STAR KIDS

EPISODE ONE: "Awakenings"

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STAR KIDS

SERIES ONE: EPISODE ONE

"Awakenings"

TEASER

FADE IN:

EXT. DEEP SPACE - NIGHT

The darkness of space with the odd glimmers of bright stars in the distances.

A small space ship floats silently and gently though space.

The ship itself seems badly damaged, like it has been in a space battle with other ships.

Powder type burns on the sides, a piece almost broken off on one wing of the ship.

A glass front cockpit is darkened from the outside, unable to see in.

The side of the ship has a name across it. It is called 'Destiny'.

INT. DESTINY SPACESHIP - NIGHT

Inside the ship, several small explosions continue to erupt with sparks of light off consoles and walls.

Travelling down the hallways and corridors. The ship seems empty from anyone or anything living inside.

Parts of wiring and components are breaking free from the interior walls and floors, pouring out all over the place.

Further on, a room door remains open as inside stood upright are three glass tube chambers.

The three are each approximately five foot in size.

At the side of the chambers, are a mixture of buttons and two rather large ones. One is red and lit up brightly, the one next to it is unlit.

The chambers are steamed up, and unable to see what is inside.

DRING! DRING! DRING! A LOUD alarm type system bellows out around the ship.

The ship shakes for a moment, as if something just crashed into it on the outside.

Several moments pass, as the alarm system ends abruptly.

A door on the opposite end of the room begins to light up, as a blow torch is being used on the other side. The door is sealed tightly.

As the torch makes its way slowly around the outer edges of the door, it finally reaches it's destination of the opposite end.

BANG! The door collapses inwards crashing onto the floor, as a foot makes its way back to the ground floor after kicking it down.

The smoke slowly clears.

There stood in the doorway is a tall adult male. He is CAPTAIN JOHN AVERY (early 30's, ruggedly handsome).

Dressed in a one piece grey space uniform suit. He steps inside the room.

His hand is placed over the weapon in the holster attached to the side of his leg, looking more like an old western cowboy than a spaceman.

Looking around, he seems unimpressed by the dodgy repair work and damage the ship seems to have taken in it's flight.

He slowly makes his way across the floor, hand on hip ready for any attacks from crew members that may be lying in wait.

Stepping further into the room, he notices the three chambers.

Walking over, he stares at them for a moment.

Rubbing his hand on the glass, he tries to peak inside to see what their is but it is too foggy and misty to see anything at all.

Stepping back, he removes his one piece blaster from it's holster and aims it directly at the first tube.

He pauses. Thinking! Will he damage any goods inside if he shoots? If so, he won't be able to sell them!

He returns the blaster back into it's pocket, safely away.

Looking at the sides of the chambers, he sees the lights.

A large button is situated next to the bright red light.

He pushes it. Waits. Nothing happens!

He pushes it again. Once more, nothing.

He seems to be getting angry a little now. He slams the side of his fist against the button.

CAPTAIN JOHN AVERY OW! You damn....!

He brings his fist up to his chest, clutching it with his other hand.

His face shows the pain he is feeling is bad as he turns in circles for a moment.

CAPTAIN JOHN AVERY God damn piece of garbage!

In a fit of anger, he kicks the glass tube chamber. It cracks a little from the kick.

BRRRR! BRRRR! BRRRR! An alarm system signals out.

COMPUTER (V.O.) WARNING! WARNING! WARNING! Chambers are synchronizing. WARNING! WARNING! WARNING! Chambers will open in.. 10... 9... 8... 7...

The countdown continues.

Captain Avery steps back. His eyes open up. What has he done now?

COMPUTER (V.O.) 4... 3... 2... 1... Chambers dematerializing.

Captain Avery places his bad hand on his blaster once more. Preparing himself for what horrible creatures may step out of the chambers.

All three glass chambers start to slide to one side, disappearing into the back of the pods.

The smoke pours out, hiding what is inside.

It slowly begins to fade.

Captain Avery's hand grips tightly his blaster, still holstered. Lifting it just ever so slightly upwards.

Out of the disappearing fog, a body of a young child collapses forward, crashing onto the ground below.

The Captain looks on in shock, his eyes widening at the discovery.

Next, another young victim falls out of the second chamber, and quickly followed by a third.

Each of the children lay unconscious on the floor, face down. All of them wearing a dark blue one piece space suit.

Captain Avery looks at each of them.

CAPTAIN JOHN AVERY

CRAP!

FADE OUT:

END OF TEASER

ACT ONE

FADE IN:

EXT. DEEP SPACE - DAY

A large and scrappy looking spaceship slides through space on it's travels.

The side of the ship gives off it's name... INFINITY!

INT. INFINITY SPACESHIP (COCKPIT) - DAY

Inside, a large and open spaced cockpit sits at the front of the spaceship Infinity.

Looking out of the cockpit, all that is in view is thousands of bright stars and black deep space.

Several comfortable seats are situated in positions inside the cockpit.

Two at either side of the back of the room, where lots of controls and switches are situated on the walls and ceilings.

The other two seats are situated up front, facing out of the cockpit set for a pilot and copilot it seems.

In the Pilot's seat is sat Captain John Avery. His feet are up on the front control panel, carefully placed so not to hit any switches that are placed on there.

Laying back, he seems at peace with himself, his hands crossed behind his head.

A television type screen is hung down from the ceiling just a few feet in front and above where he is sat.

On the screen is a computer simulated board game. It looks an awfully lot like Draughts.

The black and white checkered board has a few black pieces remaining, yet lots more white pieces on the board.

CAPTAIN JOHN AVERY

D7 To D8.

A black piece makes its move sliding forward one spot.

The computer generates its own move.

A white piece jumps over the black piece and makes it disappear from the board.

CAPTAIN JOHN AVERY I could swear you cheat at this Abeona.

A voice calls out from the computer. It's soft and of female origins.

COMPUTER ABEONA (V.O.) Captain. A computer cannot cheat. It's just simple mathematical equations.

CAPTAIN JOHN AVERY Simple, then how come every game we have played that you seem to beat me. The first time we played each other at Glacus on Capriconia you beat me.

COMPUTER ABEONA (V.O.) That was not because I cheated Captain. That was because I understood the rules.

The Captain brings his head around from his back as he leans forward.

He coughs as he whispers a word.

CAPTAIN JOHN AVERY

(Coughing) Cheat!

COMPUTER ABEONA (V.O.)

I heard that.

The Captain turns his head and chair as he looks at the screens on the panels in front.

COMPUTER ABEONA Captain. We have an incoming message from Chromus.

CAPTAIN JOHN AVERY Patch it through.

COMPUTER ABEONA (V.O.) And what's the magic word?

The Captain turns and looks up at the screen above. The computer game has disappeared.

On screen now is a face of a computer generated female human.

6.

CAPTAIN JOHN AVERY Please will you patch through Chromus Abeola, great warrior of space.

COMPUTER ABEONA (V.O.) Now your just being sarcastic.

The Captain turns back to his controls. He reaches forward and flicks a switch.

On the small monitor situated in the control panels in front, a black screen suddenly switches on and shows the face of a elderly male gentleman.

He is CHROMUS (50's, white hair and beard and looking older than he actually is of his age).

CAPTAIN JOHN AVERY

Hey Chromus.

CHROMUS

Captain. So what have you got for me this time? Maybe some nice bit of Ripclour from a battle cruiser, or what about some Sirenstars from the Ravens.

CAPTAIN JOHN AVERY Actually, nothing like that this visit. What do you know about a spaceship called Destiny?

Chromus thinks for a moment.

CHROMUS Destiny. Let me see.

He turns to his side and seems to be typing something in to a computer at his side, searching for the name.

CHROMUS (CONTINUED) Nothing showing up on my records Captain. You sure you got the name right?

CAPTAIN JOHN AVERY Yep, found a very strange package on board.

CHROMUS Strange you say. I'll give you two thousand for it immediately.

The Captain is taken back a little by Chromus's generosity.

CAPTAIN JOHN AVERY You don't even know what the package is yet.

CHROMUS It doesn't matter. If you have it then I'm sure I will need it, or find a buyer for it somewhere in the system.

The Computer interrupts the discussion.

COMPUTER ABEONA (V.O.)

Captain.

The Captain hears Abeona's call.

CAPTAIN JOHN AVERY Hold on a minute Chromus.

The Captain hits a switch and the sound turns off, as Chromus tries speaking but his voice isn't coming through.

He turns and looks up at the screen of the computer.

CAPTAIN JOHN AVERY (CONT'D) What's up Abeona?

COMPUTER ABEONA (V.O.) Captain, I thought you should be aware that the package we have on board has... awoken.

The Captain looks down and turns back to the controls where Chromus is continuing to yap away thinking he can be heard.

He switches the button back and Chromus's voice comes back on.

CHROMUS And another thing Captain. How many times have I paid over the price for items you have acquired, and how many times have I asked where you got them?

Chromus's speech is interrupted by the Captain speaking.

CAPTAIN JOHN AVERY Chromus. Sorry, but I gotta get back to you. Something's come up this end, one of the packages is awake.

CHROMUS

AWAKE! WAIT!

Chromus shouts out, but the Captain hits a button and Chromus's face disappears off screen.

The Captain swivels his chair around and stands up as he heads to the door which is shut.

CAPTAIN JOHN AVERY Are they still in the infirmary?

COMPUTER ABEONA (V.O.)

Yes Captain.

The Captain hits a button at the side of the door.

The doors split into two and slide apart as he exits the control room cockpit.

INT. INFINITY SPACESHIP (INFIRMARY) - DAY

The doors to the infirmary slide apart and open.

In enters Captain John Avery.

Inside, three hardened looking beds are placed in the center of the room.

Around the edges sit cupboards and metal compartments with lots of medical equipment like bandages, syringes etc.

The three children are each laying on the beds, under covers. The eyes on one of them are softly awoken, yet almost sleepy still.

The Captain walks over, and picks up a strange looking metal injection needle as he turns and makes his way over to the first child.

Bending over he injects something into the neck of the first child, a strange hissing sound as it enters the body.

He continues and does the same with the second child. He looks over at the third child sleeping and resists from injecting them.

Stepping back to the counter, he places it back on the top and turns.

After a moment, one child leans forward. He is NEVADA (14, middle eldest of the three, dark haired, blue eyes).

He turns his head around, trying to gather his senses of where he is, as this is not where he last thought he left himself.

CAPTAIN JOHN AVERY Don't worry, they'll be up soon to join you.

Nevada turns and sees the Captain leaning against the counter.

CAPTAIN JOHN AVERY (CONT'D) Hey there. I'm Captain John Avery, your on my ship.

NEVADA How did I get here?

CAPTAIN JOHN AVERY I was hoping you could answer the same question to me. I found you on another ship, it was badly damaged and just floating around in space.

NEVADA

Damaged? How?

CAPTAIN JOHN AVERY Looks like you've been in a few dogfights to me.

NEVADA

Dogfights?

Nevada is unsure of the Captains terms.

CAPTAIN JOHN AVERY Yeah, dogfights? You know, like battles, space fights with other ships.

NEVADA I don't remember.

The child in the bed next to Nevada suddenly rises up.

This is a girl, older slightly than Nevada is. She is AISLA (17, pretty, dark hair and eyes).

She raises her hand to her head, its pounding with some mild pain.

After a moment she drops it back down, opening her eyes fully.

CAPTAIN JOHN AVERY

Here we go.

The Captain sees her rise up, leaning forward.

10.

CAPTAIN JOHN AVERY Hey there sleepy head.

Aisla turns and sees the Captain stood there. She also notices Nevada in the bed beside her.

AISLA

Where's Tasha?

Aisla looks at the Captain.

He lifts his hand and points over towards the third and last bed in the infirmary.

There, still asleep and not awoken yet is another girl.

She is a little younger than both of the other children. She is TASHA (12, innocent looking, blonde hair).

Aisla removes the cover from over her and slides off sideways to face her younger friend.

Leaning over she checks over Tasha, who is still asleep, but breathing normally.

AISLA What have you done to her?

The Captain is taken back by her comments.

CAPTAIN JOHN AVERY Wait up a minute sister, I haven't done anything to anyone. She's fine, she's still sleeping.

AISLA Why are we awake and she isn't then?

Aisla softly brushes the hair from Tasha's forehead.

CAPTAIN JOHN AVERY I thought it would be best if you two woke up first and we talked. I don't want a young kid wondering around the ship tearing the place up.

Aisla turns and faces the Captain. She then turns and looks at Nevada.

AISLA Are you alright?

Nevada nods his head in confirmation.

11.

CAPTAIN JOHN AVERY So, I take it your in charge of this Motley Crew, seems like you being the oldest and all?

AISLA

I am Aisla, these are my friends, Nevada and the youngest there is Tasha.

Aisla nods her head backwards towards the girl sleeping behind her.

CAPTAIN JOHN AVERY Nice names. Bit unusual but I've heard much worse on my travels.

AISLA

Where are we?

CAPTAIN JOHN AVERY Your on Infinity, my ship.

AISLA

What happened to our ship we were travelling on?

The Captain smiles.

CAPTAIN JOHN AVERY That piece of garbage wouldn't have gotten you to another moon, never mind another star.

NEVADA He says we were attacked. The ship was damaged.

Aisla looks like she doesn't believe the Captains excuses.

CAPTAIN JOHN AVERY Look sister, your ship was damaged beyond repair. Your lucky I found you when I did, or else you could have been in a lot worse places than here with me.

AISLA

That's comforting.

The Captain turns his back and reaches into one of the upper cupboards for some medical supplies.

He doesn't notice Aisla coming from behind and grabbing an ancient fire extinguisher from the olden days from attached to the wall.

SMASH! She smashes it over his head.

The Captain collapses in a heap on the floor.

Nevada watches on, shocked at her actions.

NEVADA What did you do that for?

Aisla bends down and checks on his condition, albeit he is out cold, she makes sure he is still alive. He is.

She turns and stands upright to face Nevada.

AISLA Did he hurt you or anything?

NEVADA No. He hasn't done anything. You didn't have to hit him like that Aisla.

AISLA Look, we have no idea who he is or where he came from. For all we know he could have been the one who attacked our ship and trying to sell us on the open market.

Nevada looks down at the Captain. He is unmoved. He seems slightly caring towards him.

NEVADA He seemed okay to me.

AISLA Look, it doesn't matter anymore. When he wakes up we'll hopefully be long gone.

NEVADA

Gone where?

AISLA I'll figure that out on our way. Pick up Tasha, we're taking this ship.

Aisla hits the button on the doors which slide open and apart leading to the outer reaches of the spaceship itself.

Behind her, Nevada has slid off his bed and walked around wrapping the cover around Tasha and picking her up in his arms.

Exiting outside, she is followed slowly behind by Nevada who is carrying Tasha in his arms. She is covered by the sheet still.

As they step into the corridor, Aisla takes one last look back at the Captain before hitting the button on the side.

The doors close.

A bright spark flashes on the outside, like Aisla has smashed the control so the Captain can't open the door or escape.

Inside, the Captain remains still on the floor.

FADE OUT:

END OF ACT ONE

ACT TWO

FADE IN:

INT. INFINITY SPACESHIP (INFIRMARY) - NIGHT

The room is exactly as it was left. The beds empty and Captain John Avery laying unconscious on the floor.

COMPUTER ABEONA (V.O.)

Captain.

Their is silence.

COMPUTER ABEONA (V.O.) Captain wake up. Emergency. Captain!

The Computer Abeona's voice seems concerned now.

COMPUTER ABEONA (V.O.) Captain John Avery. This is your wake up call. RING! RING!

Slowly, but surely the Captain opens his eyes to the noise.

Reaching back, he feels the back of his head. He has a huge headache from the shot he took.

CAPTAIN JOHN AVERY Oh.. Crap. Oh my head hurts. Abeona, what happened?

COMPUTER ABEONA (V.O.) Ah, finally. The cracken has awoken. Captain, the children have taken control of the ship.

CAPTAIN JOHN AVERY Well stop them then?

COMPUTER ABEONA (V.O.) Captain, I am unable to. It seems that the eldest has rewritten some of my programming. I am unable to take control of Infinity.

The Captain carefully manoeuvres himself to get stood on his feet, albeit with help from the counter also to lean against.

Still feeling the small bump he must have by now on the back of his head, he still looks shaken and groggy.

CAPTAIN JOHN AVERY Their just kids Abeona, surely you can handle them?

COMPUTER ABEONA (V.O.) This coming from the man who has been left unconscious and locked inside a room by just three KIDS!!

The Captain makes his way over towards the door. He pushes the button.

BANG! A small explosion of sparks and fire erupts in the control panel button to open the doors.

COMPUTER ABEONA (V.O.) As I was explaining, you are locked inside Captain. They have control of the whole ship.

CAPTAIN JOHN AVERY

How?

COMPUTER ABEONA (V.O.) Well it seems they have outsmarted both yourself and me. I suggest we don't play them at any games should we be asked to Captain.

The Computer Abeona tries to joke about the situation, but the Captain doesn't seem to think it's funny.

CAPTAIN JOHN AVERY That ain't funny Abeona. Any ideas how I can get out of here?

COMPUTER ABEONA (V.O.) I am scanning the blueprints for the ship as we speak. Captain, if I may make a suggestion. I can open communications into the control room if you wish to speak to them.

CAPTAIN JOHN AVERY Okay, open communications.

BEEP. Their is a slight beep noise heard.

COMPUTER ABEONA (V.O.) Communications are now open.

The captain walks over and takes out a bottle of liquid and some bandage. He carefully pours some of the light blue liquid onto the bandage and then places it on the back of his head. CAPTAIN JOHN AVERY This is Captain John Avery. You three brats have just made me mad, I hope you know that now?

A voice calls back, its the voice of Aisla.

AISLA (V.O.) Who is this?

CAPTAIN JOHN AVERY This is Captain John Avery, remember? The guy you knocked out in the infirmary. I'm the captain of this ship.

AISLA (V.O.) I'm sorry. Their must be a mistake. The captain is sitting up here as we speak.

CAPTAIN JOHN AVERY What? Look sister....

Before he can continue, he is cut off by a sound of giggles from the kids.

AISLA (V.O.) This is Captain Aisla. Do you know that stowaways are not allowed on my ship?

The Captain seems angry now.

CAPTAIN JOHN AVERY Stowaways. Why you little...

INT. INFINITY SPACESHIP (COCKPIT) - NIGHT

Inside the cockpit, the three children are sitting.

The youngest, Tasha is awake and is sat at the back on the left hand side. She is behind Nevada who is sat in the copilots seat.

In lead and pilot of the ship now is Aisla.

Aisla switches a button and speaks to the Captain who is on the other end.

AISLA Now Captain. They are children on board, we wouldn't want them to hear things they shouldn't now do we? CAPTAIN JOHN AVERY (V.O.) Look, enough's enough alright. You've had your fun and games, now just one of you come back down here and open this door.

AISLA I'm sorry Captain. But for now you'll have to wait there. Don't worry, we won't harm your ship, we just need to take it for a test ride.

BEEP-BEEP! BEEP-BEEP! A double beeping sound echoes out around the ship.

AISLA

What's that noise for?

CAPTAIN JOHN AVERY (V.O.) That means that another ship is in range. You really need to get me out of here right now.

AISLA I think I can handle a couple of nobodies, don't you captain. This is Captain Aisla signing off for now.

Aisla flicks a switch.

INT. INFINITY SPACESHIP (INFIRMARY) - NIGHT

Inside the infirmary, the Captain is awaiting Abeona's help.

COMPUTER ABEONA (V.O.) Captain. I have found an escape route. Next to the sink, inside the cupboard their is a panel which when removed will lead down a shaft.

CAPTAIN JOHN AVERY Okay, where will it take me?

The Captain bends down, opens the cupboard door and pulls out a panel at the back.

COMPUTER ABEONA (V.O.) It should lead you into the dining hall.

CAPTAIN JOHN AVERY Alright, keep me updated of what's happening. Do you know who's ship it is yet?

COMPUTER ABEONA (V.O.) Yes Captain. It belongs to Chromus.

The Captain looks worried.

CAPTAIN JOHN AVERY I'd better move, or he'll have them on board and sold before I can catch him.

The Captain grabs a torch out of the draw and switches it on.

He shines it ahead and slides through the cupboard and disappears down the tunnel into darkness behind him.

INT. INFINITY SPACESHIP (TUNNEL) - NIGHT

The Captain is making his way at reasonable speed sliding down a thin, tightly spaced tunnel.

His body is just barely able to make his way through the open space ahead.

COMPUTER ABEONA (V.O.) Captain. I think you should be aware. Chromus has boarded.

The Captain hurries much faster, dragging his body behind him as he uses his arms to scrape ahead one after the other, like a commando through the trenches.

Reaching the end of the tunnel. The torch shines at a panel blocking the rest of his way. He rushes towards it.

Placing the torch on the floor near his face, he uses his fists to smash forward the panel in front.

It takes several good punches before it collapses out onto the floor below.

Grabbing the torch, and switching it off, now light is shining in from the outside.

Dragging himself forward, he pulls himself out and crashes down to the floor below out of sight with an almighty crash. BANG!

CAPTAIN JOHN AVERY

Ow!

INT. INFINITY SPACESHIP (COCKPIT) - NIGHT

The doors to the cockpit slide apart and open.

A head peers around the corner. Its the Captain himself, checking to see if anyone is inside.

It's empty. The Captain steps inside the cockpit. The doors shut behind him.

Looking around he sees no changes to any of his instruments or controls.

CAPTAIN JOHN AVERY Abeona, you still here?

Silence at first. Then finally a voice.

COMPUTER ABEONA (V.O.) Yes Captain. Nice to see you made it safely.

CAPTAIN JOHN AVERY I wouldn't call a few cuts and bruises safely, but I'm alive at least.

The Captain sits in his seat, and starts flicking around with some controls and switches.

A small screen comes on, showing two large dots side by side.

CAPTAIN JOHN AVERY Abeona, is that who I think it is?

COMPUTER ABEONA (V.O.) That is affirmative Captain. Chromus's ship is still attached to us.

CAPTAIN JOHN AVERY What about the kids? Scan all the ship, are they still on board?

The computer goes silence, as the Captain still continues hitting switches and trying to get things working again.

COMPUTER ABEONA (V.O.) Captain. I have scanned all of Infinity. I'm sorry to say, none of the children are on board.

The ship rattles slightly, like something has broken away from being connected to it.

The Captain looks at the screen. One of the large dots is breaking away from the other.

The Captain turns his head and looks up out of the cockpit in front.

A ROAR of a sound echoes from above, as a smaller sized spaceship flies over and heads off into deep space ahead.

The Captain looks down at the screen as he tries starting the ship up, hitting switches and buttons, but nothing is working as it should be.

CAPTAIN JOHN AVERY Abeona, you gotta track that ship.

COMPUTER ABEONA (V.O.) Captain, as I explained earlier. I have limited control over the ship including tracking.

CAPTAIN JOHN AVERY Damn it Abeona, help me do something will you?

COMPUTER ABEONA (V.O.) Captain. I'm afraid it's too late.

CAPTAIN JOHN AVERY

What?

The Captain looks up. Ahead is only the darkness of space.

Chromus's ship has vanished.

The Captain leans back into his chair. He look a little saddened by his loss.

CAPTAIN JOHN AVERY Abeona, did you get anything on them?

COMPUTER ABEONA (V.O.) I'm sorry Captain. He has gone and I was unable to get a tracking device switched on in time to follow their course.

CAPTAIN JOHN AVERY Have you got any systems back up and running yet? COMPUTER ABEONA (V.O.) I have limited functionality, at best we can fly, but we would be unable to follow or catch up with them at this time.

The Captain rubs his head in his right hand.

CAPTAIN JOHN AVERY Try and do the best you can Abeona. I want us back up and running within the next twenty four hours.

The Captain stands up and heads to the door. Hitting the switch.

The doors slide apart and open.

COMPUTER ABEONA (V.O.) Captain. May I say something.

The Captain turns around before he heads out the door, and looks at the image of the computer female face on the screen above the pilot seat.

CAPTAIN JOHN AVERY Yes Abeona. What is it?

COMPUTER ABEONA (V.O.) I don't mean to sound out of line here Captain, but I.... I was beginning to like these children on board.

CAPTAIN JOHN AVERY Your a computer Abeona, you can't feel affection towards anything.

COMPUTER ABEONA (V.O.) Actually, the reprogramming the children have done has introduced new components for me to work with.

CAPTAIN JOHN AVERY In what way?

COMPUTER ABEONA (V.O.) I feel ... Something. Different.

CAPTAIN JOHN AVERY It's called Sad Abeona. Look it up sometime, under feelings and emotions.

COMPUTER ABEONA (V.O.) I miss them Captain.

CAPTAIN JOHN AVERY Yeah. You and me both. You and me both.

The Captain exits the room as the doors shut behind him.

Inside the cockpit, the screen changes from a picture of the computer female Abeona, to an image of the three children laughing while sat in the cockpit.

FADE OUT:

END OF ACT TWO

TEASER (NEXT TIME)

A PREVIEW OF THE NEXT EPISODE:

COMPUTER ABEONA (V.O.) Next time.. On Star Kids!

A series of clips shown.

Clip One: The Infinity arrives at an orange moon.

Clip Two: The three children are locked behind bars in what seems like a prison

Clip Three: Captain John Avery catches up with Chromus, and points his blaster right at him in some wastelands.

Clip Four: An explosion, and the cell doors spring open. The Captain appears through the explosion smoke and smiles at the kids who run out and escape.

END OF SHOW.