. We have not received any response from our messages so far.

ISAAC

How did a ship of that size have this problem?

OWEN

That's why you guys are here. I want you to find out what happened to my ship and bring it back.

HAMMOND

If it's so simple, why so secretive? None of us four is of the highest level of the company.

OWEN

We are the largest company in the mining business, Commander. It would not be good for business if the media knew we lost a ship. And if we had a big team, that would be more visible.

(beat)

So, if you accept the job --

ISAAC

(cuts in)

We accept, sir.

The other shoot Isaac a look, surprised.

OWEN

Great! That's the spirit we need, mister... Clarke, right?

Owen nods to his assistant. He clicks on the control again, and the hologram of the ship is replaced by a planet - AEGIS VII.

Kendra takes a step forward.

KENDRA

This is the Aegis VII planet, recently discovered by Ishimura. Its natural material has a great value, and that's where the ship is.

JOHNSTON

Are you sure?

KENDRA

If Ishimura had changed its course, I would have known.

OWEN

I checked the files of each of you, gentlemen. And I know you can do this job.

HAMMOND

And will you trust us all of a sudden?

OWEN

Not exactly, so my dear Kendra will go with you.

KENDRA
I'll lead the rescue mission. We
will repair the ship and return
with it to the station.

HAMMOND
Will you be in charge?

KENDRA
Some problem, Commander?

Hammond thinks twice before give an answer.

HAMMOND
No.

PUSHING IN ON OWEN as he speaks.

OWEN
Good. For greater encouragement,
know that a bank check will be
waiting for you on the way back,
so good luck. Bring my ship
safely.

DISSOLVE TO:

EXT. OUTER SPACE

Against the cold infinity starfield glides a CEC mid-class
shuttle: the USG KELLION.

INT. BRIDGE - USG KELLION

The ship's nerve center and control room. Empty, quiet and
dark.

The entire forward bulkhead of the Bridge is a window: wall
to wall, floor to ceiling. All the glass tinted.

ON THE CONTROL PANEL: There is a countdown showing -
"03:00... 02:59... 02:58... for the arrival."

INT. MESS ROOM - USG KELLION

Kendra, Hammond, Chen and Johnston eat a meal at the table.
Isaac arrives soon after and also eats.

They all wear their respective suits.

A beat.

HAMMOND

You can speak now. I believe we
are far from your boss.

Kendra takes a few seconds to realize that Hammond was
talking to her.

KENDRA

What you mean?

HAMMOND

I researched your file during the
trip and I found practically
nothing.

KENDRA

Everything you need to know I
already told at the station.

CHEN

Hey, we just came to do another
job, okay? There is no reason for
discussion.

HAMMOND

I just like to know who I work
with.

Silence. A moment later, the ship's INTERCOM sounds:

INTERCOM

One minute to arrival.

When he finishes eating, Hammond is the first to get up.

HAMMOND

It's time.

And he heads off. The others get ready as well.

INT. BRIDGE - USG KELLION

Hammond walks in, flanked by Johnston and Chen. Kendra and
Isaac arrive soon after.

The two pilots sit in their seats while Hammond only stands
behind them, always watchful.

JOHNSTON

Assuming manual control.

Kendra watches Hammond and the others, but when she turns
to Isaac, she finds him watching Nicole's video-log.

KENDRA
Sister? Girlfriend?

ISAAC
That doesn't matter anymore.

KENDRA
This is the second time I see you watching this video. I know it's someone important.

ISAAC
(sighs)
My girlfriend. She works at Ishimura. She sent me daily videos while she was away, but this one... was the last one.

KENDRA
You were lucky enough to be chosen for this mission then.

ISAAC
Not really. A friend of mine was chosen, and when he told me he would go to Ishimura, I begged to go in his place.

Somehow Kendra sympathizes with Isaac at that moment. Hammond approaches, he heard everything.

HAMMOND
Do your job, it's already good enough for me. Then we'll find her.

ISAAC
Yes, sir.

HAMMOND
You said that most of the time you worked in offices, right?
(off her nod)
Then maybe you want to see this.

Hammond walks with Kendra to near the windows.

JOHNSTON
Approaching USG Ishimura in 3...
2... 1.

Chen presses something on the control panel that makes the tinted windows bleach, giving way to sunlight from exterior.

We see their AMAZED faces as they contemplate something off camera.

KENDRA

Oh My God...

REVERSE ANGLE REVEALS what all they see -

THE USG ISHIMURA.

A hulking industrial ship. It's like a massive black block hovering near the great planet behind it, the Aegis VII.

Its structure looks like the upturned corpse of a dead animal, with seven arches on each side of the vessel similar to the "ribs".

Meters below the Ishimura, there is a gigantic ROCK piece from Aegis VII - the size of an island - trapped by several cables coupled to the main vessel.

Around the mining ship are hundreds of fragments of rocks and debris of varying sizes drifting in space. Some more distant, others closer.

JOHNSTON

So that's how it is a Planet Cracker-class ship.

KENDRA

All this trouble because of a stone.

CHEN

A big stone.

Issac joins them.

ISAAC

There is no sign of lighting in there. It seems that the problem is not just communication.

HAMMOND

(to the pilots)

Well, gentlemen, let us approach it without reaching the field of debris. The mission is to repair that ship, not destroy ours.

The two pilots maneuver the USG Kellion towards the target.

EXT. OUTER SPACE

The USG Kellion gently drifts away from the debris and obstacles in its path.

As it approaches the Ishimura, we see the absurd contrast of sizes - it is like a moth approaching a mountain.

INT. BRIDGE - USG KELLION

Chen and Johnston remain focused on piloting the ship and doing their best to get intact.

After reaching a point without many rocks, they slow down but keep moving forward.

CHEN

Establishing communication.
(into radio)

USG Ishimura, this is the USG
Kellion emergency maintenance
team. Answer, Ishimura.

They wait but there is no response back.

KENDRA

You will need to boost the signal
if their power is low.

HAMMOND

Yes, we know. Boost the signal.

While the pilots work on it, Kendra is intrigued by what happened.

KENDRA

I've never seen a ship of this
size completely without
communication. There are thousands
of people in there, at least --

Suddenly, a response comes from Ishimura: A HOLOGRAPHIC
SCREEN emerges from the Kellion panel, but everything they
hear is static.

CHEN

What is that?

KENDRA

It's probably a problem with their
decoder. As soon as we get in
there, Isaac and me can fix it.

HAMMOND

How long?

KENDRA

Forty-eight hours max.

Hammond nods.

HAMMOND

Let's go in there and see what's broken.

JOHNSTON

Gravity tethers engaged. Automatic docking procedure is go.

EXT. USG KELLION

The whole ship begins to be wrapped in an energy field.

But what no one notices, is a medium-sized rock approaching the shuttle.

INT. BRIDGE - USG KELLION

The way to enter USG Ishimura remains calm for a moment, until...

... BAM! The ship LURCHES HARD. That rock hit its target. Hammond, Kendra, and Isaac hold on to where they can so they not fall out with the shake. Chen and Johnston stabilize the controls.

JOHNSTON

Shit!

HAMMOND

What the hell was that?

JOHNSTON

Sir! The autodock --

HAMMOND

Tell me.

JOHNSTON

We're off track! Let's hit Ishimura's hull if we continue like this!

HAMMOND
Hit the blast shields! Their
guidance tether is damaged! Switch
to manual.

Chen shoots Hammond a look: what?

HAMMOND (CONT'D)
NOW!

Kendra walks up to Hammond.

KENDRA
Are you crazy?! You gonna kill us!

HAMMOND
If we do nothing, we will die too!

KENDRA
We have to abort the mission!

HAMMOND
We can do it, damn it! This is an
order!

KENDRA
I'm in charge here and I order to
abort this mission now!

HAMMOND
We have no time.

The two pilots grip the controls as the shuttle begins to
shake.

EXT. OUTER SPACE

WE FOLLOW the USG Kellion on its way to Ishimura.

Along the flight all we have is the silence of space,
contrasting with all that chaos.

The shuttle is drifting away from more debris around. Some
rocks gets to SCRATCH its hull, but nothing to get it off
course. USG Ishimura is getting closer.

INT. BRIDGE - USG KELLION

Isaac realizes that they are too quick to enter Ishimura.

ISAAC
(to Kendra)
Come on!

He takes Kendra to the auxiliary seats at the back of the room, tying themselves as securely as possible in those belts.

Hammond stays with the pilots, confident.

CHEN

Collision in eighteen seconds!

Johnston stretches his arm up and pulls a lever above the main panel.

At the same instant, the entire front of the Kellion is covered by an ARMORED SHIELD depriving the view from the outside - but a holographic screen shows the way forward.

And through this screen, they realize that they are within a few meters of the goal.

HAMMOND

HOLD ON!

No exterior shot - we stay inside the shuttle throughout the duration of the crash-landing on Ishimura.

And it is savage.

First the initial strike.

Then the glass of the bridge panel splits through. Sparks fly as controls being smashed.

The shuttle shakes violently. Hammond does his best to remain standing.

The sound of metal twisting, breaking and scratching pervade the all the impact time.

The concussion is so intense that YANKS Hammond into the wall of the ship. As he hits it -

SNAP TO A BLACK SCREEN.

Hold for a few seconds over black.

And -

FADE UP TO:

INT. BRIDGE - USG KELLION - LATER

The bridge has become a real mess. Almost everything was damaged if it was not for the shields.

The passengers begin to recover. Hammond stands with a bruise on his forehead.

HAMMOND
Is everyone okay?

Kendra unbuckles her seatbelt and goes to Hammond, furious.

KENDRA
Okay? You almost killed us, you idiot!

HAMMOND
In the way I see, I saved our lives, Miss Daniels.

KENDRA
You should have aborted the docking and got us out of here!

HAMMOND
At the speed we were, we would have hit Ishimura in a much less friendly way.
(to the pilots)
Report.

CHEN
I'm not getting any kind of reading from the main systems and we lost the autopilot. It will take time to fix it.

Johnston pulls the shield lever, and when they retract, we have a glimpse of the Ishimura's interior.

He looks through the glass panel, but we don't.

JOHNSTON
Look at the size of this thing.

Hammond touches the wound on his forehead. Only at this moment does he notices it.

HAMMOND
Shit.

He leaves the bridge as Kendra moves to Isaac, who rises from his seat.

KENDRA
Hold still, Isaac, I'm synching up everyone's RIGs with the ship.

On the back of each there is the RIG - a spine-mounted display serves to indicate the user's general state of health as a glowing segmented bar which depletes as the user takes damage.

As Kendra touches her ARM COMPUTER, all RIGs light up in a blue light.

KENDRA (CONT'D)

Okay. You already know: if the RIG light turns red due to serious damage, wait for someone to arrive. We will be able to trace the RIG of each one anywhere.

Johnston and Chen give a nod.

Hammond backs to the bridge with a bandage on his wound and TWO ASSAULT RIFLES - his own is in his shoulder - and hands them to Johnston and Chen.

KENDRA (CONT'D)

Weapons?

HAMMOND

Until we know what really caused all this, we will be wary. I'm a security chief, remember?

(beat)

Let's move!

Hammond walks out with Johnston and Chen. Kendra follows them right after.

Before leaving, Isaac opens a small compartment on the wall revealing his HELMET.

INT. FLIGHT HANGAR - USG ISHIMURA

Isaac leaves Kellion - wearing the helmet - with his work tools attached in his suit's belt.

And in the moment he steps out the ship, we realize all his admiration of what he sees there.

HIGH WIDE ON: Only now do we see the magnitude of that inner space of Ishimura. Isaac and the others are like moving ants.

Kendra is examining Kellion's hull, with a look of disappointment and anger at the same time. The engines were practically destroyed.

KENDRA
Unbelievable.

ANGLE ON ISAAC, as if he were mesmerized by the grandeur of the ship around him.

HAMMOND (O.S.)
Isaac! Come here.

Hammond's voice brings him back to reality. Then he joins Hammond, Johnston and Chen at a hydraulic door.

HAMMOND
If we do not go through that door
we'll get stuck here.

ISAAC
I will see what I can do.

Isaac bends down, pulls out a small metal plate revealing the circuitry of the door. He begins to work on it using his high-tech tools.

Kendra also joins them.

KENDRA
Congratulations, Mr. Hammond. Our
ship has practically turned up a
lot of junk, now we're stuck here.

HAMMOND
One problem at a time. Let's call
the staff at Ishimura and ask to
help us fix it.

SUDDENLY the monitors on the wall above the door LIGHT UP on their own in high volume STARTLING the team.

Hammond, Johnson and Chen raise their rifles ready to fire, but they realize that it's only the screens passing propaganda about Ishimura. And they relax.

CHEN
Damn it!

But the images are flawed and inconsistent.

KENDRA
The ship's power must be wavering.

Moments later, the hydraulic door opens. Isaac stands up.

HAMMOND
Well done.

Isaac nods. Hammond leads them to -

INT. FLIGHT LOUNGE - USG ISHIMURA - CONTINUOUS

A small room with an elevator entrance on one side and an access corridor on the other. But it's completely deserted.

As our team walk around, they notice that there are some personal objects left there - bags and boxes - it certainly felt like someone.

KENDRA

It seems like everyone hurried out.

HAMMOND

There should be a security detail here.

KENDRA

But there is not. There is nobody here. I'll not be able to access any broadcasts like that.

Isaac looks through the glass panel of the SECURITY PANEL ACCESS ROOM - a narrower room parallel to the main room. The console flashes inside it.

ISAAC

Sir, the security console is still working. I can try to find something there.

HAMMOND

Alright, Isaac. Kendra, get that elevator back online.

KENDRA

Power's dead. i can't.

HAMMOND

Then re-route the damn power!

(sighs)

Look, if we all cooperate, we can figure this out a lot sooner. Let's get that computer display up, Isaac.

Even with disgust, Kendra goes to the elevator door behind her and works on it.

Isaac nods. We MOVE with him to the access door which reads in led - "Authorized Engineers Only". He opens the door moves into the:

SECURITY PANEL ACCESS ROOM -

Striding to the security console at the end of the path. And it will not be long until he starts accessing the system.

IN MAIN ROOM -

Hammond just waits. meanwhile, Johnston and Chen scan the rest of the place.

Johnston pauses for a moment and notices something on the wall corner that we do not know yet.

He leans up a little to see better: a dry BLOOD STAIN on the wall. It's been a long time since that. Johnston stares at it, suspicious.

HAMMOND (CONT'D)

Isaac, report.

IN THE SECURITY PANEL ACCESS ROOM -

By a holographic screen, Isaac accesses Ishimura's damage report.

ISAAC

Not very good. Practically the entire electrical system is offline. But in compensation, the air system is stable. For a while.

HAMMOND

At least it's a start.

IN MAIN ROOM -

Chen approaches the glass panel that divides both rooms, looking at the console that Isaac is on.

CHEN

Huh. The vessel has taken a lot of damage.

ISAAC

We can handle it.

Hammond turns to Kendra, which's still working in the door.

HAMMOND

Kendra, how's it going?

KENDRA

I told you, without the full power that would be almost impossible.

HAMMOND

The impossible does not come into consideration here. Do your work and --

But AT THAT MOMENT -

- all the lights GO OUT while klaxon sounds loudly. Only a yellow light illuminates the room, which rotates around it.

JOHNSTON

What hell is that?

HAMMOND

Automatic quarantine must have tripped when the filtration system restarted. Everybody relax...

CLOSE ON KENDRA, still working at the door without caring about that situation.

Until she hears a THUMP in the ceiling of the room. She stops what she's doing and looks up.

A beat. Then another thump.

Kendra gets up, startled.

KENDRA

Did you hear that?!

HAMMOND

What?

THUMP! THUMP! - now everyone listens and gets more nervous than before. It is as if someone walked above them.

Johnston and Chen point their weapons to the ceiling, ready to shoot.

HAMMOND (CONT'D)

Hold on! Could be someone from the crew.

KENDRA

You are not sure.

HAMMOND

Yeah, but I do not want to be responsible for shooting an innocent!

IN THE SECURITY PANEL ACCESS ROOM -

We back to Isaac as he tries to shut down the quarantine, but something catches his eyes.

In the main room, Isaac sees a part of the ceiling UNCLENCHING - someone or something is trying to cross it.

Without them noticing immediately, a bizarre CREATURE drops behind Johnston - barely visible in the shadows, but we note the thing has humanoid shape and arms with huge blades in them.

CHEN
(realizes it)
What the fuck?!

ISAAC
Look out!

Johnston is IMPALED THROUGH THE HEART by the creature that lifts his body a few inches off the ground.

His RIG registers his death after a pause; it emits a flatline sound and its light goes out.

KENDRA
Kill it!

HAMMOND
Jesus! Open fire!

Before Hammond and Chen could fire, Johnston still reacts with his last reflexes by pulling the trigger of his rifle.

The creature swings Johnston's body as he FIRES randomly across the room. Hammond jumps with Kendra to the ground while Chen looks for a cover.

Isaac bends down quickly as the bullets CRASH through the panel - several glass shards shower on Isaac.

HAMMOND (O.S.)
It's there!

The GUNFIRE rages in the main room.

Isaac rises and sees the chaos on the other side of the glass. Machine guns burst fill the room. The creature uses Johnston's corpse as its shield.

HAMMOND
Run, Isaac!

Hammond, Chen and Kendra fall back as they fire the monster. Although sometimes they hit the thing, it does not seem to be enough.

Isaac does not know what to do. He wants to help but does not know how.

HAMMOND (CONT'D)

Go, Isaac!

The three flee through the access corridor in the room. And the thing goes after them.

Isaac hears another knock on the ceiling. When he looks up...

... A COUPLE of laminated arms rip through the ceiling revealing to be one of those things. Isaac lowers himself and narrowly escapes of a deadly attack.

He lies on the floor while the thing tries to slash him, but it cannot reach Isaac.

ISAAC'S POV: He spots the nearest exit a few meters from him - an elevator's access corridor.

Isaac rolls his body to a safe distance from the creature's blades and moves to the door. As he opens it...

INT. ELEVATOR ACCESS CORRIDOR - USG ISHIMURA

... WE TRACK FAST with Isaac through the hallway, with lights flashing all the time.

During his run he hears more beats inside the walls and air ducts. And they come closer.

It's like something is following him.

When Isaac turns in a corner to another corridor, he sees the cargo lift at the end of the way.

However, one of those things CRASHES DOWN through the air duct just behind Isaac. Without thinking twice, Isaac runs like hell.

The monster courses a little awkward, uneven.

Isaac keeps going and listening to the antic groans of the thing right in his tail.

When he gets close enough to the elevator, Isaac LEAPS into it in a desperate act.

INT. CARGO LIFT - USG ISHIMURA

But when he looks back, the creature keeps coming.

Isaac stands up and presses the elevator panel in the hope that it will work.

The thing is getting closer and the door's still open. With nowhere to go, Isaac leans against the wall of the elevator, waiting.

When it seems that there will be no more time - the door finally closes, separating him from the wight.

BEAT.

A moment of relief.

But not for long, because the arms of the creature cross through the hatch and open it by force. Only now we come face to face with thing clearly.

This is a NECROMORPH.

This one, a SLASHER. The arms have been shifted to its shoulder blades and from the hands grow sharp blade like spikes from its palms; an additional set of arms grow out of its abdomen.

The Slasher pushes open the elevator door apart and enters only half of its body.

It is about to attack Isaac when...

... the elevator door automatically snap-seals shut and TEARS THE SLASHER in two pieces.

Some blood spattered on Isaac's body.

He looks at the floor and sees that disgusting thing - one arm, the head and part of the torso. The Slasher still gives life SPASMS.

Isaac makes a decision and SMASHES the Slasher's head with his own foot. He hammers it several times until it becomes a misshapen mass of flesh and blood.

Then he steps back to the elevator corner, breathing hard while his mind processes what just happened.

INT. CORRIDOR - USG ISHIMURA

We move with Hammond, Kendra, and Chen rushing down the dark corridor. They constantly hear the growling Slashers chasing them.

KENDRA
Where are we going?!

HAMMOND

Any place away from these things!

The noises begin to draw closer. They're coming. Desperate, Chen fires back even without seeing a target.

CHEN

Stay away from me!

A few meters ahead, Hammond realizes that a Necromorph is breaking through the ceiling to come out and surprise them.

HAMMOND

Get down!

He ducks down hauling Kendra with him as the Slasher bursts its torso out of the air duct. It tries to hit Zach and Kendra but to no avail.

But Chen pays no attention to what lay ahead of him. And when he turns his head for the road...

... the Slasher DECAPITATES him with a single move. His body collapses as the head rolls down on the ground.

Kendra covers her mouth so she does not scream.

Hammond gets a few seconds in SHOCK. Then he looks at Chen's killer, trying to get off the ceiling. And taken by fury, the Commander blasts his rifle.

These rounds SHATTER the Slasher trapped in the ceiling. Flesh and blood splash on the walls and floor.

Moments later - CLICK! CLICK! - no more bullets. But the Necromorph is still, all pierced.

Hammond helps Kendra to get up.

HAMMOND (CONT'D)

You okay? Are you injured?

Before she can answer something - the Necromorph COMES BACK TO LIFE! He struggles wildly on the ceiling, quite agitated. They are both scared.

HAMMOND (CONT'D)

What the hell...?

Kendra notes shadows of more Necromorphs moving toward them, fast.

KENDRA

We must keep moving!

She runs first. Hammond lowers close to Chen's body and takes his ammo clips, then he follows Kendra.

INT. WORKSHOP - USG ISHIMURA

We focus in on the cargo lift door, and only this door. Seconds later, we hear the elevator arrive.

When the door opens, Isaac prepares, always waiting for another Necromorph to appear. He steps through the Slasher carcass in the elevator.

Isaac looks around and realizes that he's in a kind of engineer workshop, but there is only him.

There are a few benches with a lot of scattered tools, and some on the floor. Boxes dropped throughout the room. In addition to blood marking the floor and wall.

Isaac activates the HUD on his left arm that pops up a small floating holographic screen. He tries to establish a connection but there is only static.

ISAAC
Commander Hammond, are you
listening?

He waits. No response.

ISAAC (CONT'D)
Miss Daniels, are you there?
(beat)
Someone?

Isaac stands in silence, alone, until:

VOICE (O.S.)
HELP!

An unknown voice sounds near there. Certainly not to anyone we know. Isaac turns off his HUD and tries to locate where the voice comes from.

VOICE (O.S.) (CONT'D)
I need help, please!

Then Isaac notices that the screams come from the other side of a door in that room. However, it's not just that person but a Necromorph as well.

Isaac runs up to the door and tries to open it, but it's stuck. The screams are coming closer.

ISAAC
Calm down, I'll help you!

Isaac tries to open but several times the door displays the message "ERROR" for him.

A moment later, the desperate man arrives at the door on the other side and he starts slamming it constantly.

VOICE (O.S.)
Please, let me in!

ISAAC
I am trying! I need you to hold on
a bit longer.

VOICE (O.S.)
Hurry!

Hastily Isaac works on that door.

Then - a Necromorph's GROAN. The man on the other side gives his loudest and desperate cry until it suddenly CEASES.

The screams are replaced by the sound of flesh being ripped, chewed. Isaac fears the worst.

Isaac manages to open the door and finds a Slasher devouring the Ishimura's WORKER who asked for help. Now he's just a corpse.

Isaac FREEZES seeing that grotesque scene. Then the Necromorph notices his presence at the door, and in a matter of seconds, its target changes from the worker to Isaac.

The Slasher advances with its ferocity using its two blades against Isaac, but our engineer grabs them within a few inches of his body.

The Necromorph moves forward pushing him across the room with its strength as it tries to smack Isaac. They only stop when they slam onto a wall with TOOLS.

Several tools drop to the floor, including a PLASMA CUTTER.

Isaac stands against the wall fighting for survival. The Necromorph manages to free one of its arms from Isaac and tries to attack his head, but he SWERVES in time as the blade just scratches his helmet.

Isaac quickly picks up the first thing he finds on the floor: a futuristic wrench - and hits the Slasher's face with it.

After five consecutive blows, the Necromorph falls to the ground, apparently dead. Isaac calms down a bit and catches some air.

However, the Necromorph is still alive. Isaac tries a final assault, but the creature JOLTS fiercely and shoves him BACK into the wall. He loses his wrench.

The creature rises and charges Isaac. Isaac sees the Plasma Cutter beside him. A chance for survival.

He picks up that cutter and pulls the trigger, but the gun is LOCKED.

ISAAC

Shit!

As he unlocks it, THREE LIGHT BEAMS ignite in the vertical angle. They are positioned directly on the Necromorph. When Isaac fires...

... the plasma burst SPLITS the Slasher into two pieces - east and west. Its torn body falls on Isaac's feet, motionless.

Isaac finally relaxes. He takes a time for himself after escaping from death a second time.

Then -

CUT TO:

INT. ROUTE TO TRAM CONTROL ROOM - USG ISHIMURA

Isaac moves cautiously down the narrow, dark corridor with the Plasma Cutter in his hands, now serving as a weapon.

Only the three lights of the Cutter and Isaac's helmet illuminate the way.

As he advances, we can hear echoes of Necromorphs moaning in the distance. Luckily, they are far away.

Suddenly, he hears:

KENDRA (V.O.)

Isaac! Isaac, are you listening?

Isaac quickly activates the holographic HUD on his arm revealing Kendra's face.

KENDRA

(on screen)

Thank God you're alive.

ISAAC

Almost.

KENDRA

(on screen)

Your RIG has not alerted any signs of damage. Do you confirm?

ISAAC

Yeah. Those things came close but not enough.

Hammond takes over the screen.

HAMMOND

(on screen)

Isaac, where are you?

Isaac looks down the corridor and sees a half-open door.

INT. TRAM CONTROL ROOM - USG ISHIMURA

The jammed door begins to be pushed by Isaac. When it opens, he enters the room.

He looks around the environment, but as he stares at the glass panel, he stumbles upon Hammond and Kendra waving at him on the other side of the station.

INT. TRAM STATION - USG ISHIMURA

A huge gap separates the three, like a subway, but six times larger.

Hammond and Kendra watch Isaac waving at them from inside the control room. But he also appears on Kendra's HUD.

ISAAC

(on screen)

What happened? Where is Chen?

HAMMOND

We ran as fast as we could, but many doors were locked because of the quarantine and we ended up here.

(beat)

Chen... he didn't make it.

KENDRA

We do not have time for mourning now. We do not even know what those things are!

HAMMOND

Whatever it is, they are not friendly. We need to get to the bridge, but from the position we are...

KENDRA

Maybe if we use the tram system, we can cut the way there.

Hammond thinks, considering.

HAMMOND

Isaac, you heard that?

INT. TRAM CONTROL ROOM - USG ISHIMURA - INTERCUTTING

Isaac moves to the main console in the room.

ISAAC

Yes, I'm already checking the tram system. I'll need time.

HAMMOND

Time is all we do not have.

The console screen appears. Isaac starts navigating the Tram systems as fast as possible.

In the station, Kendra and Hammond hear more beats in the metal of the ship. The creatures are not far away.

Isaac checks the three transports present on the ship. The first one has the message "DISABLED."

He checks the second - "DISABLED."

But the third - "AVAILABLE."

ISAAC

I got it. I'm sending one of the trams to you.

HAMMOND

Good job. As soon as we get to the bridge, we will be able to access Ishimura's black box and all the files.

Kendra looks around as if she has noticed something.

HAMMOND (CONT'D)

What?

KENDRA
I don't know. The quarantine
just... lifted.

HAMMOND
That means that whatever was in
the flight lounge, it disappeared.
Isaac, I need you to go back to
Kellion and do whatever you can to
fix it. We'll meet you there after
to get to the bridge.

Isaac nods and turns to leave.

HAMMOND (CONT'D)
Hey, Isaac...
(he stops)
... after that we'll find your
girl.

Kendra stares, surprised. Isaac reacts at that words.

ISAAC
Thank you, sir.

With the cutter in hands, Isaac walks away.

At that moment -

- THE TRAM arrives in the station.

It's like a train car, but bigger and sturdy. As it parks,
the side door opens and Kendra enters with Hammond.

INT. TRAM TUNNEL - USG ISHIMURA

The huge Tram car hurls straight at us down that dark
tunnel.

INT. TRAM - USG ISHIMURA

Some lights flickering. Scratched walls and floor. Dry
blood all over it. Not unlike the rest of the ship.

Hammond and Kendra sit in the seats in silence. Hammond
stares straight at the floor, Kendra gazes at him.

KENDRA
Are you serious?

Hammond turns his head to her.

KENDRA (CONT'D)

Isaac's girlfriend. Are you really going after her or is it just an incentive?

HAMMOND

I think we both know the result of this quest.

Hammond leans back and lies the rifle on his legs.

KENDRA

A few years ago I lost my brother in an accident during an excavation on... some planet. It took two years for the expedition to return, and in the meantime I did not believe what had happened.

(beat)

I spent some time denying myself until I finally saw the true. Then I could accept it better.

HAMMOND

What is that? A therapy session?

KENDRA

I'm just saying that Isaac deserves to know what happened to the person he loves.

HAMMOND

My priority is to get out of here alive with you two. From the beginning.

He checks the rifle ammunition - there are still bullets.

HAMMOND (CONT'D)

If anyone else is alive, I'll help. But after everything I've seen so far... I do not believe that have anyone.

Hammond leans his head on the seat and closes his eyes to rest, and the place falls in silence.

INT. FLIGHT LOUNGE - USG ISHIMURA

The access door to the elevator opens.

We see the three laser beams of the plasma cutter first. Isaac comes in soon after, ready to shoot.

The place is dirtier than before. Isaac scours the room. He's the only one in there.

He encounters Johnston's corpse on the ground. Around him there is only a pool of blood. Isaac pauses with that vision.

But it's no time for regrets. Isaac moves to the access door to the flight hangar and begins to open it.

INT. BRIDGE - USG KELLION - USG ISHIMURA

We see at the distance, through the bridge panel, the flight lounge door slide opening.

Suddenly, a glimpse of NECROMORPH TENTACLES slithering across the glass. Too quick to see it better.

ON THE CONTROL PANEL: The computer comes to life - we began to see the diagnosis of the USG Kellion on the screen.

COMPUTER VOICE
Hostile lifeforms detected. Hull
damage critical. Evacuate
immediately.

Then the data gives way to a countdown: 00:15... 00:14...
00:13...

INT. FLIGHT HANGAR - USG ISHIMURA

After opening the door, Isaac runs toward Kellion.

But he stops when hear the GRUNT of a Necromorph nearby. Quickly he raises the Plasma Cutter and seeks for the enemy.

He slue rounds the three cutter lasers to the walls, the ceiling, the floor, but when he directs to Kellion...

... Isaac finds a LURKER on it.

A Necromorph type much smaller than we saw earlier, infant-like. He possess three barbed tentacles that grow out of its back.

Isaac aims at the creature - in the same second, the Lurker jumps toward him to attack.

INT. BRIDGE - USG KELLION - USG ISHIMURA

ON THE CONTROL PANEL: The countdown continues - 00:02...
00:01...

INT. FLIGHT HANGAR - USG ISHIMURA

As Isaac is about to shoot the Lurker in mid-air -
BOOOM!

The USG Kellion completely EXPLODES!

The Lurker is swallowed up by the blast before reaching Isaac. The SHOCK WAVE pushes Isaac backwards into the flight lounge.

INT. TRAM - USG ISHIMURA - SAME

The silence in there is broken by a huge RUMBLE from the outside.

The whole car shakes with Kellion explosion. The lights flicker and then return to normal. Hammond and Kendra hold themselves in their seats.

HAMMOND

What hell was that?

Kendra quickly visualizes Isaac's RIG. The blue light has dimmed a bit, but it's steady.

KENDRA

Thank God. Isaac is fine.

Hammond activates his HUD.

HAMMOND

Isaac, report.

INT. FLIGHT LOUNGE - USG ISHIMURA

Some pieces of Kellion scattered in the room. Some in flames, others charred.

Isaac lies motionless. Is he dead?

HAMMOND (V.O.)

Isaac, are you there?

Then he stirs.

ISAAC

Yes...

His movements are slow and painful, he sits up.

ISAAC (CONT'D)

... I'm here.

HAMMOND (V.O.)

What happened there? We heard a
big explosion.

Beyond the door Isaac sees: The USG Kellion, now just a
bunch of scrap burning.

ISAAC

It's Kellion, commander...

INT. TRAM - USG ISHIMURA

Hammond and Kendra listen.

ISAAC (V.O.)

... It was completely destroyed.

Both of them exchange looks.

HAMMOND

Be more specific.

INT. FLIGHT LOUNGE - USG ISHIMURA

Isaac walks up to the door of the room and gazes at the
flaming carcass of the shuttle.

ISAAC

Maybe it was because of the damage
at our landing, difficult to say
for sure. There's practically
nothing left here.

INT. TRAM - USG ISHIMURA

Furious, Hammond hits the wall.

HAMMOND

Damn it!

Kendra is already hopeless.

KENDRA
Our only way out of here... is
gone.

Hammond takes a deep breath.

HAMMOND
Stay there, Isaac. When we get
back from the bridge, we'll pick
you up. If those things find you,
hide.

ISAAC (V.O.)
Understood.

The connection ends.

KENDRA
And now? What's the new plan?
We're stuck here.

HAMMOND
Maybe... maybe if we look for the
lifeboats, we could...

KENDRA
The boats? There's no one on this
ship, Hammond! Surely they all
left and died without supplies in
space.

Kendra sits grabbing her head. Hammond thinks for a moment.

HAMMOND
Then we'll have to make Ishimura
work. She's our only ride now.

KENDRA
What? Did you forget that the
whole ship is infested with these
monsters?!

Hammond faces her, impatient.

HAMMOND
If you have a better plan, I'm all
ears!

She does not respond.

Then the tram car finally STOPS. They arrived on their
destination.

HAMMOND (CONT'D)

Let's get to the bridge. There we will think better about what to do next.

Hammond wields his rifle and opens the tram door. They get out of there.

INT. CORRIDORS - USG ISHIMURA

Hammond and Kendra make their way through the dark hallways. He leads with rifle up, ready to shoot.

HAMMOND

Stay close.

The lights are dim, ill-lit the way.

They stop at the corner of an adjacent corridor. Hammond takes a quick look and just sees a long dark path. Then back to walk.

After walking a little more, Kendra begins to smell a horrible stench in the air.

KENDRA

Tell me you're feeling it too.

Besides the stench, she also feels that she's stepping on a different texture - more sticky and damp.

Kendra stops and look down her feet. But without light, she sees nothing.

KENDRA (CONT'D)

Hammond...

Using the flashlight of his rifle, Hammond illuminates the floor. They end up coming across with MUTILATED BODIES, and a layer of entrails and gut all over the corridor.

Kendra's eyes open wide. She wants to scream, but Hammond covers her mouth before that.

HAMMOND

If you do, you will denounce our position to those things. And then we'll become part of this corridor too.

She nods.

HAMMOND (CONT'D)

Good. Let's keep moving.

Hammond removes his hand from her mouth and then back to walk down the hallway. But Kendra stands for a few seconds staring at that carnage under her feet.

HAMMOND (CONT'D)
Close to me.

And she starts to move with Zach.

JUMP CUT - MOMENTS LATER

After a while of more walk, Hammond and Kendra see a door at the end of the corridor that shows in a cracked viewer: "The Atrium" (aka Bridge).

HAMMOND (CONT'D)
There it is.

As they advance, there is more blood on the way and Ishimura workers' torn clothes.

Kendra looks at it just wondering what must have happened. When they arrive at the door to the bridge, it's locked.

HAMMOND (CONT'D)
Damn it. Can you open it?

KENDRA
I just need a minute.

Kendra moves to the door panel. Hammond stands behind her, guarding as she works.

INT. THE ATRIUM - USG ISHIMURA

Moments later the door opens. Hammond comes in first to make sure there is no Necromorph there. And don't.

Kendra comes in and they both stop for a moment to enjoy that magnificent environment.

The command and control center of the USG Ishimura. There is a windowed wall, which extends from ceiling to floor, giving a 180 degree view of exterior.

All around the Bridge are various stations with holographic displays. The most show "System Failure". Others are cracked or broken.

Hammond and Kendra walk through the place. Their footsteps echo as they move. The whole place looks like a ghost environment - no one else they two.

KENDRA
Really impressive.

There are some blood-soaked monitors too.

HAMMOND
This was a big massacre.

Kendra and Hammond go to the command computer, where she sits down and starts operating. She types fast as a true savvy.

Hammond remains in watch.

KENDRA
The communication system does not work. It's going to take time to fix it.

HAMMOND
Forget the communication for now. Let's focus on finding the ship's files.

During Kendra's research, an unexpected message appears on the screen: "ACCESS DENIED".

KENDRA
Shit.

HAMMOND
What now?

KENDRA
There was an executive lockdown of all primary systems. Without the Captain's authorization, I can't access them.

HAMMOND
Well? Where's the Captain?

Kendra backs to type. Seconds later...

KENDRA
(reading)
Captain Benjamin Matthus.
Location... Medlab. Status...
Deceased.

HAMMOND
What? How did this happen?

Hammond activates his HUD.

HIGH ANGLE: From a high point on the Bridge ceiling: we see tiny Kendra and Hammond down there. Then a strange FIGURE creeps past the camera.

HAMMOND (CONT'D)
Isaac, we have a problem.

INT. FLIGHT LOUNGE - USG ISHIMURA

Isaac - no helmet - is sitting working on the Plasma Cutter when he gets the call from Hammond. He pops his HUD.

ISAAC
I'm listening.

HAMMOND
(on screen)
We got to the bridge but we were unable to access the files on the computer. We need the Captain for this, and I can not leave Kendra alone here.

ISAAC
It's all right. Just tell me where I find him.

Kendra appears on screen.

KENDRA
(on screen)
He's in the morgue, in the medical deck. Bring his RIG and I can use its authorization codes to access the computer.

Hammond back to screen.

HAMMOND
(on screen)
Kendra is sending the Tram to your position. Find that RIG and --

A Necromorph ROAR interrupts the conversation.

KENDRA (O.S.)
(on screen)
What was that?

HAMMOND
(on screen)
Shit! We need to get out!

Hammond starts running wild and we lose the HUD image. We just listen to what's going on.

ISAAC
Commander?

Their voices mingle with the Necromorph groans.

HAMMOND (O.S.)
(on screen)
Com'on! Over here!

ISAAC
Commander Hammond! Kendra!

They don't respond.

INT. CORRIDORS - USG ISHIMURA

FAST and FRENETIC. Lights flickering. Hammond and Kendra run for their lives.

Kendra glances back and sees: A LEAPER right behind them - sporting razor-sharp fangs, along with a long scythe-tipped tail made from intestines and legs.

The creature moves only by using its two arms to advance. The tail swings at all times helping it with impulses.

Hammond holds Kendra's hand and pulls her down to another corridor. At the same moment that...

... the Leaper propels past right behind them thanks to a jump, narrowly catching the couple.

The Leaper skids across the ground after landing, but soon returns to chase its prey.

Hammond notes that the Necromorph is approaching. Then he stands behind Kendra and draws his rifle.

HAMMOND
Go!

Kendra keeps going on as Hammond takes aim at the monster.

And he FIRES at the Necromorph. However, the Leaper jumps up and begins to move through the ceiling, upside down.

Kendra rushed a little away from Hammond. She looks quickly back and sees him firing at the monster.

At that moment she loses her attention from the way forward...

... and steps on a ragged GRID on the floor without realizing it, and falls into a DUCT, vanishing from the corridor.

Back to Hammond as the rounds make the Leaper flee to another corridor and escape the shots.

But when Hammond turns, Kendra is gone.

HAMMOND (CONT'D)

Kendra?

He walks a little longer and notices the hole in the floor where Kendra fell. He bends to see but there is only darkness.

HAMMOND (CONT'D)

Kendra!

INT. LOWER DECK - USG ISHIMURA

Some levels below where we were. A space with few lights and desert.

We begin to hear the sound of something beating on the bodywork - and it is approaching.

Suddenly Kendra DROPS out the duct on the ceiling SLAMMING into the floor. A hard impact.

She crawls to the wall and leans there to rest. Kendra looks around but doesn't know where she is.

Looking at her shoulder, she notices a gash. An injury caused during fall.

KENDRA

Oh, great.

INT. FLIGHT LOUNGE - USG ISHIMURA

Isaac tries to re-establish communication with the others, but without success.

ISAAC

Shit!

Then he picks up the Plasma Cutter in one hand and helmet in the other to run out of there.

INT. CORRIDOR - USG ISHIMURA

With the helmet and Plasma Cutter in each hand, Isaac runs through the corridors to the Tram station.

Then he finds a BODY in the middle of the way. When lighting better, he recognizes by the clothes: Chen, beheaded.

Isaac takes a quick pause and then starts to run.

INT. TRAM STATION - USG ISHIMURA - MOMENTS LATER

The Tram car is already waiting in its place.

The room door slides open and Isaac walks in, being careful of anything there.

After making sure he's alone there, Isaac enters the transport. As the tram speeds away -

CUT TO:

INT. TRAM - USG ISHIMURA

Isaac sits and relaxes. Finally a moment of peace.

He takes off his helmet and puts it on the seat next to the Plasma Cutter. Isaac leans his head against the wall, almost drowsy. Exhausted.

Then he remembers something. Isaac grabs something in his pocket and pulls out a kind of high-tech disc the size of a coin. When he presses it...

... materializes a HOLOGRAPHIC PHOTO - Isaac and Nicole in a relaxed and happy moment.

ISAAC
I'm coming.

EXT. OUTER SPACE

Wide angle showing the USG Ishimura and the planet Aegis VII in the background.

It's a magical shot. The colossal vessel remains in the same place, just like the stone sliver of the planet below it.

Silence.

INT. TRAM STATION - MEDICAL DECK - USG ISHIMURA

The tram arrives.

When Isaac steps out it, he faces an equally grotesque environment from the other places of the vessel.

There are some bodies in BLACK BAGS, as if they had been dropped there. Some of them ripped showing part of some corpses.

Boxes block the passage of a corridor.

HAMMOND (V.O.)

Isaac. Please, tell me you're still alive.

Isaac activates his HUD. He sees Hammond again.

ISAAC

Commander, what happened? I lost your signal.

INT. NARROW PASSAGEWAY - USG ISHIMURA

Hammond hides in a narrow corridor. But he is alone.

HAMMOND

We were attacked on the bridge. We had to run. I managed to hide, but Kendra...

ISAAC

(on screen)
She's fine?

HAMMOND

I don't know. I lost her while we fled. For a moment, she was behind me, and when I looked back... she was gone.

INT. TRAM STATION - MEDICAL DECK - USG ISHIMURA

ISAAC

Then we need to find her, we do not know how long she can --

HAMMOND

(on screen; cutting in)
I know, Isaac, but we'll only be able to do this if I can access the bridge computer and track down Kendra. But for this I need the Captain's RIG.

ISAAC

Kendra is part of our group, we can not abandon her like this.

HAMMOND

(on screen)
We are not abandoning anyone. Kendra is a strong and smart woman, she will know to hide until I locate her. So bring to me the Captain's RIG.

(beat)

This is an order.

Hammond shuts the connection before Isaac can say anything else. Even without liking this plan, Isaac proceeds.

He pushes through the boxes getting into -

INT. SECURITY STATION - MEDICAL DECK - USG ISHIMURA

A room that gives access to various areas of the medical deck. But it's as if a hurricane had passed in there.

Isaac is faced with more carnage on his way.

ISAAC

Jesus...

Looking around he finds a map console. Isaac moves up to it and analyzes.

ON THE SCREEN: Isaac accesses the schematics on the Medical Deck that reveals all the paths in that area. So he locates exactly what he wants - the morgue.

He turns to one of the doors that reads "Research Wing."

INT. RESEARCH WING CORRIDOR - USG ISHIMURA

Dark and narrow. The only lights come from Isaac and his weapon.

We follow Isaac through the corridors, walking cautiously with the Plasma Cutter always looking forward.

His hands shake with nervousness, but he tries to restrain himself. A sudden snap on the ship catches his eyes. He whirls looking for the enemy. No one. It was just a random noise.

Throughout his trajectory he notices walls clawed by claws. Human parts on the floor. A stench of dead flesh permeating the place.

Then another sound echoes. A door... hitting.

Isaac turns around to another hallway. And at the end of the path, he sees the door that makes the noise.

It tries to close automatically, but a strange object is in its way preventing it. Isaac approaches.

When he gets closer to the light of the door, he sees what is there: a SEVERED leg. Isaac opens the door completely and ends the noise.

And he steps in.

INT. RESEARCH WING MAIN LAB - USG ISHIMURA

It's a large room, spread over two floors vertically.

Most activity seems to occur in the second floor, as most of the first floor consists of a catwalk around the perimeter of the second floor with only elevator access.

Isaac approaches the railing on the first floor and looks down on the second floor - empty.

Scouring that first floor, Isaac finds some tables stained with blood. But also, a room. Or rather an office with the door open.

We STAY as Isaac enters in the office. When he closes the door, we see on it - "Dr. Kyne's Office."

INT. DR. KYNE'S OFFICE - RESEARCH WING MAIN LAB

It's a real mess of papers and files scattered all over the place.

Isaac puts the Plasma Cutter over the desk to approach the bookshelf on the wall. He scans it with his eyes even though he doesn't know exactly what he's looking for.

ISAAC'S POV: He passes through several books, some photos of Terrence Kyne with his daughter and wife and another alongside CAPTAIN MATHIUS.

Nothing seemingly so important. Isaac takes a step back and treads on something. He looks down and sees that there is an OBJECT hidden under some papers.

Isaac lowers and uncovers the object revealing a small statue of the BLACK MARKER.

It has a strange design. Alien-like. It's like two over-put petals forming an almost cylindrical shape.

Isaac drops the object. It means nothing to him. But then he notices something under the desk - a LAPTOP - and Isaac takes it.

Putting the laptop on the desk, Isaac turns it on. It takes a few seconds but he does it.

There is a crack in the upper right corner of the screen, but it's still possible to access. Isaac looks for something of interest until he sees the folder "VIDEO-LOGS."

Isaac opens the folder and finds dozens of video files. He randomly clicks on one of them.

ON LAPTOP SCREEN: **DR. TERRENCE KYNE** sits looking directly at the screen, making his video-log.

DR. KYNE

(on screen)

-- It's day 214 and we are getting more results from the Aegis VII planet. Mining is advancing more than we imagined. This is a good sign.

Isaac closes this video and opens another. This time, Kyne seems more excited.

DR. KYNE (CONT'D)

(on screen)

We found it. We found the artifact. In all my time in the church I did not imagine that it would be part of a moment as striking as this. What secrets do you have for us?

Isaac closes the video and plays another.

This time Kyne is propped up on his desk, hanging head, as if he were thinking about his actions.

DR. KYNE (CONT'D)

(on screen)

The tests... did not go as
expected. This can not be real...
there has to be an answer.

The video cuts for a few seconds to static and then back to
Kyne, apparently times later. Facing the screen.

DR. KYNE (CONT'D)

(on screen)

We have been deceived into
believing there are space gods;
Unitology is a lie. That is the
mechanism of their control.

(beat)

The lies that brought us here
under false pretenses.

The video ends. Curious, Isaac opens one more. Now, showing
Kyne standing and holding his picture with his family, his
back to the video-log.

Then, in the video, we hear the office door slamming. Kyne
turns and stares at someone off screen.

CAPTAIN MATHIUS (O.S.)

(on screen)

What do you think you're doing?
Did you think I would not know?
Me, the Captain?

DR. KYNE

(on screen)

You saw what the results showed!
If it happened in the Colony,
we're taking risks too!

CAPTAIN MATHIUS (O.S.)

(on screen)

You know very well that the Church
would not agree. Mercer says
otherwise.

DR. KYNE

(on screen)

Mercer? He's blind! Just like you
and everyone else on that ship!

CAPTAIN MATHIUS (O.S.)

(on screen)

Do not tell me about right and
wrong now, Kyne!

DR. KYNE
 (on screen)
 There's no right! Just wrong!

CAPTAIN MATHIUS (O.S.)
 (on screen)
 We are Marker's divine instruments
 and we cannot ignore this!

The laptop is shut by the other person in the video and the recording ends.

ISAAC
 (beat)
 "Marker."

SUDDENLY -

- the lab's Quarantine is activated, just as it was in the flight lounge.

Quickly Isaac picks up the Plasma Cutter. But before leave, he goes to the laptop, picks up its MEMORY CHIP and keeps it in his suit.

INT. RESEARCH WING MAIN LAB - USG ISHIMURA

Isaac leaves the office ready for the fight.

INTERCOM
 Warning. Contaminated area.
 Activated Quarantine system.

But he sees no one but him in there.

Isaac walks up to the railing and looks downstairs for any sign of the enemy.

Over his shoulder, we see a SHADOW moving without him noticing. Then it decides CHARGES Isaac revealing to be a Slasher.

Isaac SPINS opening fire. He misses the first two shots. The third CUTS OFF one of the creature's arms. But the fourth SLICES the head of the thing as if it were paper.

As the Slasher's lifeless body drops down...

... A LEAPER coming right behind it LUNGES Isaac thrusting him through the railing into the...

SECOND FLOOR -

Both fall from the first floor.

Isaac SLAMS onto one of the operating desks and then rolls to the floor. The Leaper falls a few meters on the other side.

The engineer stands still for a few seconds. Then he starts to move but moaning in pain. He rests on four while coughing.

A bit of blood drips off the helmet with one of those coughs and soil the ground.

Isaac looks around but no sign of the Leaper. Then he spots the Plasma Cutter a few meters ahead. When he plans to go to it...

... the Leaper jumps on the operating desk just behind him, roaring. Isaac crawls under one of the metal tables next to him.

The Leaper springs to the table where Isaac is, and using its tail, it PIERCES through the metal several times to try to kill Isaac.

Under the table, Isaac continues to crawl as the Necromorph rips open his protection.

When he reaches the end of the table, Isaac levers it with both feet on the Leaper. It falls over it giving Isaac some lead time.

He runs with difficulties to the Plasma Cutter.

Meanwhile, the Leaper jerks the table away and begins to charge Isaac. Its claws erupt sparks on the ground as it advances.

Isaac stumbles a few inches from the goal. But he stretches his arm and grabs the weapon in time. The Leaper hops toward him for a deadly attack.

Isaac aims at the creature - he shifts the lights from the Plasma Cutter to the HORIZONTAL position - and fires directly into Necromorph's mouth dividing its head into two hemispheres.

Isaac rolls his body aside as the Leaper hits the ground - only with the jaw on its head - and skitters until reaches a few boxes.

But the Necromorph convulses on the floor, alive.

Isaac grabs the nearest chair and POUNDS the Leaper with it. Several consecutive blows. He only stops when the chair breaks and the monster doesn't move anymore.

Gasping, Isaac drops the remains of the chair and stares at the Leaper, fearing that it will return. But soon he realizes that it's over.

Like a statue, Isaac collapses exhausted falling flat on the floor of the laboratory.

Then we slowly RISE UP. Until we look straight down on the lab from a high angle: Isaac, lying motionless on the ground.

FADE TO BLACK:

After a short beat, we -

FADE TO:

SERIES OF SHOTS:

1) IN POV: we gaze Nicole sitting on the couch writing something in the notepad. She looks at us and grins.

NICOLE

What?

2) POV: we see Nicole coming out of a store dressing room holding a dress over her body.

NICOLE (CONT'D)

Did you like it?

3) At a restaurant table. In POV face to face with Nicole, wearing the dress we saw before. She stops eating and looks at us affectionately.

NICOLE (CONT'D)

I love you.

4) Still in POV, we're lying on the bed staring Nicole close to her face. Her hand smooths Isaac in O.S.

NICOLE (CONT'D)

"Twinkle, twinkle, little star,
How I wonder what you are. Up
above the world so high, like a
diamond in the sky..."

(laughs)

What? It's always been a favorite
childhood song.

5) In a living room. Nicole's in front of the window looking outside. The sun shines her skin turning her into an angel.

She turns to us, happy. But the only sound on the scene is her voice, suffering and almost in tears.

NICOLE (V.O.)
Please, Isaac...

Then she comes straight for us, smiling and cheerful.

NICOLE (V.O.) (CONT'D)
... do not leave me.

As she approaches -

SMASH CUT TO:

INT. RESEARCH WING MAIN LAB - USG ISHIMURA

CLOSE ON ISAAC'S HELMET: Filling the entire screen. We can not see his face, not a glimpse.

A beat.

A sudden deep breath beneath the helmet. Isaac uses his strength to sit on the floor, and then removes the helmet. There are blood marks on his nose and mouth.

He leans against one of the pillars of the room and breathes. Then he looks at the Leaper's body. The same lab. How long have I been here?

But he also feels a strong pain in the abdomen. Isaac removes the top of his suit and sees some bruises and small wounds on the body.

He surveys his surroundings, until he finds the wall ahead - an emergency MEDICAL KIT.

INT. CORRIDORS - USG ISHIMURA

We track at floor level, following the cautious footsteps of someone through a dark corridor.

REVEAL -

- Kendra, with an improvised bandage on her shoulder and holding an iron rod like a baton.

She hears more Necromorph grunts coming. Kendra hides behind a wall and waits.

Three Slashers pass from side to side along the corridor. None of them feel Kendra around.

When she realizes that Necromorphs are gone, She tries to access her HUD, but it has been damaged in the fall.

JUMP CUT:

Kendra continues her journey in search of an exit. But it looks like she's in a maze.

Then, at the end of that corridor, Kendra sees a MAN standing with his back to her. She approaches, afraid.

KENDRA
Hello...?

Silence.

KENDRA (CONT'D)
Do you work at Ishimura?

The man turns slowly to Kendra. Seeing him, Kendra FREEZES, as if she knows him.

KENDRA (CONT'D)
No... it can not be...

The man remains expressionless. Then he starts to walk away from Kendra.

KENDRA (CONT'D)
Wait!

Kendra runs to catch him. She turns in the other hallway and sees the man turning in another. And she chases him. Kendra is acting without thinking, she just wants to reach the man.

In the other corridor she loses sight of him, until:

MAN (O.S.)
Over here.

Kendra turns around and finds him again, entering another corridor. She goes after him.

KENDRA
Wait! I just want to talk with you.

As soon as Kendra turns in that corridor the man has entered...

... she halts at the same instant after encountering TWO NECROMORPHS feeding on a corpse a few meters ahead.

Luckily the creatures have not noticed her, they are distracted by their meal. Kendra grabs her mouth and nose and starts to retreat, slowly without making noise.

This way, she ends up stumbling and falling backwards, rolling down a ramp. When Kendra recovers, she sees a room not too far away.

KENDRA'S POV: The room says - "Computer Core."

INT. RESEARCH WING MAIN LAB - USG ISHIMURA

Isaac wears back his top suit - covering the bandages that he put on his wounds.

Then he heads off, still feeling some of the injuries. As he takes his helmet back:

INT. EMERGENCY ROOM - USG ISHIMURA

The large ER Ward has many beds, which are provided with ceiling-mounted bio-sensors, diagnostic tools and plentiful medical supplies.

When Isaac enters there, he finds a post-chaos scenario. He still sees remains of corpses in a few beds. Others, only blood.

INT. ER HALLWAY - USG ISHIMURA

A large hallway connecting the Emergency Room with the Intensive Care Unit.

It's lined with beds divided by curtains and lined with medical equipment and hook-ups.

Isaac walks through it passing by more torn bodies. Each one of them more different from a human being.

INT. INTENSIVE CARE UNIT - USG ISHIMURA

The room consists of four medical units enclosed by armored security glass with reinforced glass. These medical units are fully-sealed, upright cylinders which appear capable of being filled with liquid.

It also contains a medical bed, and is larger than the tanks, containing space for attending medical personnel to stand around the patient.

The door opens. Isaac wades across the area. This time he found doctors and nurses corpses in that room. All dead brutally.

ISAAC

Oh God...

Isaac notices an extra room in that room. He approaches the door and gazes it.

WHAT HE SEES -

DR. CHALLUS MERCER'S OFFICE. The room has been decorated with UNITOLOGIST SYMBOLS as the walls are scrawled with Unitologist script.

And one of these symbols, Isaac recognizes: THE MARKER. Scratched in the center of the office.

Isaac walks away from the office and heads to the elevator at the end of the room.

INT. ICU ELEVATOR - USG ISHIMURA

The elevator goes down. The lights in there oscillate. Isaac just waits.

INT. ROUTE TO THE MORGUE - USG ISHIMURA

More darkness. Isaac leaves the elevator determined, but cautious. The carnage has spread there and only increases as he advances.

Then a beating sound not far begins to echo in his ears. And the more he walks, more the sound increases.

They are rhythmic thumps that begin to mingle with the sound of flesh and bone being crushed gradually.

At the intersection point of the corridor, Isaac notices something curious. A message on the wall written in blood - "The Marker watches all us."

When Isaac turns to the other hallway, he sees where those beats come from: A man hitting his forehead constantly on the wall.

ISAAC

Hey!

Isaac strides for the man, pointing the Plasma Cutter at him, which continues to beat without emitting pain or speech. His blood already flows down to the floor.

In the last blow, the man falls dead on the ground. Isaac comes closer and sees that his face is deformed. He killed himself at that right moment.

Isaac stares, confused.

INT. ELEVATOR - USG ISHIMURA

We're with Hammond, while his elevator goes up. He reloads his rifle.

INT. CORRIDOR - USG ISHIMURA

Hammond makes his way wielding the rifle, ready to fire at any enemy signal.

He spots the arm of a Necromorph stretched out on the ground a few meters ahead. Its body is out of sight in the other hallway.

Hammond approaches and turns to the other hall, ready to shoot, but that Necromorph is already dead. CRUSHED. Its head is just a red mass, and the body with several deep marks.

It's hard to imagine what might have caused this. Then - BAM! A TRAMPLE not far away. Something heavy and big is coming. Hammond raises his rifle.

CLOSE ON HIS FACE: Something beyond the camera makes his eyes open wide, STARTLED.

HAMMOND

Holy shit...

All we hear are dense and heavy footsteps along with an BESTIAL GROWL.

INT. MORGUE - USG ISHIMURA

It's a large morgue, clearly with a capacity of dozens of bodies, if not hundreds. It also contains a glass-walled examination room for the autopsy of deceased personnel.

Isaac walks in. He notices that almost every compartment of the bodies is open. Few bodies reside on the floor.

The stench is intense. The blood has already become part of the room. Isaac moves cautiously to not step on the corpses scattered around.

As he walks, Isaac checks the bodies for the Captain. None so far. He pulls out some stretchers along the way and continues. But the body he seeks does not seem to be there.

THEN -

- BLAM! A BODY DROPS FROM THE CEILING.

Isaac whirls quickly to where the body fell. He looks at it better and realizes - it's **CAPTAIN MATHIUS** himself.

But Isaac hears something else. He looks at the ceiling and finds an INFECTOR - a bat-like Necromorph formed from a human torso and legs, with wings are formed by a flap of skin from the chest fused in the host's bent.

Isaac prepares to kill it, but the Captain's body begins to CONVULSE, collapsing. This catches Isaac's attention.

The convulsions get bigger and violent. His body JOLTS as if he were alive. And in the blink of an eye, the Captain STANDS UP facing Isaac.

His body begins to MORPH. The jaw grows, his torso squirm, bones come out of his arms like blades. Now he became a NECROMORPH.

As Captain Mathius CHARGES Isaac:

INT. THE ATRIUM - USG ISHIMURA

Hammond enters and locks the door.

But when he thought he was safe, a noise of Necromorph echoes in the room. He pulls his rifle again and aims.

HAMMOND

Come on, you son of a bitch.

NECROMORPH'S POV: We advance toward Hammond in irregular movements. He fires in our direction without sparing ammunition.

CUT TO:

INT. MORGUE - USG ISHIMURA

Isaac fires repeatedly at Captain Mathius. Some shots pass away, others tear part of its flesh, but it keeps coming. It's like being in adrenaline.

The Captain strikes with its arm. Isaac DUCKS and makes the blade hit the drawer lid of one of the bodies compartment and gets stuck there.

As the Captain tries to let go, Isaac moves behind him and fires twice. He hits the back and the shoulder of the target. Nothing very effective.

Mathius frees himself and pushes a stretcher against Isaac. It rolls toward him fast. Isaac bends down quickly escaping from the stretcher as it slams in the wall.

Isaac turns to the Captain again but it is too close and only has to dodge the blows of his arms against him.

Isaac takes a second to give a butt with his Plasma Cutter, pushing a bit aside the Captain. But Mathius doesn't give up and moves forward again.

Isaac fires by cutting off Mathius's left leg, knocking it to the ground. But Mathius swings its arm on Isaac's legs knocking him off his feet to the ground.

The Plasma Cutter fell away. Isaac crawls to catch it, but the Captain is faster and PLUNGES ITS BONE-BLADE through our engineer's shoulder.

As Isaac HOWLS, the Captain SWINGS him into the air slamming Isaac on the glass wall of the examination room.

The glass CRACKS. A blood stain from Isaac's shoulder stays marked where he hit it.

While Isaac recovers, the Captain approaches using its two arms to move. And then it jumps for an attack.

Isaac finds a tray next to him. He uses it as a shield JUST AS the bone blades pierce it inches from Isaac's helmet. But the impact pushes Isaac breaking through the glass wall into the examination room.

He holds the tray with both hands. It's the only thing that saves him from being stuck.

When Mathius tries to bite him, Isaac strikes the tray on the monster's face by sending it to the side. Isaac raises the tray above his head and NAILS it into the Captain's chest.

Isaac walks away as the Captain struggles grunting with the tray in its chest. He looks at the Plasma Cutter from a distance and runs to catch it again.

Mathius rips the tray from its body and goes after Isaac.

Isaac jumps to the Cutter and picks it up, already turning back ready to shoot.

Mathius falls over Isaac, but our engineer sinks the Cutter into the deformed mouth of the enemy. Mathius still tries to chew the weapon.

After pressing the trigger, the Plasma Cutter BLOWS UP Mathius' head, splashing blood on Isaac and on the ground.

The body falls with spasms on his side.

But it's not over. The Infector flies from the ceiling toward Isaac. Isaac aims his gun for a straight shot.

TIME SLOWS as we see the winged creature projects its proboscis that it injects in the hosts.

BANG! BANG! - Isaac shoots down the Necromorph with two shots. It squirms on the floor, trying to get out of there. But Isaac ends the job with one more shot.

Now it's over.

A long beat.

In a SERIES OF CUTS - Isaac goes to the Captain's body... flips it... opens its RIG... and removes the memory CHIP.

INT. INTENSIVE CARE UNIT - USG ISHIMURA

With a medical kit that Isaac found there, he treats his shoulder injury by STAPLING the cut with a high-tech tool while he bears the pain.

INT. SECURITY STATION - MEDICAL DECK - USG ISHIMURA

Later, Isaac arrives. No enemy in the place. Soon he activates his HUD.

ISAAC
Hammond, I did it. I'm sending the
codes to you.

He waits but there is no answer.

ISAAC (CONT'D)
Commander, are you listening?
(beat)
Please.

Then:

HAMMOND (V.O.)

Isaac.

Hammond appears on the screen.

ISAAC

Are you okay?

HAMMOND

(on screen)

One of those things was on the Bridge, but I got to jail it in the Captain's escape pod and send it away.

ISAAC

Did you receive the codes?

Hammond nods.

INT. THE ATRIUM - USG ISHIMURA

Hammond is on the command computer. He begins to access the codes that Isaac sent.

HAMMOND

I'll try to access the Captain's records. Without Kendra around maybe I'll take a little while.

ISAAC

(on screen)

Time has not been our ally lately, Commander.

HAMMOND

Yeah, I know.

INT. SECURITY STATION - MEDICAL DECK - USG ISHIMURA

Isaac is about to continue on his way, but...

ISAAC

Hammond. I want to ask you a favor.

HAMMOND

(on screen)

Say it.

ISAAC

Any video-logs from the Senior Medical Officer send me, okay?

HAMMOND
(on screen)
Senior Medical Officer?

ISAAC
Yes. Please.

Hammond just nods.

HAMMOND
(on screen)
All right, I'll do my best. Be
careful and come to the bridge.

Isaac ends the connection and continues.

INT. TRAM TUNNEL - USG ISHIMURA

The tram races fast.

INT. TRAM - USG ISHIMURA

Without his helmet there, Isaac rests a little longer.

But he then remembers the laptop and picks up the memory chip to connect it to his HUD.

The holographic screen shows up but only presents static. Isaac works trying to access something important, until one of Kyne's video-logs play on the screen.

DR. KYNE
(on screen; into camera)
Here is Dr. Terrence Kyne, Chief
Science Officer. The video-logs
from the Colony are poor quality,
but the artifact does indeed
appear to be a genuine Marker, the
first to be found in Unitology's
two hundred year history.

(beat)
But The potential here is
enormous. Not just for me
personally, though it's true I've
dreamed of such a discovery for
decades. But also to humanity, and
the Church of Unitology in
particular.

New video: Kyne again, but some time later.

DR. KYNE (CONT'D)

(on screen)

Chief Science Officer Dr. Kyne reporting. The Colony's problems concern me greatly. I have no doubt they are somehow linked to discovery of the Marker, but the exact nature of that connection is still unknown.

(then)

Almost 40 percent of the colonists are experiencing a form of dementia... depression, insomnia and hallucination. Dr. Mercer has advised that I bring some of the affected on board for study. I confess that I was reluctant, but we need solutions and we need quickly.

Isaac changes the video. Now we see Kyne sitting in front of the camera and getting ready to do his report. But a man suddenly enters the office. Kyne gets up.

DR. CHALLUS MERCER talks to Kyne face to face while the video-log records everything.

DR. MERCER

(on screen)

It's down there, isn't?

Kyne hesitates.

DR. KYNE

(on screen)

Yes... we found something.

DR. MERCER

(on screen)

So the texts were right! All this time...

DR. KYNE

(on screen)

I wouldn't be certain of that. There was nothing divine in what I saw.

DR. MERCER

(on screen)

What? We must embrace this! We are the First Witnesses!

DR. KYNE

(on screen)

You don't know? The whole colony is quarantined! We still have a lot to learn about it. Mathius is making restraining order.

DR. MERCER

(on screen)

To hell with Mathius! He and all people. This is greater than all of them, even the company.

DR. KYNE

(on screen)

People are dying!

DR. MERCER

(on screen)

Only the worthless and the unbelievers. But I believe. Do you believe, Terrence? Do you?

The video is interrupted by another call - someone trying to connect with Isaac.

When the connection is established, Isaac comes across Kendra, still alive.

ISAAC

Kendra!

KENDRA

(on screen)

Isaac? Can you hear me?

ISAAC

Yes -- What happened to you?

INT. COMPUTER CORE - USG ISHIMURA

It is the central processing area for the Ishimura's databanks. Kendra is accessed on the main console while talking to Isaac.

KENDRA

One of those monsters attacked me and Hammond. We ran away but I got lost. When I found Computer Core, I hid here.

INT. TRAM - USG ISHIMURA - INTERCUTTING

ISAAC
I'm going to alert Hammond, maybe
he can --

KENDRA
No! Not yet.

ISAAC
(puzzled)
What? Why?

KENDRA
I fear we can not trust Hammond as
much as we thought.

ISAAC
Why are you saying this?

KENDRA
He said his priority was team
safety, but two of us died and the
rest broke up.

ISAAC
Do you think Hammond could be
some... traitor?

KENDRA
I did not want to be hasty, but he
wanted to get to the bridge at any
cost. Maybe there's something
there that he longs for. Does he
have Captain's codes?

Off Isaac's stare:

INT. THE ATRIUM - USG ISHIMURA

ON THE COMMAND COMPUTER: A message in the screen - "ACCESS
ALLOWED" - Hammond succeeded.

As he accesses the main files, we see his expression of
curiosity about something.

INT. TRAM - USG ISHIMURA

Isaac wears his helmet and checks the Plasma Cutter.

KENDRA (V.O.)
When I hacked the root, I found
some reports from the Colony.
(MORE)

KENDRA (V.O.) (CONT'D)
 Even before they cracked the planet, the colonists were experiencing widespread dementia. It seems to be related to some artifact they found on the Aegis.

ISAAC
 The Marker.

KENDRA (V.O.)
 Yes, how do you know?

ISAAC
 I saw it written on a wall and in the records from Doctor Kyne. It seems like this thing has influenced everyone in here.

Then -

- the entire Tram shakes. All the lights flicker. Isaac leans against the seat so as not to lose his balance.

INT. THE ATRIUM - USG ISHIMURA

The tremor also hits the whole Bridge. It's like a small-scale earthquake.

HAMMOND
 What the hell...?

ON THE SCREEN: An emergency alert flashes on the monitor - it shows Ishimura's schematics with prominence in the engine area.

Hammond checks it. And the discovery is not satisfactory.

EXT. USG ISHIMURA - OUTER SPACE

The vessel descends slowly, inch by inch. Almost imperceptible.

The cables that suspend the great rock are quite tense. They shimmer discreetly.

INT. TRAM - USG ISHIMURA

The lights go back to normal. Tram keeps on going.

HAMMOND (V.O.)
 Isaac, we have a big problem.

ISAAC
I guess it has something to do
with that tremor.

HAMMOND (V.O.)
You got it.

INT. THE ATRIUM - USG ISHIMURA

Hammond looks at the computer as he informs Isaac.

HAMMOND
I got an alert from the
engineering deck and I saw that
the Centrifuge was completely
offline. This means...

ISAAC (V.O.)
... That we are being pulled by
the rocks from planet crack
towards the atmosphere of the
planet.

HAMMOND
Unfortunately you're right.

He gets up with his rifle.

HAMMOND (CONT'D)
I'm going to the engineering deck
to put it online. You come to the
Bridge and keep the ship steady.

ISAAC (V.O.)
No, I will.

HAMMOND
What?

ISAAC (V.O.)
I'm already on tram and I can
reach twice as fast than you and
turn on the Centrifuge.

Hammond thinks, considering.

INT. TRAM - USG ISHIMURA

Isaac waits for an answer.

HAMMOND (V.O.)
Okay. Maybe you're right. Are you
sure about that?

ISAAC
It is the best option we have.

HAMMOND (V.O.)
Take care.

The connection ends. Isaac moves up to the Tram dashboard as Kendra emerges.

KENDRA (V.O.)
I heard everything. The engineering deck is where most of the workers were. It is suicide to go there alone!

ISAAC
As I said before, it's our best option.

On the dashboard, Isaac changes the Tram route to its new destination.

KENDRA (V.O.)
You do not want to go there just to fix the Centrifuge. You want to rummage through another place to find your girl.

Off that...

INT. TRAM TUNNEL - USG ISHIMURA

The Tram makes a sharp turn to the adjunct rail, going in another route.

INT. TRAM STATION - ENGINEERING DECK - USG ISHIMURA

After the arrival of the Tram, Isaac leaves dressed for battle. He does a quick scan through the place - no one but him.

KENDRA (V.O.)
From this room I get more access from the ship. I can lead you to the Centrifuge.

ISAAC
Good.

Isaac starts to move.

INT. COMPUTER CORE - USG ISHIMURA

Kendra accesses the entire schematics of the Engineering Deck on her screens.

However, she sees a flap in the corner of the screen - "CREW LIBRARY". When Kendra clicks, a full page showing Ishimura employees and their status.

Thousands of people and virtually everyone with a single warning alongside their names: "DECEASED".

INT. ENGINEERING CONTROL ROOM - USG ISHIMURA

As Isaac walks toward the command room...

NICOLE (V.O.)

Isaac...

... Nicole's voice sounds like the wind. Isaac stops immediately, looking for her.

ISAAC

Nicole?

Suddenly, some monitors on the wall light up alone showing a face - Nicole.

When Isaac notices that, he's perplexed, motionless.

NICOLE

(on screen)

Please help me.

Then a roar of Necromorph makes him turns his head around. But there is no enemy there.

When he returns to the monitors, Nicole is gone - like she was never there. He stands for a few seconds, thinking about what just happened.

KENDRA (V.O.)

Isaac, any problem? I'm watching your RIG and you're standing still. Did you found anything?

ISAAC

Did you... not hear that?

KENDRA (V.O.)

Hear what?

ISAAC
 (beat)
 Nevermind.

JUMP CUT:

Isaac arrives in the nerve of the room. There he comes across with some kind of GROWTH on the walls and ceiling.

It's something extremely disgusting. They are like accumulated vines and sludge, but this look like rotten flesh.

There is an intersection that gives access to two distinct paths. In the command room, there is a rotting body in the chair. It's been a long time since he's been there.

Isaac approaches a workbench and finds BATTERIES for his Plasma Cutter. He keeps some and uses others to reload his weapon.

ISAAC (CONT'D)
 Now where?

KENDRA (V.O.)
 Left. It will lead you to the
 Decontamination Chamber.

Isaac steps down the ladder to a level below.

MACHINE SHOP AREA

Isaac tries to open one door there but it's locked. Then heads off.

INT. INVENTORY ROOM - USG ISHIMURA

The door slide opens and Isaac enters.

But all that is there are boxes and equipment that are messy and dirty with blood.

KENDRA (V.O.)
 Did you find anything?

ISAAC
 No...

Isaac stops. He gazes something beyond the camera.

ISAAC (CONT'D)
 ... but I think I had an idea.

REVERSE ANGLE REVEALS what he refers to -

HIGH LEVEL MINERS SUIT in their compartments. They are more elaborate and reinforced suits than the normal ones.

BEGIN MONTAGE:

We witness Isaac using his engineering skills. He removes those uniforms from their compartments; picks up some tools and starts shredding them; then soldering some with a laser; and gradually he begins to fit the pieces into his own suit; his new outfit begins to gain a new shape.

END MONTAGE.

INT. HALLWAY TO ENGINE ROOM - USG ISHIMURA

The hydraulic door opens revealing: Isaac, now dressed with a kind of "armor" made with the other parts of the uniforms.

More dead flesh around, molten on the walls and floor.

ISAAC

The smell is getting worse.

KENDRA (V.O.)

I can imagine that.

ISAAC

Can you tell where Hammond is now?

KENDRA (V.O.)

His RIG shows that he is still on the bridge. For a while. We need to see what he knows about Marker.

INT. ENGINE ROOM - USG ISHIMURA

A large area that contained the ship's immense engine room and control terminal. It's very dark and industrial often with pipes, conduits, and exposed circuitry on the walls.

This cavernous space has several sub-levels that go to the deepest part of the chamber.

Isaac arrives on the catwalk of the first level and he notices that the dead flesh there has already taken almost the whole room.

Then he hears a series of sounds. A mixture of organic clicks, whispers and moaning. Not so far. Isaac steps closer the railing and he looks down to...

... A HIVE OF NECROMORPHS huddled in the same space of various kinds - Slashers, Leapers, Lurkers, Infectors.

ISAAC'S POV: He sees Slashers ripping human bodies; Infectors inserting their proboscis in the hosts; Leapers going from one side to the other.

Startled, Isaac retreats after that view.

KENDRA (V.O.)
Isaac, what happened?

He's so perplexed that he bumps his back without realizing in a GUARDIAN - a Necromorph which stay anchored onto walls. They are like tumors and have no legs or arms.

When he touches it, the Guardian WAKES UP at the same time howling as if it were suffering.

The noise reverberates to the other Necromorphs levels below and they know that there is something going on above them.

Isaac takes a quick look down there again and notices most of the Necromorphs moving toward him.

ISAAC
Shit! Kendra, I need a shortcut.
Now.

Isaac fires the Guardian by silencing it, then he runs away as the Necromorphs approach.

INT. COMPUTER CORE - USG ISHIMURA

Several holographic monitors float around Kendra, all showing Engineering sections.

Kendra types fast, looking for alternative ways.

KENDRA
Ten meters to the right has a
supplies elevator. You can use it
to get out of there.

INT. ENGINE ROOM - USG ISHIMURA

Isaac runs like hell going through narrow passages, catwalks, jumping over obstacles as he hears the Necromorphs behind his tail.

Then he finds the supplies elevator. Without hesitation, Isaac enters the tight space and begins to rise.

He still sees the shadows of the Necromorphs horde but he escapes in time.

INT. SUPPLIES ELEVATOR - USG ISHIMURA

Isaac shrinks in that tight space.

KENDRA (V.O.)
You okay?

ISAAC
Yeah. Thanks.

INT. STOREROOM - USG ISHIMURA

The small elevator arrives at its destination. Isaac gets off from inside it going on his way.

INT. OUTSIDE THE DECONTAMINATION CHAMBER - USG ISHIMURA

Isaac gets in the next environment and comes across the Decontamination Chamber right next to him.

The only way forward is through it. Isaac looks in by the window - seems to be all clean.

ISAAC
Alright, I'm going in.

He opens the door and enters.

INT. DECONTAMINATION CHAMBER - USG ISHIMURA

For now no problem. Isaac progresses slowly to the exit door. But in the middle of the path...

... KLAXONS sound while all doors and windows lock. Isaac stays on alert mode.

ISAAC
Kendra, what's going on?

KENDRA (V.O.)
It is the decontamination process.
It's activated to protect the
centrifuge from external
contamination.

COMPUTER VOICE
Decontamination sequence
activated. Please stand by.

ISAAC
And you left it online?!

KENDRA (V.O.)
I did not know it was online,
dammit!

ISAAC
Those things are going to come
exactly to where this whole noise
is.

KENDRA (V.O.)
I'm already working on it. Stay
calm.

Gas and cleaning fluid splash out from the ceiling.

But Isaac knows he has not much time left. He thinks a little about what to do and makes a decision.

He looks at the exit door panel and fires, destroying it completely and disabling the door.

ISAAC
I already make it.

INT. GRAVITY CENTRIFUGE ANTEROOM - USG ISHIMURA

Isaac is separated only by a door from the Centrifuge. But before he came in, Kendra calls.

KENDRA (V.O.)
Isaac, hold on. When you
reactivate the Centrifuge, you
will have to move fast from there.
Or it can crush you.

ISAAC
I know.

He opens the door.

INT. GRAVITY CENTRIFUGE CHAMBER - USG ISHIMURA

A large chamber that shelters the GRAVITY CENTRIFUGE - a machine that holds the ship in high orbit over a planet.

In the center of the room, the Centrifuge is powered by two clutches and moves in a circular motion. But right now everything is off.

ON THE CATWALK -

Isaac approaches the ledge and gazes the two clutches out of place.

ISAAC
(to himself)
Okay, let's do this.

Isaac slides down the ladder to:

ON THE CENTRIFUGE FLOOR -

Where he runs to the first clutch and starts working on it.

INT. OUTSIDE THE DECONTAMINATION CHAMBER - USG ISHIMURA

We see the Decontamination Chamber at the front and the broken door, thanks to Isaac, through the window.

BEAT.

A sudden Leaper's tail past the camera in the blink of an eye. Then we began to hear Necromorphs noise coming.

INT. GRAVITY CENTRIFUGE CHAMBER - USG ISHIMURA

Back to Isaac. He finishes fixing the circuits and walks away. At the same time, the clutch starts its automatic fit in the Centrifuge.

Without wasting time, Isaac moves to the second one to do the same process. He crouches beside the clutch, opens the panel and begins to fix it.

The roars of Necromorphs echo in the chamber. Isaac pauses for a moment but returns to work, faster.

KENDRA (V.O.)
Isaac, the motion sensors in the pipelines have warned that something is approaching you!

ISAAC
I'm going as fast as I can!

A moment later he ends. As Isaac moves away, the clutch automatically engages the Centrifuge - the machine recharges.

COMPUTER VOICE
Centrifuge power restored. Ready to start in twenty seconds.

ISAAC
Okay, it's done.

Isaac goes back to the ladder and starts climbing.

KENDRA (V.O.)
So fast...?

ISAAC
It was not defective, in fact they
were just manually disabled by
someone.

As Isaac reaches the top of the catwalk - a Leaper
SURPRISES right in front of him, knocking Isaac off the
ladder into the ground.

The Leaper jumps off the catwalk toward him. Isaac rolls
his body away as the Necromorph lands. In a swift movement,
Isaac BLASTS the Necromorph's head with his Plasma Cutter -
instant kill.

Then the top of the Centrifuge moves up. It is about to
fully function.

ISAAC (CONT'D)
(stands up)
Damn they've reached me already.

Isaac climbs the ladder back to:

UP ON THE CATWALK -

But when he sees the door of the chamber - it's CLOSED.

ISAAC (CONT'D)
Kendra, the exit door...

KENDRA (V.O.)
I'm on it!

However, the Necromorphs begin to escape through the air
ducts. The Leapers crawl across the walls toward Isaac.

ISAAC
(takes aim)
Hurry!

Isaac turns his attention to the enemies. Now, take a
moment to shoot as he shoots down some Leapers off the wall
with his Plasma Cutter.

CLANK! A huge mechanical noise. Isaac looks back and sees
the Centrifuge beginning to CIRCLE.

Isaac bends down on the catwalk as the huge arm of the Centrifuge passes over him, narrowly.

INT. COMPUTER CORE - USG ISHIMURA

ON ONE SCREEN: We have the view of the Centrifuge chamber. The door on the map flashes green.

KENDRA
Go, Isaac, the door is open!

INT. GRAVITY CENTRIFUGE CHAMBER - USG ISHIMURA

Isaac rises and glances at the door again: still closed.

ISAAC
Are you kidding me?! It's still
locked!

KENDRA (V.O.)
What?

INT. COMPUTER CORE - USG ISHIMURA

Kendra zooms on the screen, and what she sees is the sign of the open door.

KENDRA
No, it's not. You're free to go.

ISAAC (V.O.)
I'm not blind! I'm seeing it
closed!

INT. GRAVITY CENTRIFUGE CHAMBER - USG ISHIMURA

The chamber is getting more and more full of Necromorphs. Isaac looks quickly at the door and still sees it in the same state.

KENDRA (V.O.)
This is not what the computer is
saying to me!

ISAAC
Then find another way!

The Lurker's tentacles wrap Isaac's right arm in surprise, making him to drop down the Plasma Cutter.

When he thinks to retaliate, more tentacles involve his left leg. Two Lurkers pull him in opposite directions.

Isaac grips the tentacles around his arm and tugs the Lurker with all his strength crushing it on the catwalk.

Then with both hands, he grabs the tentacles on his leg and swings that Lurker, slamming it into the wall. The creature POPS hitting it.

When he thinks it's over, a Leaper falls on him. Isaac holds its throat as it tries to bite him. Without his Plasma Cutter, Isaac has only one solution in mind.

He lifts the Leaper a few inches from his body and waits. Seconds later - WHAM! The Centrifuge hits the Necromorph and SHATTERS it in the process.

Isaac stands and runs to his Plasma Cutter. As he takes it...

NICOLE (O.S.)
Isaac, come on!

... a familiar voice catches his ears. He turns to the door and sees NICOLE physically there, at the door OPEN.

NICOLE
Hurry before they get here!

She sets off before Isaac can say anything.

ISAAC
Nicole, wait!

As Isaac crosses the door, it closes locking some Necromorphs inside the room.

INT. DECONTAMINATION CHAMBER - USG ISHIMURA

BANG! BANG! BANG! - Isaac knocks down the two Slashers at the chamber door and continues to run, searching for his girlfriend.

ISAAC
(calling out)
Nicole!

He sees her again outside the room, at the corner of the hall.

NICOLE
Come with me.

She runs again without waiting. Isaac goes after her.

INT. ENGINE ROOM - USG ISHIMURA

Isaac keeps advancing, but no sign of Nicole there.

ISAAC

Nicole?

(beat)

Nicole!

KENDRA (V.O.)

I'm closing some doors remotely to prevent some monsters from reaching you. Isaac, do you want to explain to me what's going on there?

ISAAC

It's Nicole, I saw her. She is alive.

EXT. USG ISHIMURA - SPACE

The vessel begins to restore its orbit thanks to the Centrifuge.

INT. MACHINE SHOP AREA - USG ISHIMURA

Isaac goes back to where he came from, but he takes aim with his cutter after seeing something above, in the control room.

ISAAC

Who the hell are you?

REVERSE ANGLE REVEALS to us -

DR. CHALLUS MERCER, a few feet above Isaac inside the control room, staring at that rotten corpse in the chair.

ISAAC (CONT'D)

(realizes)

You... you are Challus Mercer, right?

DR. MERCER

I confess that your persistence has gained my attention. I did not think anyone could resist that much. Good thing you could get here.

ISAAC

What? Did you turn off the
Centrifuge? Why?

Mercer stares at Isaac directly. We see in his gaze that he
is not in his sanity.

DR. MERCER

Because I want to show you that it
is impossible to go against the
divine desire of the Lord.

ISAAC

Divine desire?

DR. MERCER

The human race is dead by now, but
they are too arrogant to realize
it. The Necromorphs are the next
step... the next step of our
creation.

ISAAC

What the hell are you talking
about? These people were
slaughtered! They're dead!

DR. MERCER

We must die to be reborn! I tried
to warn everyone else, but they
ignored me. Ignored God's plan for
us.

ISAAC

You are crazy, out of mind. If you
want to die with your creatures,
feel free, but I'll find my
girlfriend and get out of here.

A Necromorph roar not too far away. But Doctor Mercer does
not care about it.

DR. MERCER

Your time has come. No need to be
frightened. No reason to fight.
Many have gone before us, and now
it's time for us to take the
voyage together, to transcend
death... and let the future take
its course. You just have to
accept.

Mercer opens his arms and closes his eyes, as if he were a
ritual. Then he turns his back to Isaac, expecting
something.

Isaac stares at him, confused.

THEN -

- an Infector flies over Mercer and begins to mistreat him. It sticks its infectious snout into Mercer's mouth. The doctor struggles but does not resist. He wants that.

Both drop on the floor of the room fading from our view. We only hear the disgusting noise of the infection process. Isaac knows that something not good is about to happen.

Moments later, the Infector flies away. Then Mercer stands up, but now as an ENHANCED SLASHER - a Necromorph more resilient to damage than the non-enhanced.

Without thinking twice, Isaac fires through the glass of the control room and hits Mercer. The body drops, crashing through the glass panel before Isaac.

Isaac points his weapon at that thing, lying motionless.

But the Enhanced Slasher begins to rise again and Isaac realizes that he can't kill it there.

ISAAC

Kendra... I'm gonna need another escape route to Bridge.

KENDRA (V.O.)

I heard shots. Are there any more monsters out there?

ISAAC

Basically.

The Enhanced Slasher ROARS loudly. At the same instant, Isaac runs into the first corridor he sees. And the Necromorph PURSUITS him.

INT. COMPUTER CORE - USG ISHIMURA

Kendra analyzes all her screens around.

KENDRA

I'm checking for alternate routes.
Maybe if --

CHIK! - Kendra hears a gun's hammer being pulled. She turns around to find DR. TERRENCE KYNE aiming his pistol at her.

Unlike his images in video-logs, Kyne is apparently exhausted, worn-out clothes, poorly made hair and beard.

Nervous, Kendra puts her hands in the air, surrendered, away from the main console.

DR. KYNE
Who are you?

INT. ENGINEERING DECK - USG ISHIMURA - THE ESCAPE

WE FOLLOW ISAAC IN A FAST-PACED CHASE THROUGH THE ENTIRE ENGINEERING DECK.

With Kendra out of communication, Isaac runs blindly across the deck improvising random paths for his escape.

ISAAC
(into radio)
Kendra, I need a direction.

No response.

ISAAC (CONT'D)
Kendra!

A BUNCH OF SLASHERS rush down from a side hallway. Isaac takes a quick look back and sees the Enhanced Slasher right behind him, leading more Necromorphs.

Without many options, he goes on the left. As he runs, more Necromorphs try to catch him.

Necromorphs arms and blades burst out of walls and ceilings - Isaac does his best not to get hit by it.

He climbs ramps, turn in corridors, then arrives in a more open area. In a desperate act, Isaac LEAPS from one catwalk to another.

Isaac didn't have enough impulse and slams his ribs on the other catwalk railing.

But he does not give up and climbs to the catwalk even feeling great pain, and continues to run.

ISAAC (CONT'D)
Damn, Kendra...

INT. COMPUTER CORE - USG ISHIMURA

Kyne still points his gun at her. Kendra wants to go back to the console but she knows the risk is great.

ISAAC (V.O.)
... where are you?

After hearing Isaac's voice, Kyne realizes that Kendra is not alone.

DR. KYNE

Who are you? Did the Church send you? Did you come to finish the job or just get the Marker and leave us here forever?

He threatens to shoot...

KENDRA

No -- Wait! We've come to help, but for this I need to get back to that computer.

Kyne hesitates.

KENDRA (CONT'D)

Look, I need to contact my friend or not only he can die, but so do we. Then I promise to explain what's really going on.

(beat)

Please.

Now Kyne is in doubt. He has not made a decision yet.

Off which, we -

CUT TO:

INT. ENGINEERING DECK - USG ISHIMURA

Isaac comes to a dead end. He can hear Necromorphs approaching. Many of them.

Until he looks up and sees an opening a few feet off the floor - an air duct - his best chance.

He pins the Cutter on his belt and quickly rushes up to a support beam and begins to climb it.

Upon reaching the top, Isaac doesn't reach the opening of the duct. Both are at the same height but far away. But when he sees the Necromorphs coming down there...

... Isaac jumps off the beam and holds the duct ledge. His feet slip, but Isaac creeps himself up into the duct.

Unfortunately one of the Leapers climbs the wall in search of its prey.

INT. AIR DUCT - USG ISHIMURA

The duct is spacious, so Isaac can move with a little ease.

However, he hears an intense commotion right behind him. Isaac turns and sees the Leaper also entering the duct and advancing.

Isaac lies on his back and draws his Plasma Cutter, aiming at it. The Leaper charges with all its ferocity but - BANG! Its head explodes with a single shot.

Isaac keeps his gun back and starts to crawl out of there.

INT. COMPUTER CORE - USG ISHIMURA

Moment of tension. Kendra and Kyne stare at each other in silence.

Then Kyne makes a decision. He lowers his gun.

KENDRA

Thank you.

Kendra goes back to the console and connects.

KENDRA (CONT'D)

Isaac, are you still there?

(beat)

Come on, talk with me.

ISAAC (V.O.)

(failing)

Yes I am here. What happened to you?

KENDRA

After I explain. The link is interfering, where are you now?

ISAAC (V.O.)

(failing)

I'm inside... an air... duct.

KENDRA

What?

Kendra types. In one of the screens shows Isaac's position as a BLUE POINT on the map.

INT. AIR DUCT - USG ISHIMURA

We watch Isaac crawling inside that space after a long time. He just wants to go as far as he can.

KENDRA (V.O.)
 (failing)
 You need to... get out of this duct. Closed space... interferes... with communication.

ISAAC
 I cannot hear you.

KENDRA (V.O.)
 (failing)
 I said... you need to get out... this... duct...

Isaac ignores Kendra and keeps crawling. He reaches an intersection and turns to a route.

It's almost like a maze. When Isaac looks down, he can see glimpses of a new area below him.

ISAAC
 Kendra, I think I got off the Engineering Deck.

This time she does not respond.

ISAAC (CONT'D)
 Kendra? Do you --

SUDDENLY, the floor of the duct COLLAPSES.

INT. GROW CHAMBER - USG ISHIMURA - CONTINUOUS

Part of the ceiling vent breaches as Isaac DROPS into a free-fall directly into one of the glass domes, tearing it all apart with the impact.

Isaac takes time to realize that he's in a massive area of the Vegetation Grow Chamber that provides a sustainable production of oxygen.

There are several growing towers around the chamber that treats the plants to generate ventilation and to conduct the filtration system for the entire ship. In addition to the towers, domes on the floor that hydrate the planting every hour.

Isaac rises wiping himself from the shards of glass on his body.

KENDRA (V.O.)
Isaac, what are you doing in the
Hydroponics Deck?

ISAAC
It was not planned.

Isaac pauses a while. At least until he hears Necromorph clatter coming toward him. More than one.

He covers behind of one of the plantation towers waiting there, hidden. The Necromorphs begin to appear - Isaac just watch them from a safe distance.

Two Lurkers fight a Slasher for a decapitated human body. They are like hyenas fighting with a lion for food.

They pull the body to opposite sides and end up shattering it even more. The Lurkers have one leg and the Slasher with the rest.

While the Necromorphs are distracted by quarreling among themselves, Isaac seizes the moment and leaves discreetly without their realizing him.

INT. COMPUTER CORE - USG ISHIMURA

Kendra opens the Hydroponics Deck schematics.

KENDRA
All right, lucky you fell near a
Tram Station. Follow the east
corridor and you will arrive at
it.

ISAAC (V.O.)
Roger that.

INT. HALLWAY TO TRAM STATION - USG ISHIMURA

The door slide opens. Isaac walks warily. As he steps forward, he takes a quick look at the side rooms.

All of them with corpses. Some with non-lethal objects stuffed into one's own body - as if it were a suicide.

INT. TRAM STATION - HYDROPONICS DECK - USG ISHIMURA

The Tram is already parked in its place. Moments later, Isaac finally arrives and sees his ride.

ISAAC

I'm here.

KENDRA (V.O.)

Just get out of there.

INT. COMPUTER CORE - USG ISHIMURA

Kendra waits apprehensively looking at the screen.

Then she sees that Isaac gets inside the Tram. He did it. And finally she relaxes.

DR. KYNE

Is he fine?

She gives him a nod.

DR. KYNE (CONT'D)

So I think it's time for you to tell me what's going on.

KENDRA

I think we both have important information to share.

INT. TRAM TUNNEL - USG ISHIMURA

The tram is on the move.

INT. TRAM - USG ISHIMURA

Isaac is lying on the tram floor, finished. Exhausted. Staring at the roof.

His clothes are marked with blood and dirt stains, along with scratches and damaged parts. Then he takes the disc with the holographic photo again and gazes at it.

ISAAC

Why did you run?

INT. COMPUTER CORE - USG ISHIMURA

Kendra and Dr. Kyne are sitting and talking. He seems to believe her.

KENDRA

-- And when we least expected it, one of those things attacked us and we were forced to run. Two of our staff died.

DR. KYNE

So you're not from the Church...?

KENDRA

No.

After hearing that, Kyne relaxes.

DR. KYNE

I tried to warn the Captain about the risks of bringing the Marker to the ship. But he didn't listen to me. He was blinded by his beliefs... just like Mercer.

KENDRA

From the records I read, the Colony no longer exists.

DR. KYNE

Yes. We did not know what we were dealing with. And when Marker arrived here, it was not long before the same thing happened. The Captain ordered the whole area to be isolated but not enough.

KENDRA

What happened next?

DR. KYNE

Several crewmen began to go crazy. They had hallucinations, schizophrenia, agitation... until they got to a point that all they wanted was to commit suicide.

KENDRA

Suicide? Why?

DR. KYNE

It seems that it is the only way Necromorphs can replicate, only when the individual is dead.

KENDRA

"Necromorphs"...?

DR. KYNE

Sorry. It was a term that Dr. Mercer created for those... things.

KENDRA

Did the Captain give no order to evacuate or a signal warning about what was happening?

DR. KYNE

As I said, he was blinded by his beliefs and did not realize the real danger of the Marker. He just wanted to bring it to Earth at any coast.

(beat)

What's more, Mercer activated all the pods so no one would escape. He also believed serving the Marker was a privilege.

KENDRA

How did the Captain die?

Kyne pauses, reluctantly. Bad memories permeate his mind at that moment.

DR. KYNE

There was an... an accident.

KENDRA

How did you manage to survive all this chaos?

DR. KYNE

The Captain sent me to the detention section because I disagreed with him about the Marker. I stayed there, imprisoned, throughout the infestation. And when the whole system collapsed, the cells opened and I left.

KENDRA

I suppose you got the food from the storage.

He nods.

DR. KYNE

I did my best not to be seen by Necromorphs.

(MORE)

DR. KYNE (CONT'D)

I took this gun from one of the security guards for precaution, but I never got to use it. So I hid myself most of the time in this room.

KENDRA

Glad someone survived. Let's get out of this madness soon, I promise.

DR. KYNE

How? You said your shuttle exploded.

KENDRA

When I got here, the first thing I did was send a SOS signal to CEC. They must have already sent a rescue squad over here.

INT. THE ATRIUM - USG ISHIMURA

Isaac comes in, slow and sore. Hammond emerges from a staircase that leads to a room just below the Atrium - THE CAPTAIN'S NEST.

Hammond takes aim but realizes that's Isaac.

HAMMOND

Oh God -- Isaac.

Hammond hangs his rifle going to Isaac, helping him up.

HAMMOND (CONT'D)

What the hell was going on over there?

ISAAC

You do not even wanna know.

With an arm of Isaac around the neck, Hammond takes him to the Captain's Nest.

INT. CAPTAIN'S NEST - USG ISHIMURA

It's the Captain's personal office and observatory, equipped with executive override controls in the event of a mutiny.

There are windows that give us a beautiful view of the Aegis VII. In the center, a bench of computers with a holoprojector of the planet.

As the two men walk in, Hammond helps Isaac sit on a chair to rest. Then Hammond closes the door.

ISAAC

What place is this?

HAMMOND

It's the Captain's private room. Around here he could oversee most of the mining process. We'll be safer in here.

ISAAC

Nowhere is safe enough.

HAMMOND

But you managed to make us not become a meteor against the planet. Great job, by the way.

ISAAC

Thanks.

Hammond moves to the computer bench.

HAMMOND

I scoured the records as much as I could. It seems that this "Marker" has caused all this, and it is still aboard the ship.

ISAAC

Is that all you know about it?

HAMMOND

Yeah. Why you ask that?

ISAAC

Kendra... she believes you are not being one hundred percent true.

HAMMOND

What? Kendra? She talked to you?

ISAAC

Yes, she contacted me and said we can not trust you.

Hammond is not surprised, she was expecting something like that from Kendra.

HAMMOND

Listen, I am not the bad guy here. She's the liar! Ever since I saw her at that CEC office I felt she was unreliable.

(beat)

Do you trust her?

ISAAC

Honestly, I do not know. I just want to end all this at once.

HAMMOND

So maybe you'd better see that.

Isaac walks up to Hammond. A holographic screen emerges in front of the two of them.

HAMMOND (CONT'D)

It is a recording of one of the cameras on the Bridge, when the infestation had not taken over the entire ship.

ON THE SCREEN: An overhead angle showing the Bridge running with the entire crew and Captain Mathius in the center, coordinating everything.

CAPTAIN MATHIUS

(on screen)

-- Isolate the Marker area and contain the problem, now!

The SECOND IN COMMAND approaches.

SECOND IN COMMAND

(on screen)

But sir, the systems are failing. The Communication on board is lost.

CAPTAIN MATHIUS

(on screen)

All right. So set our way back to Earth, we'll settle this problem better there. Isolate any area affected by this confusion.

SECOND IN COMMAND

(on screen)

What?

CAPTAIN MATHIUS
 (on screen)
 Our priority mission is to take
 the artifact home, you hear?!

DR. KYNE (O.S.)
 (on screen)
 Enough, Captain!

Doctor Kyne appears on the screen accompanied by two more
 crewmen around to the Captain.

DR. KYNE
 (on screen)
 You're out of your mind and you're
 putting everyone's lives in
 jeopardy here!

CAPTAIN MATHIUS
 (on screen)
 No -- This is mutiny! You'll all
 be tried for mutiny! Kyne, back to
 reason!

DR. KYNE
 (on screen)
 Settle down, Ben.
 (to the crewmen)
 Hold him! By maritime law article
 5469 I hereby declare Captain
 Benjamin Mathius unfit for duty.

CAPTAIN MATHIUS
 (on screen)
 What?!

The two crewman grab Mathius by his arms.

DR. KYNE
 (on screen)
 I'm sorry, Ben, but I can't let
 you do this.

CAPTAIN MATHIUS
 (on screen)
 Traitor! Heretic! All of you!

SECOND IN COMMAND
 (on screen)
 Doctor Kyne, do something to calm
 him down!

Kyne pulls a syringe out of his pocket.

DR. KYNE
 (on screen)
 Hold his head.

The Captain struggles to break free, but the two men hold him steady. Kyne approaches Mathius.

DR. KYNE (CONT'D)
 (on screen)
 This is just a sedative, Ben. It
 will leave you asleep for a while.
 It's for your own good, believe
 me.

Before Kyne can inject the sedative, Mathius frees himself from the crewmen who held him and ATTACKS the doctor ready to kill him. He grips Kyne's throat to choke him.

CAPTAIN MATHIUS
 (on screen)
 Traitor! You betrayed the Church!

SECOND IN COMMAND
 (on screen)
 Take him!

However, Kyne stumbles backward falling with Mathius over him - accidentally, the syringe in his hand STABS into Mathius's eye as they hit the ground.

The Captain's blood begins to trickle down on Kyne's body. The crew around stare perplexed.

CREWMAN
 (on screen)
 He's... he's dead.

Kyne pushes the Captain to the floor, with the syringe pinned in his eyeball like a stake.

DR. KYNE
 (on screen)
 Oh my God...

SECOND IN COMMAND
 (on screen)
 Please, arrest Dr. Kyne.

DR. KYNE
 (on screen)
 No! It was an accident! I had to
 stop him...

SECOND IN COMMAND

(on screen)

Forgive me, Terrence, but I have to do this.

The two men who held the Captain before, now take Kyne away.

DR. KYNE

(on screen)

I did not want! I swear! Please, you have to believe me...

The men take Kyne off the screen. The Second in Command approaches the body of Mathius.

SECOND IN COMMAND

(on screen)

Take him to the morgue.

Then Hammond STOPS the video and turns to Isaac.

ISAAC

So that was how the Captain went to go there.

HAMMOND

And not only that. We know the Captain wanted to take the Marker to Earth. Why would CEC want such a thing?

(off Isaac's look)

Looks like the real traitor was the guys who sent us to this hell.

At that moment Isaac thinks a little: what if he is right?

HAMMOND (CONT'D)

One more thing... I found the videos of the senior medical officer.

ISAAC

Show me.

HAMMOND

Wait, Isaac. Before you watch, you may need to know something.

ISAAC

What?

As Hammond is about to speak - BLAM! A muffled thump echoes through the room.

A moment later, there is another thump. Then another.
The thumps are getting louder.

HAMMOND

Shit -- it found us. Take your
weapon, we'll need it.

Hammond hurries off.

ISAAC

Whom are you talking about?

Isaac follows him.

INT. THE ATRIUM - USG ISHIMURA

Now the thumps are RIGHT OUTSIDE the bridge. Hammond and Isaac surge off the Nest, wielding their weapons.

They both stop in front of the Atrium entrance door, which is CRUMPLED by something big and strong outside.

Hammond and Isaac point their weapons at the door. Whatever that is, it wants to get in there.

The blows are fracturing the door gradually.

ISAAC

Hammond, what hell is that?

HAMMOND

I do not know, but it's big. Very
big.

And AT THAT MOMENT -

- the thump suddenly stops.

Silence.

Held.

Then -

BLAM! The METAL DOOR of the bridge explodes outwards...

... and a MASSIVE hulking figure LUNGES through.

A BRUTE: A large Necromorph composed of multiple human corpses. It has heavy organic armor in its front and possesses extreme physical strength. It moves toward Isaac and Hammond like a furious rhinoceros.

HAMMOND (CONT'D)
OPEN FIRE!

Both of them fire their respective weapons, but Brute's dense breastplate makes it not even feel the shots.

The Brute continues to advance. Seeing that the shots do not work, Isaac and Hammond throw themselves aside to avoid being hit by the monster.

As the creature stops running, Isaac and Hammond face each other:

ISAAC
That did not work. What's the other plan?

HAMMOND
I'm working on it.

INT. CORRIDOR - USG ISHIMURA

Kendra leads Kyne through the corridors.

DR. KYNE
We are very exposed here.

KENDRA
We will not ever get to the Bridge if we stay in that room.

DR. KYNE
I know a shorter route that can take us to the tram.

Kendra stops and looks at him.

KENDRA
Are you sure?

DR. KYNE
I've worked most of my life inside this ship, I know it like the palm of my hand.

KENDRA
All right, let's go.

Kyne turns in the next hallway. Kendra follow him, but she stops, as if she senses something.

When she turns back, there's a man down the hall - the same she tried to follow earlier. He just stands there staring at Kendra.

KENDRA (CONT'D)
(whispers)
It's not real. You're not real.

She ignores him and returns to follow Kyne.

INT. THE ATRIUM - USG ISHIMURA

The battle continues. Isaac and Hammond are separated, firing at the same time against the creature.

The Brute resists. It swings one of its arms and hurls one of the monitors toward Hammond. Hammond hides behind the column as that monitor slams on his cover.

ON ISAAC -

Firing his Plasma Cutter until its ammo ends. As Isaac reloads the weapon, the Brute charges toward him.

HAMMOND (O.S.)
Isaac, look out!

Isaac notices that Brute is near - it raises its huge arms to crush him - but Isaac jumps away as the monster hits the floor.

Hammond concentrates firepower on the head of the thing, dazing it away.

HAMMOND
Come on, Isaac!

Isaac joins Hammond. He finishes of reloading the Cutter.

HAMMOND (CONT'D)
Focus on the head, it seems to be
the most vulnerable point.

ISAAC
All right.

But when Hammond stops firing, the Brute doesn't waste time and advances against both of them.

Hammond jumps to the side and Isaac runs. Brute follows him across the room. The Brute tramples through the holographic displays in its way like a locomotive.

Isaac leaps over the command computer and falls behind it as the Brute passes it.

The two are practically side by side. Isaac rolls his body on the floor while the Brute tries to crush him with its hands, but misses.

The Brute attacks like an angry gorilla, its arms are like hammers against the ground. But Isaac is evasive and manages to escape narrowly.

He aims his Plasma Cutter and fires even without seeing very well. The shot hits the creature's chin and whisks it away, a bit stunned.

But in a matter of seconds the Brute recovers and stares at him with fire in its eyes. It advances to a deadly attack. Isaac cannot get up in time. When it looks like it will be Isaac's ultimate end...

... Hammond suddenly pops up jumping on Brute's back. The creature scares with him and swerves from Isaac by a few inches.

Hammond stands over the Brute as a cowboy stands over the bull. The monster tries to knock him down at all times.

HAMMOND

Run, Isaac!

But Isaac remains there. He wants to help, just does not know how. Hammond points his rifle down and bursts it a few inches from Brute's back.

The monster SHAKES hard.

Hammond does not give up firing.

But the Brute jolts hard backwards, and manages to knock Hammond off its back.

With Hammond still on the ground, the Brute grabs one of his legs and SWINGS him - the force is strong enough to RIP OFF Hammond's leg.

The body flies across the room CRASHING through one of the glass displays. Hammond falls motionless on the floor.

ISAAC

Hammond!

Isaac's voice catches the attention of Brute, which chews Hammond's leg. They both stare at each other for a few seconds.

Then the Brute drops the leg and ROARS. Isaac fires as it charges toward him again. But he knows it will not work and he runs.

ON HAMMOND -

With the face lacerated thanks to the glass. Blood pouring from his leg and bathing the floor around him. His eyes open slowly.

HAMMOND'S POV: A blurry vision. He sees Isaac inside one of the columns while the Brute smashes it apart.

Hammond knows he has to do something. He looks at the large glass panel of the Bridge and then at his rifle. An idea.

ON ISAAC -

The column works like a cage around him, but the Brute's splitting it without much difficulty. Isaac shoots but it's not enough.

He takes a quick look at Hammond and sees him using whatever is left of his strength to lift his rifle.

ISAAC (CONT'D)

Hammond!

Isaac squeezes and can get out of the column on the other side, but the Brute's arm gets stuck inside there. Isaac seizes this time and moves toward Hammond.

ISAAC (CONT'D)

Hammond, wait!

Already pale and with eyes almost closing, Hammond supports his rifle on the ground and aims at the glass panel.

HAMMOND

(weak)

We will not be able to defeat it
by just shooting, Isaac.

Hammond fires, PUMMELING the glass. But that wall is reinforced and bears. Hammond presses the trigger until the bullets run out.

It just cracks. Then he reloads rifle and back to shoot.

Meanwhile, the Brute frees its arm from inside the column and chases after its two preys. Isaac notes it approaching.

ISAAC

Stop or you'll die!

HAMMOND

I'm already dead.

AND -

- the bullets BLOW A HOLE in the bridge glass panel. The vacuum begins to SUCK all inside powerfully into space.

Several paraphernalia in the Bridge are pulled away, including Hammond himself.

Isaac slides across the floor toward the hole. But luckily he collides in a handrail and holds himself there.

The Brute passes just above his head and flies into space, spinning deep to the darkness.

INTERCOM

Warning. Critical damage in Bridge structure. Initiating contention procedure.

When it looks like that hell will not end, an emergency door shuts exactly where it was broken by stopping the suction into outer space.

Issac rests on his knees, staring at outside.

INTERCOM (CONT'D)

Critical damage secure.

He just hangs his head in mourning for Hammond.

INT. TRAM STATION - USG ISHIMURA

The door squeak, as if it were being forced to open. Then we see Kendra using her strength to push the stuck door. Kyne comes to help her. Both push open it.

KENDRA

Come on.

When there is enough space, Kendra passes first. She looks around - the place is empty. Then Kyne steps through.

The Tram is already waiting for them. Kyne enters the Tram. Kendra looks back to see if they are being followed and then enters as well.

As the tram door shuts -

CUT TO:

INT. TRAM TUNNEL - USG ISHIMURA

The Tram hurls straight at us.

INT. TRAM - USG ISHIMURA

Kyne sits down as Kendra works at the Tram's panel.

DR. KYNE
Some problem?

KENDRA
I need to contact Isaac and advise
him of the rescue team.

DR. KYNE
Do not you have a connection of
your own?

KENDRA
Mine is damaged. I'll use tram's
to link to him.

INT. CAPTAIN'S NEST - USG ISHIMURA

Isaac (no helmet) is sitting alone this time. He just
stares at the holographic screens in front of him.

ON ONE SCREEN: The image is fixed in the file folder that
reads "Senior Medical Officer - Nicole Brennan".

His finger is only a few millimeters from giving play in
the video, but he can't. He's frozen. His fear of facing
the truth keeps him from proceeding.

Then:

KENDRA (V.O.)
Isaac, can you hear me?

Isaac continues to stare at the screen, as if ignoring
Kendra.

KENDRA (V.O.) (CONT'D)
Isaac!

Then he turns on his HUD showing Kendra's face.

KENDRA
(on screen)
How are you doing?

ISAAC
Alive.

KENDRA
(on screen)
I found a survivor of Ishimura.
Doctor Terrence Kyne.

ISAAC
Kyne?

KENDRA
(on screen)
Do you know him?

ISAAC
It was he who killed the Captain.

KENDRA
(on screen)
What?

INT. TRAM - USG ISHIMURA

Kendra shoots Kyne a look, who just hangs his head.

KENDRA
(to Isaac)
Look, when I got to the Computer
Core I was able to send a SOS
signal to the CEC. A rescue group
is coming to get us, we need to be
vigilant.

ISAAC
(on screen)
Alright. I'll be on alert.

KENDRA
Good. Kendra over.

She cuts the connection and turns to Kyne.

KENDRA (CONT'D)
So that's how you went to jail.
You killed the Captain.

DR. KYNE
I was afraid you'd see me like
everyone else if I said what
really happened.

KENDRA
What? That you're a murderous
liar?

DR. KYNE

(shouts)

It was an accident! Benjamin was my friend and I would never have the courage to do that to him or anyone!

Kyne puts his hands on the head, almost in tears.

DR. KYNE (CONT'D)

It was not for that to happen... it was not. I just wanted to help him.

Off Kendra's look...

INT. CAPTAIN'S NEST - USG ISHIMURA

Isaac takes a deep breath. He is about to see the video of his girlfriend but...

... a message flashes on another screen. He takes a look and sees that it is a new alert.

Isaac thinks. Then he realizes: the rescue team.

He leaves Nicole aside and focuses on the other screen. He tries to establish a channel with the other team.

ISAAC

Come on... please...

We see a "Loading" screen.

ISAAC (CONT'D)

(into radio)

Kendra, I need you!

KENDRA (V.O.)

What?

ISAAC

The rescue team is trying to contact us, but I can not create a link.

KENDRA (V.O.)

The power of the ship is low, boost the signal.

ISAAC

I'm trying.

Isaac works hard. Then a sign of success: the screen begins to form an image.

It is a failed image of an USM VALOR COMMS OPERATOR - from the little we see, he wears a more military armor, like a Black Ops.

VALOR COMMS OPERATOR

(on screen)

This is the USM Valor, widecasting on all frequencies to USG Ishimura in response to your SOS. This message will repeat every thirty seconds until you respond.

ISAAC

It's a recording. With Ishimura's failed communication we received the delayed message.

KENDRA (V.O.)

It is not too late. They know there are people here.

Isaac keeps watching.

VALOR COMMS OPERATOR

(on screen)

We've picked up your escape pod number 47 and are en route to your position. Find a safe place and stay calm until we get there.

The message over. But Isaac noticed something strange, so he rewinds the recording to a specific point and plays:

VALOR COMMS OPERATOR (CONT'D)

(on screen)

We've picked up your escape pod number 47 and are en route to your position.

Stop.

KENDRA (V.O.)

Escape pod? What escape pod?
Hammond left the ship alone?

Isaac thinks better, because he knows it was not Hammond or another survivor. Until he finally realizes.

ISAAC

Oh God... no...

He goes back to the computer and tries to contact Valor somehow.

ISAAC (CONT'D)
 USM Valor, do not open that escape pod! Please repeat if you have received this message.

He waits, but nothing.

ISAAC (CONT'D)
 USM Valor, here's the engineer Isaac Clark from Ishimura, do not open the escape...
 (static)
 Goddamnit!

Isaac hits the counter, nervous.

KENDRA (V.O.)
 Isaac, what happened -- who was in that pod?

ISAAC
 Once Hammond contacted me and said he was attacked by one of those things. He did not succeed in killing it, so he locked it in the Captain's personal escape pod and... he sent it into space.

KENDRA (V.O.)
 My God...

INT. THE ATRIUM - USG ISHIMURA

Isaac emerges from the Captain's Nest wielding his weapon and wearing the helmet, heading to the exit door.

ISAAC
 We need to find a more direct way of telling the Valor of the danger they're running.

But then Isaac begins to slow down until he stops, as if sensing something.

ISAAC (CONT'D)
 Anything.

Isaac turns around slowly. His head leans back thanks to something he sees beyond the camera.

REVERSE ANGLE REVEALS what Isaac gazes -

THE USM VALOR COMING.

A shuttle twice as big as Kellion. However, it glides for Ishimura as if it were drifting.

We do not see signs of life inside there.

From Isaac's position, we track the USM Valor towards us as if she were colliding on the front panel of the bridge...

... but the ship soars over the Bridge, a few meters distant, vanishing from our view.

Then silence.

After a short beat:

BAM! A shocking IMPACT outside.

The whole bridge ROCKS. Isaac loses his balance.

INT. TRAM - USG ISHIMURA - SAME

The same thing happens on tram.

Kendra and Kyne can not keep their places and lose their balance, also falling to the ground.

EXT. USG ISHIMURA - OUTER SPACE

Here we see what really happened.

The USM Valor collided entirely in the Ishimura's hull, crashing into it.

Thousands of pieces of Valor and Ishimura float through space away from the impact site.

INT. THE ATRIUM - USG ISHIMURA

A bit stunned, Isaac rises. He looks through the bridge panel and sees the ships' pieces passing in front of him in space.

KENDRA (V.O.)
Isaac... please tell me that did
not happen.

ISAAC'S POV: In one of the pieces Isaac can read in the bodywork - "USM Valor."

ISAAC
I'm sorry, Kendra.

INT. TRAM - USG ISHIMURA

Kendra and Kyne recompose after the beat.

ISAAC (V.O.)
There is no more rescue ship.

Kendra and Kyne's eyes match, both of them unsure what to say.

KENDRA
FUCK!

She punches the tram wall and leans her head on it.

ISAAC (V.O.)
What do we do now?

KENDRA
I do not know! We're probably
dead!

Furious, she closes the connection with Isaac and sits on the floor, already hopeless.

KENDRA (CONT'D)
I'm sorry, Doctor, but things have
changed.
(beat)
Let's meet with Isaac and... I
don't know... look for a safe
place until someone finds us.

But Kyne does not seem to have given up. He has his mind at work.

DR. KYNE
What if I say maybe we have one
more chance?

KENDRA
You mean using Ishimura? Forget
it. There are few people to
operate such a ship, and we do not
even know what else might be
damaged.

DR. KYNE
No, not Ishimura.

Kendra gets on her feet, listening.

DR. KYNE (CONT'D)

There's a ship still in Ishimura Hangar Bay. The ship we used to bring the Marker here.

KENDRA

What? Why did not anyone use it to get out of here?

DR. KYNE

Because it was one of the first areas to be infected and was completely isolated. Probably the Necromorphs took over everything.

KENDRA

We have to try.

DR. KYNE

But we do not know how many of them can be there.

KENDRA

Does not matter. Let's die if we hide, it's only a matter of time.

INT. CAPTAIN'S NEST - USG ISHIMURA

Isaac is back on Captain's main computer. He stares at the screen with Nicole's video-logs.

NICOLE (V.O.)

Isaac! I think we have an alternative plan.

ISAAC

What did you say?

He opens his HUD.

KENDRA

(on screen)

Kyne warned me of a ship that is still inside the Ishimura. Maybe we can use it.

ISAAC

Where?

KENDRA

(on screen)

I'll send you the location. But maybe... it's full of creatures in there.

ISAAC
It's never easy, is it?

KENDRA
(on screen)
See you at the meeting point. Stay
alive.

ISAAC
You too.

Isaac uploads Nicole's files to his personal RIG and
leaves.

INT. TRAM - USG ISHIMURA

We see Kendra sending the maps from the hangar to Isaac.

DR. KYNE
Maybe if we go back to the
computer core, we can...

KENDRA
(cuts in)
There is no turning back. I'll
need your gun.

DR. KYNE
My gun?

Kendra nods. Kyne picks his pistol and hands it to her.

KENDRA
You even said that you don't know
how many of those things will be
there. We'd better be ready.

DR. KYNE
(re: the gun)
Are you good with one of these?

KENDRA
I've had some shots. My father
wanted me to always be ready for
anything.

DR. KYNE
Even for space-murdering monsters?

KENDRA
(grins)
I don't think even he could have
predicted that.

INT. BRIDGE TRAM STATION - USG ISHIMURA

Another empty spot affected by the infection.

Isaac gets there. It seems all quiet. However, there is no tram on the rails.

He reaches the edge of the station and looks at the left side of the tunnel - pure darkness. Then the right side - more darkness.

The HUD pops out showing the map that Kendra sent him - and Isaac realizes that the fastest way is through the tunnel.

Isaac jumps onto the rails and begins to make his way into the dark depths of the tunnel.

INT. TRAM TUNNEL - USG ISHIMURA

It's a cavernous place, warm and dimly lit. Smoke rises from all corners. The darkness doesn't let us see the rest of the way ahead.

We see Isaac walking through the center, always with the Plasma Cutter up.

He opens the map and checks his way.

Constant noises in the pipeline make him nervous. From time to time, echoes of Necromorph groans also ring around.

Isaac always looks around, but there is only him there.

Then, in the midst of all those noises, a voice emerges like a whisper:

NICOLE (V.O.)

Isaac.

He spins quickly but finds no one. The voice fade out in the tunnel.

TIME CUT:

LATER:

Isaac continues his quest with the map open.

At one point, he finally stops. Isaac arrived where he wanted. Looking at the wall he sees a closed HATCH.

Isaac climbs to near the hatch and begins to open it. It's heavy but he uses all his strength.

The hatch squeaks as Isaac manages to open a passage. He walks in and makes his way.

INT. FLIGHT DECK HALLWAY - USG ISHIMURA

We track at floor level Isaac's slow, worried steps down the gloomy corridor.

CLOSE IN on his face, although we can't see his expressions, the tension under his helmet is perceptible.

As he walks straight into camera, a song fade in:

NICOLE (V.O.)
 Twinkle, twinkle, little star, How
 I wonder what you are. Up above
 the world so high, Like a diamond
 in the sky. Twinkle, twinkle,
 little star, How I wonder what you
 are!

Other than how we hear in the flashback, Nicole's voice is sad, unemotional. It's dark and creepy.

NICOLE (V.O.) (CONT'D)
 When the blazing sun is gone, When
 he nothing shines upon, Then you
 show your little light.

Isaac glances over his shoulder - no one. He cannot even imagine where that voice comes from.

NICOLE (V.O.) (CONT'D)
 Twinkle, twinkle, all the night.
 Twinkle, twinkle, little star, How
 I wonder what you are!

He walks up to the elevator at the end of the path. He clicks the button and waits.

NICOLE (V.O.) (CONT'D)
 Then the traveler in the dark
 Thanks you for your tiny spark; He
 could not see which way to go.

The door opens and Isaac enters the elevator.

NICOLE (V.O.) (CONT'D)
 If you did not twinkle so.
 Twinkle, twinkle, little star, How
 I wonder what you are! How I
 wonder... what you... are.

As the door closes -

CUT TO:

INT. TRAM STATION - FLIGHT DECK - USG ISHIMURA

We find Kendra and Kyne sitting, just waiting.

Moments later, a door opens. Kendra gets on alert aiming her pistol. But it's just Isaac coming.

She calms down.

KENDRA
Jesus Christ.

ISAAC
Sorry.

KENDRA
It's okay. We were waiting for you.

Dr. Kyne approaches and extends his hand.

DR. KYNE
Mr. Clarke, it's good to meet you in person. You are a lucky man.

ISAAC
We all are, doctor.

DR. KYNE
Come on, I need to show you what we're about to face.

Kyne moves to the next door. Isaac follows him, but Kendra grabs his arm.

KENDRA
Hey, where's Hammond? Did you find him?

ISAAC
He's dead.

Kendra reacts.

ISAAC (CONT'D)
I tried to save him... but I could not do the same.

KENDRA
Even dead he managed to fuck with us by sending that escape pod with a trap. Unbelievable.

ISAAC

He sacrificed himself to keep me alive! Hammond was not a traitor. We saw the Captain's recordings. He had orders to take the Marker to Earth. It's CEC, Kendra, they're the traitors and whatever they plan to do with Marker, we can not let them.

Kendra remains quiet as Isaac strides after Kyne.

INT. CATWALK - HANGAR BAY - USG ISHIMURA

The door opens. Our trio follows through the upper catwalk to the ledge.

DR. KYNE

There's our way out of here.

KENDRA

Oh crap.

REVERSE ANGLE REVEALS -

They see below the huge TRANSPORT SHUTTLE parked, waiting for them. But around it, a DOZEN of NECROMORPHS scattered.

ISAAC

Where's the Marker?

DR. KYNE

In the cargo hold below us.

Isaac just nods and turns to leave.

KENDRA

Are you going there alone?

ISAAC

If I cannot get back, you guys do the best to get on that ship and get out of here. Forget the Marker.

KENDRA

Alright.

Isaac reloads his Plasma Cutter and races to the next target.

DR. KYNE

He'll make it.

Kendra stares at the Necromorphs group below as we -

CUT TO CLOSE ON the "Cargo Room" on the access door display. We WIDEN to reveal we're in...

INT. CARGO ROOM - USG ISHIMURA

The door slides open and Isaac enters.

Isaac is on the upper catwalk, so he uses the elevator and descends to...

ON THE MAIN FLOOR -

Where we can better see the ample space that Isaac is in.

As Isaac walks around, he notices that there is a treadmill for heavy loads in the center of the room.

After a search time, he finds the cargo control console and runs to it. Isaac scans the system and finds his goal. Then he triggers the automatic coupling.

A crane descends from the ceiling directly into the compartment below the floor. Moments later, we hear the sound of the docking.

And the crane climbs up again, this time slower and heavier. Something big is coming with it.

As it climbs, **THE RED MARKER** is revealed quietly - the first time we see it so close. The crane puts the Marker on the treadmill, one meter from Isaac.

COMPUTER VOICE
Delivering cargo shipment 782.

A double-helix shaped object of extraterrestrial origin thirteen feet tall. Its surface appears to be pure rock, but with a red hue. Hieroglyphs of the same color circulate the whole structure.

Isaac gazes at the Marker for a few seconds.

ISAAC
What hell are you?

A sudden Necromorph moan makes him take the attention of the Marker and turn to his left side, on alert.

But Isaac relaxes to see that it is a Guardian Necromorph on the wall. He knows the creature can not get out of there, so he goes back to the console.

After typing...

COMPUTER VOICE
Initiating cargo transportation.

... the Marker starts to be carried automatically by the treadmill.

ANGLE ON THE GUARDIAN: Moaning on the wall without being able to leave. Its body PULSES, expanding under the thin skin - as if something inside were trying to burst right through.

As the Marker moves, Isaac follows it down the catwalk. But the Guardian's cries intensify and it gets his attention.

Isaac turns to the Guardian and watches it from afar. He also notices the strange reaction inside its chest - not a good sign.

And after a last and scandalous cry - the Guardian's chest EXPLODES - unleashing several MINIONS like insects toward Isaac.

Isaac FIRES his plasma bursts, but those creatures are quick and small. He can only hit two. Soon some of them begin to jump on Isaac, fastening on his body.

He jerks, trying to drive out those damn insects. Meanwhile, the Marker arrives at the loading lift at the end of the treadmill.

Isaac CRUSHES the insects with his feet while pulling those that are over his body.

The elevator starts to rise with the Marker. A gate opens into the roof that gives direct access to the transport shuttle.

COMPUTER VOICE (CONT'D)
Delivering cargo shipment 782 to
the Hangar Bay.

Isaac knows he cannot waste time, so he gets rid of the minions around his body and runs to the exit. But the remaining insects run after him.

When Isaac arrives at the elevator of the room, he slams the button to go up. The insects approach and he starts firing at them.

The little creatures are obliterated by the shots. But one can jump toward Isaac. Isaac grabs the insect a few inches from his face and smashes it against the wall.

When the elevator arrives, he leaves the Cargo.

INT. CATWALK - HANGAR BAY - USG ISHIMURA

Back at Kendra and Kyne. They see the transport shuttle being suspended in its own base and the gate opening underneath it.

The Necromorphs agitate, but they don't know what's going on.

DR. KYNE
He did it! Come on.

Kyne rushes to another access door. Kendra follows him.

INT. HANGAR BAY CONTROL ROOM A - USG ISHIMURA

Kyne and Kendra enter the main control room. The doctor runs to the console and works on it.

KENDRA
What are you doing?

DR. KYNE
I'll get the Marker inside the ship.

Kendra looks down at the ship and sees the Marker slowly emerging.

INT. HANGAR BAY - USG ISHIMURA

After seeing the Marker, the Necromorphs present there stand still looking at it, like they were hypnotized.

When they least expect it - BANG! The head of a Slasher explodes with a shot in O.S.

The Necromorphs back to life, all eyes turn to Isaac at the Hangar door, aiming his Plasma Cutter. He sets off at the same time as the Necromorphs go after him.

INT. HANGAR BAY CONTROL ROOM A - USG ISHIMURA

We can hear the muss below. Kendra leans over and sees Isaac firing and fleeing from the Necromorphs.

KENDRA
I need to get down and help Isaac.
Do not stop working.

DR. KYNE

Okay.

Kendra wields the pistol and leaves.

INT. HANGAR BAY - USG ISHIMURA

Isaac shoots back as he runs, but he misses most shots.

Lurkers raise their three tentacles and fire THORNS in the direction of Isaac.

Isaac notices it in time and hides behind some equipment boxes while the thorns SPIKE into the floor and boxes like knives.

Using those boxes as cover, Isaac shoots at the enemies, but they continue to advance.

A Leaper jumps into an ultimate attack. Isaac doesn't get time to act and then jumps out of its way. The Leaper bumps on the boxes while Isaac evades.

He notes an OXYGEN TANK lying next to him. Isaac kicks the cylinder making it roll toward the Necromorphs. Isaac takes aim at it.

When Isaac is sure he will not miss - a shot and a blast.

The burst YANKS him backwards, as we see pieces of Necromorphs flying around the room.

ON KENDRA -

Seeing Isaac and most of the Necromorphs stunned on the ground. Then she looks at the transport ship and has an idea.

ON ISAAC -

Abrupt silence. We can't hear a thing besides an high-pitched noise. All sounds are gone, sucked away in a vacuum.

As Isaac rises again, slowly and disoriented, he sees the Necromorphs doing the same. SOUND STARTS RETURNING, faint but growing louder.

KENDRA (O.S.)

Isaac!

Isaac turns to Kendra at the door of the Transport Shuttle.

KENDRA
Take them to the turbines!

She gets into the ship. Isaac got the message. He strides through the fallen Necromorphs.

ISAAC
Do you want a piece of me? Come
get it!

As soon as the Necromorphs recover they go after Isaac, but he runs to behind the Transport Shuttle turbines.

ISAAC (CONT'D)
(into radio)
Kendra, anytime you want.

INT. COCKPIT - TRANSPORT SHUTTLE - USG ISHIMURA

In the control panel, Kendra does her best to get the ship online.

KENDRA
C'mon...

INT. HANGAR BAY - USG ISHIMURA

The shuttle is still off. The Necromorphs advance, raging.

ISAAC
Kendra!

Isaac points his weapon to them.

INT. COCKPIT - TRANSPORT SHUTTLE - USG ISHIMURA

And finally Kendra triggers the right controls.

INT. HANGAR BAY - USG ISHIMURA

We hear the turbines ENGAGING, coming to life gradually followed by a huge glow growing.

He moves away from the fire-line. As the Necromorphs match with the turbines - a FLAME BLAST gorges all them BURNING hard.

Isaac only watches creatures languishing in the fire and falling to the ground like scorched carcasses.

INT. HANGAR BAY CONTROL ROOM A - USG ISHIMURA

The turbines turn off. Kyne sees it safe to go down.

INT. HANGAR BAY - USG ISHIMURA

Isaac walks and finds Kendra at the ship's hatch.

KENDRA

That was close.

ISAAC

Very close. I will open the doors.

She backs inside the ship. Isaac arrives at the control panel of the hangar as Kyne walks up behind him.

DR. KYNE

Good work, Mr. Isaac. Now we can end this hell forever.

ISAAC

Get on the ship. I'm right behind you.

Kyne nods and moves away. Isaac triggers the gates that begin to open. Then Isaac heads for the ship. As he reached the edge of the ship's door, Kyne turns to Isaac.

DR. KYNE

There is something I have not told you yet. Something that our colony unearthed in Aegis VII...

And before Kyne took another step - BANG! BANG! - TWO SHOTS hit his chest.

Isaac FREEZES at that moment.

Kyne has not yet processed the matter. He just looks down and sees his chest covered in blood.

And then he collapses to his knees. Isaac rushes and hugs Kyne, almost dead.

ISAAC

No, no...

Then he turns to the Transport Shuttle and sees Kendra holding the pistol, with the gun barrel smoking.

ISAAC (CONT'D)

Kendra... what the hell have you done?!

KENDRA

I'm sorry, Isaac, but Dr. Kyne could not get out of this safe. He betrayed the Church and everyone who believes in it.

At this moment Isaac realizes everything.

ISAAC

You are one of them. You used me to achieve this.

KENDRA

I used you all, actually.

ISAAC

Do you want to take this thing to your Church? Have not you realized what it did yet?!

KENDRA

The Church has great plans and should not be questioned. But somebody like you would not understand.

ISAAC

Are you going to shoot me too?

Kendra aims at Isaac, with the finger on the trigger. But in the end she gives up and lowers the gun.

KENDRA

No. Consider this as a small thank-you for everything you've done.

(beat)

Too bad, I was beginning to like you. See you around... or maybe not.

Kendra closes the ship's hatch. Moments later, the engines start and the ship begins to float off the ground.

The shuttle pivots and flies forward through the exit gate and disappears into space.

Isaac's alone, resting on his knees back to us, with Dr. Kyne dead in front of him. There is nothing else to do.

A beat.

Then Nicole walks into frame approaching Isaac from behind - we do not see her face. She lies her hand on his shoulder.

ISAAC
Forgive me. I could not save you.

NICOLE
All is not lost, Isaac. You can
still save me so we can be whole
again, as before.

ISAAC
(turns to her)
How?

INT. HANGAR BAY CONTROL ROOM B - USG ISHIMURA

A dark room with only the main panel lighting brightening there.

Isaac enters with Nicole - the shadows makes us see her face with few details. They approach the console.

NICOLE
The other room gave control to the
hangar. This one gives us control
of the shuttle.

ISAAC
The shuttle?

NICOLE
You can pilot the Transport
Shuttle remotely from here. A
system used if ships drifted away
from the mother ship.

Isaac accesses the panel. A holographic screen emerges that says "Shuttle Control."

NICOLE (CONT'D)
You can make us whole again.

EXT. OUTER SPACE

The tiny Transport Shuttle departs from the Ishimura.

INT. COCKPIT - TRANSPORT SHUTTLE

Kendra pilots. She activates a screen in the panel that shows the Marker in the cargo hold.

Everything is okay.

But suddenly, Kendra loses the controls of the whole ship. Nothing responds to her, and soon she notices that the ship is coming back.

COMPUTER VOICE
Resetting route: USG Ishimura.

KENDRA
Damn it Isaac!

INT. HANGAR BAY CONTROL ROOM B - USG ISHIMURA

A screen appears with Kendra.

KENDRA
(on screen)
You're making a big mistake.

ISAAC
You're not going anywhere, Kendra.

KENDRA
(on screen)
It's not you who gives the orders here.

INT. COCKPIT - TRANSPORT SHUTTLE

Kendra shuts the connection with Isaac and heads off the cockpit. She has something in mind.

EXT. OUTER SPACE

As the Shuttle returns to Ishimura, an escape pod powers away toward the Aegis VII.

INT. HANGAR BAY CONTROL ROOM B - USG ISHIMURA

The computer detects the output of the pod.

COMPUTER VOICE
Shuttle has ejected escape pod.

NICOLE
It doesn't matter. She can't
escape her fate... none of us can.

The hangar gate opens. The shuttle sets in.

ISAAC

I'm going to return the Marker on the planet and then we're going to get out of this system. All of us.

NICOLE

You always playing the protector.

ISAAC

Nothing will separate us now.

EXT. USG ISHIMURA - OUTER SPACE

The Transport Shuttle leaves the Mining Ship heading to the planet.

INT. COCKPIT - TRANSPORT SHUTTLE

Isaac and Nicole are in the pilot's chairs in command of the ship. The two exchange glances.

NICOLE

You're doing the right thing, Isaac. I trust you.

EXT. AEGIS VII - DAY

WIDE SHOT establishing.

A gray, lifeless world. Peaks and mountains surround us as far as the eye can reach. Barren crags and spires of rock. Waterless and wind-swept. Dark clouds allow only a few thin sunlight to touch the ground.

In the distance: a man-made complex - THE COLONY.

Then - the transport shuttle ROARS into frame, soaring over the desert planet.

INT. COCKPIT - TRANSPORT SHUTTLE - DAY

Isaac eyes out the window, at the landscape, intrigued. And he spots the colony.

ISAAC

She must be there.

EXT. AEGIS VII COLONY - DAY

An illegal mining colony on the planet. A huge facility that seems to be abandoned.

The transport shuttle hangs a few feet above the base. As it starts to descend, CAMERA PANS to frame the...

... THE EXCAVATION SITE. A large hole with kilometer extension practically next to the installation.

EXT. LANDING PAD - AEGIS VII COLONY - DAY

Vast and desert. No sign of life there.

The Transport Shuttle makes a quiet landing on the platform.

INT. COCKPIT - TRANSPORT SHUTTLE - DAY

The two are getting ready to leave.

NICOLE

You can use one of the loaders to get the Marker off the shuttle.

ISAAC

Yes, but only I will do that from now on.

NICOLE

Are you sure?

ISAAC

I will not risk losing you again.

Without a word, Nicole just accepts. Isaac leaves.

EXT. LANDING PAD - AEGIS VII COLONY - DAY

Isaac steps down off the shuttle and stops for a moment to contemplate that environment.

It's not very different from Ishimura - there are visible marks of violence there, including blood staining the place.

Isaac moves to the edge of the platform and observes the big hole ahead: is so deep that it becomes impossible to see the bottom.

Miles above that same point, the piece taken from the Aegis VII by the planet cracking, holding by gravity tethers that keep it high.

Off which -

TIME CUT:

EXT. SAME - LATER

Isaac is in the loader control panel placing the Marker on its transport platform with care.

Like in the Cargo Room, the Marker moves by the treadmill. Isaac accompanies it to a large hydraulic gate.

Isaac types in the gate panel and then it opens. After fully opened, the Marker continues its path. And he follows it.

INT. GRAVITY OPERATIONS A - AEGIS VII COLONY - DAY

The Marker follows by the rail and Isaac by the catwalk.

It stops again at another gate. Isaac does the same process on the control panel. The gate opens and the marker moves forward.

Isaac crosses the access door -

INT. GRAVITY OPERATIONS B - AEGIS VII COLONY - DAY

Continuing the job. The Marker stops at the last gate.

The vines of dead flesh surround that place with more intensity. Isaac activates the control panel by opening the gate.

As the door rises, the sunlight slowly slides across the Marker's surface.

EXT. EXCAVATION SITE - AEGIS VII COLONY - DAY

The gate ascends revealing the Marker gradually. Isaac steps through the access door.

REVERSE ANGLE REVEALS -

Both are on the edge of the digging crater. The Marker follows its path down the trail that extends to the PEDESTAL at the end.

Isaac flanks it down the parallel walkway.

When the Marker arrives at its pedestal, all the cracks in its structure SHINE as well as its hieroglyphs. Something is happening. Isaac just watches.

That light around the Marker seems to be increasing more and more. And suddenly - ARCS OF LIGHTNING spread through the whole site of the crater. Isaac bends down to protect himself.

ON THE CRATER -

As the arcs run through the gravity tethers. At first it seems to have been harmless, but the tethers flutter with the light passage.

ON ISAAC -

Staring and oblivious at that. He still gazes the Marker hoping that something else will happen.

Then when he least expected - BANG! A single shot. Isaac feels an impact. He looks at his belly and sees BLOOD. And drops on the ground revealing KENDRA a few feet behind him.

She approaches him as Isaac lies down trying to restrain his wound.

KENDRA

You really didn't think I was going to just walk away, did you? I can't do that. The Marker belongs to the Church and I'm going to take it.

ISAAC

You and your church... are a bunch of insane people.

KENDRA

No, Isaac, you are the insane here. Or have you not noticed yet?

Kendra goes to the control panel and makes Marker to return to the treadmill. Automatically it leaves the pedestal doing the reverse way.

KENDRA (CONT'D)

Do you think catching that ship will get you back to your girl and the two will leave happily forever?

ISAAC

I'll save Nicole, with you on the way or not.

Kendra leaves the panel and crouches beside Isaac.

KENDRA

No, you will not. Do you know why? Because she's dead. She has always been.

ISAAC

No -- I know it's not true, I saw her! She's with me!

KENDRA

Your mind made her real. You're crazy, Isaac, like everyone else in Ishimura. For a moment I saw my brother, but deep down, I knew the truth.

She stands. Isaac remains incredulous.

ISAAC

No... I will not be foolish by your lies one more time.

KENDRA

You do not have to believe me, just the facts. When I was in the computer core, I checked the employees' RIG to find survivors, but they were all dead. Including your Nicole.

ISAAC

No... no, this can not be true.

Kendra points her pistol at his head.

KENDRA

Know that I don't feel good doing this. But for the sake of Unitology, it has to be done.

She's about to pull the trigger. Isaac has no more chances there.

But AT THAT MOMENT -

- THE GROUND SHAKES followed by a bizarre and monstrous ROAR similar to that of a Necromorph, but a hundred times higher.

Kendra loses her balance for a second.

ON THE GRAVITY TETHERS -

The tremor was strong enough to further destabilize the tethers. So we see each of them holding the stone now failing.

ON KENDRA AND ISAAC -

She turns around to the crater, concerned.

KENDRA (CONT'D)
What the fuck...?

INTERCOM
Warning: geo-orbital gravity
tethers offline. Tectonic load
released. Impact imminent.
Evacuate the area.

While Kendra's distracted, Isaac whacks her down with his legs, consequently dropping her weapon. He stands over Kendra trying to immobilize her.

But Isaac is weak and not strong enough. Kendra retaliates and sends him aside.

She manages to get up and tries to run, but Isaac grabs her ankle and tugs her back to the ground. He tries to keep her there, but Kendra repeatedly KICKS his head.

Isaac can't bear it and lets go her ankle. Kendra gives the last kick that rolls Isaac close to the pistol. Once more she gets up and runs out of there.

Meanwhile, the Marker re-enters Gravity operations B.

Isaac picks up the pistol and fires. He misses the first shot. And the second. But the third hits Kendra's leg and knocks her down.

Using the rest of his forces, Isaac rises and moves limping, feeling the belly injury, toward Kendra.

ISAAC
Please, Kendra, stop it. Let's get
off this planet together. Forget
the Marker.

When Kendra turns to him...

KENDRA
You son of bitch!

... she tosses a STONE into Isaac's head, knocking him to the ground. Kendra creeps and picks up the gun that Isaac has left. She aims for a deadly headshot, but...

... Isaac SWERVES her hand JUST AS she shoots, hitting the ground a few inches from Isaac's head. Then he headbutts Kendra, sending her back.

They both stand facing each other, but Kendra has the gun pointed at him.

But at that moment, a COLOSSAL SHADOW begins to cover them. Kendra's eyes widen after seeing what's causing it. Isaac turns back to see -

THE HIVE MIND: A massive human hive mind Necromorph variant. Worm-like appearance with large central mouth and multiple large tentacles. The creature emerges partially from within the excavation crater, like a living mountain.

Isaac and Kendra only have eyes for that thing - they completely forget about the conflict between them.

Then one of the e Hive Mind tentacles SWOOPS toward them, slowly thanks to its size.

Feeling their wounds, Isaac and Kendra try to escape from the point of impact of the tentacle. They run as far as possible.

But when the tentacle slams in the ground...

... BOOM! The impact spreads dust and debris to all sides. The treadmill is completely destroyed just like the pedestal. Isaac and Kendra are hurled back.

For the moment, we lose sight of them.

The the tentacle retracts.

TIGHT ON Isaac, lying on the ground covered in dust and debris from the crash.

He looks around for Kendra, but does not find her. Until he hears a door opening.

ISAAC'S POV: Kendra is entering the hallway to return to the landing pad, limping with her injured leg.

Isaac rises and goes on the same route, still bleeding.

EXT. OUTER SPACE

Below the Ishimura, the rock begins to strip from the vessel and fall towards the Aegis VII planet, in a slow and silent drop.

INT. HALLWAY - AEGIS VII COLONY - DAY

We move with Isaac down the hall. He crawls along the wall and smears it with his blood.

Sometimes the whole facility QUIVERS with the Hive Mind and its upsetting screams.

Isaac comes to the exit door, and when he opens it -

EXT. LANDING PAD - AEGIS VII - CONTINUOUS

- he finds Kendra heading toward the transport shuttle.

And behind them, the Hive Mind's tentacles CRUMBLE the facility with its strength - swaying and obliterating everything around.

ISAAC
(yells)
Kendra!

Kendra stops and glances at Isaac for a second, but decides to keep moving, climbing the platform where the ship is.

Isaac tries to reach her, but that whole area shakes like an earthquake. He loses his balance and falls to the ground. Kendra holds onto the railing of the stairs.

Kendra tries to keep climbing. Isaac leans on one of his knees in the meantime. Then he looks up...

... the big mining stone is closer and keeps coming. He needs to get out of there.

KENDRA (O.S.)
No!

Isaac stays down as the tentacles destroy the place, but Kendra wants to get to the ship.

In middle-way - a tentacle swings and SWATS Kendra so hard, she flies off the platform hitting the ground.

She lies flat, bleeding from her mouth and nose. Her wide eyes meet Isaac a little ahead.

A smaller tentacle wraps around Kendra's torso, lifts her off the floor and SMASHES her into the ground, POUNDING, pounding many times killing Kendra.

The tentacle flings Kendra's lifeless body against the wall like a doll.

Isaac knows he only has one chance, so he rises and runs toward the ship as the tentacles churn overhead. He pulls his Plasma Cutter and fires at the small tentacles that try to catch him.

Isaac climbs to the platform, opens the Transport Shuttle hatch, and enters safely.

INT. COCKPIT - TRANSPORT SHUTTLE - DAY

The tension continues. Isaac enters the cockpit and sits in the pilot's chair. He looks at the other chair next to him - empty, without Nicole.

The Hive Mind's roar makes the whole shuttle shake. Isaac sees through the panel the creature ahead of him, in the crater.

Without wasting time, Isaac starts the ship.

EXT. LANDING PAD - AEGIS VII COLONY - DAY

The transport shuttle BLASTS INTO THE SKIES.

The tentacles try to catch it, but the fire of the turbines burn some of them making them to move away.

Isaac seizes this moment and speeds away from there at a high speed, passing through the Hive Mind and its tentacles and moving further.

EXT. SKY - DAY

The shuttle tears upward through the dense clouds.

INT. COCKPIT - TRANSPORT SHUTTLE - DAY

The whole cabin trembles, as if it were breaking whole. Isaac grips the controls, maintaining order.

A huge, blinding flash glow into the cockpit. Isaac turns and looks through the panel:

The massive rock from the planet cracking it's DIVING into the atmosphere of the planet dropping towards the Colony. It is an incredible and unique view.

EXT. AEGIS VII - OUTER SPACE

The planet momentarily eclipses the sun. We can also see the USG Ishimura, still drifting in the same place.

There is a huge point of light at the site of the planet's crater - the rock burning in its atmosphere.

And when it finally hits the surface - a BLINDING FLASH OF LIGHT - like hundreds of atomic bombs bursting at the same time.

The glow begins to dim the screen, but before we realize a small object coming straight at us: the transport shuttle.

As it speeds off camera, the image starts to bleach.

To WHITE OUT.

From the white out, we -

DISSOLVE TO:

EXT. DEEP SPACE

Far away from the planet Aegis VII, we find the transport shuttle wandering through the infinite space, alone.

INT. TRANSPORT SHUTTLE

We DRIFT through the area, moving past Isaac's helmet on the floor - dirty and scratched - then getting into the...

... cockpit, where Isaac sits on the seat staring at his HUD as we HEAR:

NICOLE (O.S.)

Isaac, it's me. I wish I could talk to you. I'm sorry. I'm sorry. I'm sorry about everything. I wish I could just talk to someone. It's all falling apart here.

(beat)

I can't believe what's happening... It's strange... such a little thing...

He's watching Nicole's video-log from the beginning of the movie, but this time there are no interruptions.

NICOLE

In the end, it all comes down to this one little thing... I didn't want it to end like this. I really wanted to see you again.

(beat)

I always loved you.

Nicole shows us she's holding a SYRINGE. She looks at the camera with tearful eyes. Then injects the syringe into her arm.

It does not take long for Nicole to collapse. She leans back in the chair, already motionless. Dead.

Isaac tilts his head away. The tears run down his face. And finally the video ends.

Silence.

Even with a broken heart, Isaac knows he cannot give up. Then he takes over the controls of the ship and pilots back home.

EXT. DEEP SPACE

And we see the transport shuttle moving on, disappearing into the depths of space.

FADE OUT:

THE END