

The Secret
of
SPACE and TIME

Serial Chapter One:

The Time is Now

Screenplay by
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From the stories of
Jahnua
An Old Wise Man of the Earth

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FADE INTO THE PRESENT: -THE TIME IS NOW-

ALL MEN BY NATURE DESIRE TO KNOW. **ARISTOTLE**

The object of the superior man is truth. **Cicero**

The only thing worth wanting more of is TIME. **Jahnua**

EXT. THE NIGHT SKY

The sky is completely black. Distant constellations of stars glide across the screen in a WIDE PAN. SPACETIME is rapidly advancing in the bottom right hand corner of the screen in digital numbers. 1:53:780.9246 ST

CONTINUING WIDE PAN across empty space until a small space ship enters the FRAME... SPACETIME begins to slow 3:06:337.6831 ST... Then another ship... and another until a huge convoy of thousands of spaceships are occupying the screen. SPACETIME continues to slow 4:72:919.4492 ST.

SAME SHOT slowly ZOOMS into... The ASTROMINING VESSEL MEMPHIS, getting closer and larger, ominously looming among the other smaller SHIPS in the near vicinity, begins to take up the screen from the WIDE PAN. The digital SPACETIME clock SLOWS to normal speed as we move across the hull of the Vessel as though we're going to crash into it like a micro meteorite. Dissolve into the hull of the Vessel...

INT. MEMPHIS VESSEL - SUB CORRIDOR - 6:99:986.2345 ST

...Then, emerging from the dissolve inside the Vessel... TRACKING three dark FIGURES hurriedly, almost running, making their way through one of the MEMPHIS Vessel's long, dark and shadowy maintenance sub corridors. There's a claustrophobic feeling from the tight spaces, dark lighting and shadows on board the ship.

Warrior Clan combatant SOMA MOJAHMED, equipped and ready to fight with two CIRCULAR BLADE WEAPONS, one in each hand, leads Avian Clan pilot DAYLIGHT TANAKA as she aids the wounded COUNCILOR HULAIDEM in keeping up to Soma's pace.

As Soma approaches a connecting corridor, he cautiously stops, waiting for the others to catch up; he raises his hand, signaling them to stop as WE'RE MOVING INTO...

...The tension on Soma's face betrays his desire and determination to get out of there. Soma wears a BIOLINK MECHANISM like a metallic tattoo woven across his left brow as he checks around the corner to see if the coast is clear.

It is...

Soma starts down the corridor...

SOMA

Come on Avian! We're almost there.

Daylight, checking back for an unseen pursuer, is more nervous

than Soma as she helps the wounded elderly man turn the corner..

DAYLIGHT

I'm coming! You wanna carry
the Councilor?

Soma ignores the comment. Daylight struggles with the weight of
the old man.

DAYLIGHT

Don't worry Councilor; we'll
get you off this Vessel.

HULAIDEM

In one piece would be
appreciated.

INT. CORRIDOR - MEMPHIS VESSEL - 6:99:986.2104 ST

The 24 booted FEET of a security detail of twelve CENTURIONS
quickly march toward a security station, from where Centurion
Clan Leader TARTIN VEGA confidently enters the corridor with
four Soldiers and two Icarian Clan PILOTS following him. Vega
wears a headset Biolink Mechanism complete with permanent
optical enhancements and tattoo. His unique Centurion Clan
uniform, wrist equipment and hand modifications give him a
distinctly sinister and dangerous appearance. His multitude of
scars adds to his evil air. Vega looks like a true villain.

The security detail approaches Vega coming to a halt in front of
the senior Centurion.

VEGA

They're headed for the
secondary flight deck on
level 3. I want to face the
Warrior myself. Make sure he
doesn't escape.

CENTURION SECURITY OFFICER

Yes sir!

The security detail exits followed by the four with Vega.

Vega opens a communication link on his left arm wear as he leads
his two Icarian pilots through the passageway..

FLIGHT DECK CONTROLLER (V.O.)

Flight Controller, Deck 13.

VEGA

This is Centurion Master
Vega. Prepare my ship for
immediate launch!

INT. FLIGHT DECK MAINTENANCE STATION - MEMPHIS VESSEL

Soma is crouched down scoping out the small flight deck from
behind a dark maintenance station window just off the main

flight deck. Daylight and the Councilor are crouched behind him.

INT. FLIGHT DECK #3 - MEMPHIS VESSEL

PAN from Soma's POV of a small TRANSPORT POD, across the empty flight deck to an adjacent slip where some WORKERS are off loading a SUPPLY SHUTTLE.

SOMA

It's too calm.

INT. MAINTENANCE STATION - MEMPHIS VESSEL

Soma, getting up, turns to Daylight abruptly and in a stern tone...

SOMA (CONT)

Wait here!

Daylight is not amused with Soma's patronizing tone as he exits the maintenance station.

INT. FLIGHT DECK #3 - MEMPHIS VESSEL

Soma stealthily enters the flight deck moving through the shadows carefully along the wall towards the side of the flight deck his transport pod is on.

An ICARIAN CLAN SHUTTLE JOCKEY supervises the workers off loading the supply shuttles cargo of refrigerated ration cube SHIPPING CONTAINERS onto carts. The Icarian circles the workers...

Soma is in the background shadows moving closer to the transport pod as the Icarian circles.

ICARIAN JOCKEY

I want these water rations
off this shuttle, signed
through shipping and locked
in cold storage in less than
a circuit. I have a deadline
to keep.

Daylight and the Councilor watch...

...Soma pays close attention to the supply shuttle as he creeps towards his Transport Pod.

Soma continues to keep an eye on the shuttle jockey. Then he sees...

The masked FEMALE figure of LASSA FUJIA, silhouetted against the flight deck door lights, silently drops out of nowhere, Ninja style, to the flight deck floor, rolls, gets up and runs all out towards the Supply Shuttle.

Soma stops, looking surprised and annoyed.

SOMA

Not now.

INT. MAINTAINENCE STATION

Daylight and the Councilor watch from their position.

HULAIDEM

That girl is one of those
Rebel smugglers.

INT. FLIGHT DECK

One of the workers moving shipping containers elbows his co-worker, drawing his attention to...

...LASSA FUJIA approaching from behind the oblivious shuttle Jockey... administers a single precision pressure point blow to the back of his neck. That's all for the shuttle Jockey who drops OUT OF FRAME.

Lassa makes a move towards the workers who, knowing something about her we don't, recognize what is happening and back off in fear with their hands in the air.

LASSA FUJIA

Get those containers back in
the cargo hold. Now!

The workers who were just lethargically unloading, immediately begin reloading the shuttle with gusto as...

Soma is about to go over to the shuttle but is stopped in his tracks...

...The 12 Security Centurions emerge from nowhere coming at Lassa from every direction armed with shock sticks.

CENTURION

Stop right there!

Lassa, surprised, turns to see she is being surrounded and prepares herself to fight.

Soma watches with frustration.

The workers take off.

Two Centurions close in to attack Lassa. She fights off their shock stick attack and kicks them both to the ground in one controlled sidekick.

The two Centurions get up and slowly move in for another attack...

Soma rushes forward as, all in one fluid move, his forehead mounted Biolink Mechanism activates, lighting up several bars of lights on its indicator, summonsing...

...His circular blade weapons jump to his out stretched hands from the hip holsters they are sheathed in.

The rest of the Centurions move in and begin to circle Lassa, twelve against one.

Soma leaps and soars into a somersault through the air.

In one smooth motion he completes one somersault, throws his

weapons then moves into another somersault.

An ELECTROMAGNETIC SHIELD of energy envelops each of the weapons. They look like bullets tearing through the air. The Blades FOLLOW CAMERA like two boomerangs moving over the top of the Supply Shuttle, arcing down and around the other side of the ship behind the security Centurions. The weapons take out two Centurions at the back of the knees before returning to Soma as he comes to the rescue landing directly beside Lassa just in time to catch the weapons before they hit her.

Daylight watches in amazement.

Soma quickly turns so he's back to back with Lassa...

With brutally direct martial arts moves, Soma cuts the Centurions shock sticks in half, and delivers one powerful finishing blow after the other to each of five Centurions.

Lassa turns two Centurions shock sticks back on them as they attempt to stun her, shocking the Centurions into unconsciousness.

Soma skillfully deals with the remaining Centurions, leaving a pile of unconscious and writhing bodies lying at their feet.

Soma sheaths his weapons in their holsters, turns and grabs Lassa by the arm, spinning her towards him with a rushed anger.

SOMA

What are you doing here Lassa?

They know each other. She pulls off her mask.

LASSA

Liberating this Supply
shuttle for redistribution,
what do you think?

Soma releases his grip on her while looking around for more troops.

SOMA

Your space timing isn't the
best.

LASSA

I don't know Soma; coalition
security must have been
alerted in advance somehow.
They couldn't have tracked *me*
here.

Soma looks to the pile of bodies. He has a matter-of-fact attitude, brave...

SOMA

This was a Centurion Clan
death trap meant for me.

Soma reflects on what to do next as he looks around the empty flight deck, paying close attention to the flight deck doors.

Lassa pulls at his arm.

LASSA

Let's get outta here then.

SOMA

Wait in the shuttle for me to
lead you out...

As Soma walks away he points matter-of-factly.

SOMA (CONT)

...In that transport pod. I'll
be right back.

Soma moves off swiftly in the direction he came.

CU - Lassa shakes her head..

LASSA

Warriors!

INT. SUB-CORRIDOR - MEMPHIS VESSEL

Soma returns to a nervously waiting Daylight and her wounded
charge in the maintenance station.

SOMA

Come on! We don't have Much
Spacetime.

INT. FLIGHT DECK #3

Soma leads Daylight and Councilor Hulaidem to Lassa at the
supply shuttle.

SOMA

It's a trap. I'll try to
distract them. You have to
get the Councilor to the
Terra Vessel. I don't care
how.

DAYLIGHT

I'm not leaving without you
Warrior.

As Soma moves towards the transport pod..

SOMA

Then stay!

Soma exits, leaving Daylight, holding up the Councilor. Daylight
looks to Lassa wondering what to do. A grinning Lassa shakes her
head as she turns and walks towards the supply shuttle hatch.

EXT. SPACE - MEMPHIS VESSEL (FX)

PAN FROM Outside the Vessels secondary flight deck doors, TO
REVEAL Vega's TRANSPORT SHIP flying past two COALITION SECURITY

TRANSPORTS, which are lying in wait with their MAGNETIC BLASTERS charged and ready.

VEGA

Blast any ship that leaves
this flight deck.

ICARIAN PILOT

Yes sir!

The flight deck doors open...

Vega's ship approaches the flight deck.

INT. FLIGHT DECK - MEMPHIS VESSEL

The transport pod and the supply shuttle are lifting off.

Vega's ship slowly enters the flight deck, passing through the force shield... In a menacing, taunting manner Vega's ship lands facing Soma's small-unarmed transport pod.

Soma's transport pod, stops and hovers above the flight deck facing Vega's ship as the supply shuttle moves toward the exit.

INT. TRANSPORT POD

Soma becomes deadly serious...

SOMA

Get going Avian. Now!

INT. FLIGHT DECK

Soma's transport pod begins to set back down.

INT. TRANSPORT POD

From Soma's POV, PAN from Vega's ship to the supply shuttle hovering near the exit, waiting for him.

DAYLIGHT (V.O.)

What are you waiting for
Soma? Come on!

Soma shuts down the transport pod and prepares to climb out.

SOMA

Do whatever you have to do
Avian, to get the Councilor
to the Terra Vessel.

Soma talks to himself.

SOMA (CONT)

I've got something to settle.

INT. SUPPLY SHUTTLE

Daylight, Lassa and Hulaidem are in the shuttle cockpit.

LASSA

You heard the man Avian! Get
us out of here!

INT. FLIGHT DECK

The SHUTTLE flies past Vega's ship through the force shield of
the flight deck out into space.

EXT. SPACE (FX)

As the shuttle exits the flight deck it goes straight between
the waiting security transports and is immediately pursued and
fired upon by them. The shields of the shuttle light up from the
blasts...

The supply shuttle dives into evasive maneuvers flying towards
the closest ships in the near vicinity. The security transports
take chase.

INT. FLIGHT DECK

Vega confidently strides from his ship.

VEGA

Soma, you make things too
easy.

Soma faces Vega man to man.

SOMA

This isn't the Battle race
Vega. You don't have an
alliance here to help you now.

VEGA

I've grown tired of beating
you in the battle race.
There's no real challenge to
our *special* kind of skills.

Vega and Soma slowly close the distance between themselves in
the otherwise empty flight deck preparing for a good old fashion
showdown.

SOMA

You don't deserve a place in
the Battle Race.

VEGA

Warriors! Those of your Clan
are far too arrogant for
their own good.

They stop and eye each other.

VEGA (CONT)

I have orders to bring you to

Governor Kohne dead or alive.

Soma isn't impressed. He finger gestures for Vega to stop talking and come on.

VEGA (CONT)

I prefer dead.

Soma bows slightly. Vega, in a flash too quick to register, attacks and they are fighting in a martial arts battle royal.

Vega is the stronger fighter, skillfully avoiding Soma's blows and forcing him backwards.

VEGA

You should thank me now
Warrior. This cycle you'll
join your beloved Elders.

Soma wields his weapons in a poster pose martial arts stance. He's putting on his bravest face.

SOMA

I got your thanks right here
Vega.

His metallic weapons glint in the light.

Soma unleashes his weapons sending them in a criss-cross pattern towards Vega, who evades the blades as they move into a wide arc behind him... ..Soma launches another hand-to-hand attack... ..Vega's defensive technique is too good as he defends against Soma's assault... ..Soma's Biolink mechanism lights up more bars on the indicator... ..his blades, like boomerangs, circle back towards Vega... ..Vega forces Soma back with a double fist to the mid section followed immediately by a maneuver to flip himself upside down and backwards to blast the blades out of mid air with Electromagnetic Blasts emitted from his hands just as the blades are about to hit him from behind... ..Vega then rights himself and lets fly two Electromagnetic Blasts that send Soma flying backwards through the air... ..falling dead onto the front of his transport pod, blood sliding out of his mouth, his chest smoking from the blasts ending the scrap far too quickly.

The blades embed themselves in the hull of the transport pod on either side of Soma's lifeless body. Vega steps up and menacingly stands over the smoking corpse inspecting his work.

VEGA

You could never become the
One True Alpha before me.

EXT. SPACE - WATER PRODUCTION VESSEL OASIS (FX)

The Water Supply Shuttle races towards the large OASIS Vessel around and past some of the smaller ships in the convoy, being chased and FIRED upon by the Coalition Security Transports.

INT. SUPPLY SHUTTLE

In the cockpit, Daylight pilots the shuttle for her life as she; Lassa and the Councilor are tossed around from the blasts.

EXT. SPACE - SUPPLY SHUTTLE (FX)

The supply shuttle closes on the large Oasis Vessel. The security transports fire continuously at the shuttle.

The Shuttle flies evasively OVER CAMERA followed by the coalition security transports, across the top of the OASIS PRODUCTION VESSEL, and out of sight in the distance over the other side of the large Vessel's hull... CONTINUE SLOWLY ZOOMING INTO the side of the Oasis vessel, dissolving into the hull...

INT. SERVICE CORRIDOR - WATER PRODUCTION VESSEL OASIS

...Emerging from dissolve, TRACKING through a service corridor... Two Water Production Facility SECURITY OFFICERS pursue five A.W.O.L. HYDRO GRUNTS (mid to late teenagers), all wearing the same style of greasy work detail uniform.

The Hydro Grunts all turn a corner, where the one bringing up the rear ducks out of sight into a service node in the wall.

The WPF Security officers turn the corner and pass right by the node, continuing to chase after the other four Grunts.

The sneak moves from one side of the node to the other as the security officers pass by. MOVING IN to REVEAL it's a young girl. CELESTA BROLOKEV slowly peeks her head out from the node.

The WPF Security officers are moving away from her, chasing the other Hydro Grunts around the next corner.

Celesta in CU, watches until the guards are almost gone. The hair over her shoulder begins to move as the face of a small, strangely cute monkey like creature with mutant chameleon style camouflage abilities called a HOOTA becomes recognisable sitting perched on her shoulder, imitating her action, slowly peeking out from behind her hair with curious wide eyes, peering down the corridor.

Celesta gives her pet Hoota a loving brush with her hand, then begins back down the corridor the way they came.

Celesta turns the corner and takes one last look back down the service corridor.

Seeing the back of the last security officer turn a corner out of sight, she loses her caution, smiles and walks off calmly.

INT. VIEW STATION PLAZA - OASIS VESSEL

The VIEW STATION PLAZA vibrates with an industrial bar atmosphere of excitement and anticipation as a larger and more boisterous crowd than usually fits in the available space has gathered and CHATTER like it's Super bowl Sunday.

SMALL COMMUNICATION SCREENS scattered around the View Station plaza display the spacetime clock at 6:99:986.2557 ST and counting above it is a countdown to the start of the battle race in 2.7443 ST. RACERS from the Avian, Warrior, Icarian, Sci-Tech, Nautalian, Astrominer and Centurion Clans are all represented pictured with their TRANSPORT RACERS.

A small group of GAMBLERS sit at one of the tables' playing cards. GAMBLER #1 tosses a handful of water ration cubes onto the already large pile on the table. He then takes one from his stack and pops it in his mouth. Liquid squirts from his greedy lips as he crunches down on it.

The sportscast-type productions ANNOUNCERS VOICES are HEARD over the LOUD CROWD listing the racers by name. As the racers PICTURES scroll across the display monitors ticker, SOMA MOJAHMED is prominently shown to be one of the favoured racers. TARTIN VEGA is odds on favourite.

Thirsty SQUATTERS beg for water ration cubes near one of the entrances... ..The four delinquent Hydro Grunts charge past the Squatters and into the view station. Their dirty Hydro Grunt uniforms and greasy faces give them away...

PEOPLE in the crowd can't help but stare and some laugh...

The Grunts quickly rush into the Crowd trying not to draw attention to themselves.

An overweight HOLOMATRIX WORK DETAIL MONITOR materialises amid the Crowd on the opposite side of the plaza from the Grunts.

PEOPLE make a path as the MONITOR moves through the CROWD slowly looking around. He has a translucent digital design, ghostlike almost. His overall look and style of dress portray him as an outdated model. He seems oblivious to the people's unease at his appearance.

MONITOR

Don't be alarmed. We're
tracking some A.W.O.L. Hydro
Grunts. Nothing to worry
about.

Not one easily fooled, the Monitor spots the delinquent Hydro Grunts.

He directs the two WPF Security officers to the grunts position in the crowd with a wave of his hand.

The four teenagers see they're about to be caught and run for it, making a wrong turn into a dead end storage alcove.

The two WPF security officers corner them.

The holomatrix Monitor materialises in front of the lined up Hydro Grunts, and paces back and forth hovering menacingly over them.

MONITOR

We are in the middle of the

worst resource draught in two hundred orbits and you scoundrels take it upon yourselves to ditch your work detail and your responsibility to every Tribe member of every Vessel and ship in the convoy... Did you really think you'd get away with that without me knowing about it? Umm? That'll be the cycle! Each of your work detail schedules will have 15 penalty cycles added for this, now get back to work!

The WPF security officers each grab two disgruntled Hydro Grunts by the scruff of the neck and walk them away.

The holomatrix Monitor follows them back through the crowd.

WPF SECURITY OFFICER #1

Keep moving Grunts!

As the WPF Security lead the Grunts through the crowd, PULL OUT into WIDE VIEW PAN of the crowded view station TO REVEAL the main feature of the plaza, it's huge view station WINDOW looking out into space.

Some colourfully robed members of the NAZERENE, a cult of Nazere Nebula worshipers, are trying to recruit followers at the view station window. TRACKING INTO CELESTA, standing by the windows edge, staring, transfixed by the incredible view of the NAZERE NEBULA over the hull of the huge Vessel.

Celesta, lovingly shares the moment with her HOOTA, who's perched on her shoulder.

CELESTA

What do you think of that Klue?

KLUE

(Mimicking like a parrot)
Preeettyyy.

CELESTA

Yeah, pretty. If we stay on this Vessel, the closest we'll ever get to that nebula, or anything else interesting, is this view station.

The Monitor, trailing the Security officers and Hydro Grunts, stops to take one last look around for the fifth A.W.O.L. Hydro Grunt.

Monitors POV - PAN over the crowd across to the view station window..

..The water SUPPLY SHUTTLE, still being chased by the two SECURITY TRANSPORTS, comes into view through the view station window.

EXT. SPACE - OASIS VESSEL (FX)

The Security transports are closing in, firing on the SHUTTLE.

INT. VIEW STATION - OASIS VESSEL (FX)

The SHUTTLE is headed directly for the view station window being hit by two streams of Magnetic blasts.

CELESTA, showing great concern, is glued to the window watching the shuttle come right at her..

CELESTA

No.

EXT. SPACE - OASIS VESSEL (FX)

The lead Security transport fires Magnetic Blasts at the Shuttle.

INT. THE SHUTTLE

Daylight fights with the controls to not crash into the Vessel.

INT. VIEW STATION - OASIS VESSEL

The crowd stares in disbelief and shock. Some begin to panic.

EXT. SPACE - THE SHUTTLE

The blast scared shuttle pulls up at the last second..

INT. VIEW STATION - OASIS VESSEL (FX)

..Narrowly escaping a sure crash into the view station window.

CELESTA

Yeah!

The Magnetic Blasts come straight on.

The crowd of people who see the Blasts coming all run for cover this time.

The holomatrix Monitor, from his position on the far side of the plaza, is surprised and unnerved by what he is seeing.

Celesta, looking up for the shuttle anxiously, stands her ground oblivious to the Blasts coming right at her.

The Blasts hit the Vessel's Magnetic shielding..

EXT. SPACE - VIEW STATION WINDOW (FX)

...The blasts harmlessly disperse in an electrified wave across the view station window, lighting up that section of the hull's electromagnetic shielding.

INT. VIEW STATION

Celesta is distracted by this light show.

The Holomatrix Monitor is relieved and disgusted.

MONITOR

Never a cycles rest from
those Clanless Rebels.

The Monitor spots Celesta.

The Crowd begins to settle.

Celesta looks for the shuttle again.

The holomatrix Monitor materialises behind Celesta.

MONITOR

Celesta Brolokev! How many
times do we have to go
through this?

Celesta, with a caught look on her face, turns around.

CELESTA

I'm just sightseeing,
Monitor. Checking out the
Nebula.

MONITOR

It's always something with
you isn't it... That'll be 25
more penalty cycles for you
young lady.

Celesta rolls her eyes.

MONITOR

...I'm sure you know how to get
to the Water Production
Facility from here.

The Monitor starts then quickly turns back...

MONITOR (CONT)

...And for the last time, get
rid of that Hoota! Filthy
creatures.

The Hoota is nervous and ducks behind Celesta's hair.

KLUE

Holomeeaanyy.

The monitor waits with an impatient stare.

Whispering to Klue, Celesta slowly lowers the Hoota.

CELESTA

Go to work Klue. Work!

Klue runs down her arm, jumps to the ground and makes his way to a floor level ventilation conduit, skilfully opening and entering it.

The Monitor and Celesta move away from the window down a few steps to floor level.

MONITOR

I have better things to be
doing than chasing you
A.W.O.L. Hydro Grunts all
over the Elders creation!

CELESTA

No you don't!

One of the NAZERENE CULTISTS approaches Celesta as she steps away from the window.

NAZERENE

Hello young one. Have you the
knowledge of the Nebula?

The Monitor quickly moves between them acting like a strict Catholic priest trying to shield her from sex.

MONITOR

Don't listen to this one's
babble! Get to work!

The Monitor ushers Celesta back to work. Turning to the Nazerene...

MONITOR (CONT)

And you... Stop trying to
corrupt my work force with
your ridiculous cultic claims.

NAZERENE

(Begging to be believed)
The needs of those Holomatrix
who believe will also be
provided for in the nebula.
The nebula can save you too.
We must go to the Nebula. It
is our salvation...

The Holomatrix Monitor escorts Celesta through the view station, leaving the cultists voice trailing off behind them.

MONITOR

That nebula would've
destroyed this entire convoy
if not for Comet Nazere.

CELESTA

They don't seem to mind.
Nazere Nebula, Minqua, what's
the difference? I'll never
get to go to either one.

The Monitor casts a sideways glance at the insolent youth and moves her along.

LATER:

INT. WATER PRODUCTION FACILITY - OASIS VESSEL

Following the rest of the A.W.O.L. Hydro Grunts with the Holo Monitor and WPF Security officers close behind, Celesta approaches the entrance to the Water Production Facility.

INT. WATER PRODUCTION FACILITY SECURITY CHECK POINT

As Celesta enters the Facility, she passes through a security checkpoint, taking dirty looks from the Security officers on post. She smiles and winks an eye at them.

INT. WPF - OASIS VESSEL

Inside, the two WPF Security officers roughly send the five A.W.O.L. Grunts back to their workstations.

The monitor considers his job done.

MONITOR

No more of this malcontent
behavior. Just do your work.

Celesta makes her way towards her work detail station.

The Monitor dematerialises...

Celesta pauses by a conduit and looks around making sure the coast is clear...

The Monitor re-materialises in his holo generator in the monitoring station high above the Hydro Grunts workstations on the production floor.

Celesta sees him up there and taps on the conduit cover...

Klue emerges from the conduit and jumps to her shoulder. Blending himself with the colour of her uniforms material, he becomes relatively invisible.

CELESTA

You're such a good boy Klue.

KLUE

Klue Good Hoota. Good Hoota
Klue.

As Celesta goes to her work detail station, we pull into HIGH WIDE ANGLE of the Facility and the factory line where she loads an ore sorter. We see the WPF work force consists of mostly

teenagers tasked with breaking down the large boulder size resources into small ore type fragments suitable for processing in the large fiery ore sorters. The conditions in the WPF are terrible. The Hydro Grunts are dirty and sweaty from the constant stream of hot gasses being released by the ore sorters in the production of water ration cubes and other necessities.

EXT. SPACE - TERRA VESSEL - 6:99.987.5892 ST (FX)

A PASSENGER TRANSPORT SHUTTLE approaches the convoys' flagship Vessel, TERRA.

INT. TERRA'S DOCKING BAY

The PASSENGER SHUTTLE enters the horseshoe shaped docking bay of the Terra through a magnetic force field.

The SHUTTLE docks in its slip.

The PASSENGERS disembark from the shuttle.

One PASSENGER, hooded to conceal her identity, grabs your attention as she helps another hooded PASSENGER, who seems to be injured, from the shuttle.

We see it is Daylight inconspicuously blending into the line of PASSENGERS in front of her waiting to pass through one of the many automated Bio scan checkpoints at the docking bay's passenger exit.

The line of PASSENGERS waiting to exit moves slowly... As Hulaidem looks around this vessel nervously, we see it isn't as rundown as the others we've seen. It's well maintained.

As Daylight finally passes her hand through the Bio scanner... -A waterfall of liquid energy flows within a square device with an opening at one end to insert your hand-

...The scanners small screen flashes her information: Daylight Tanaka, Avian Clan, Pilot, Yuri Spaceport Vessel. --The photo id shown of Daylight posing by her #13 TRANSPORT RACER looks like a cool trading card--

Daylight moves to wait on the other side of the scanner...

...The scanner screen shows the Councilors information.

Councilor Hulaidem comes through the scanner and is helped by Daylight as they cross the short distance to the Vessels INTERNAL TRANSIT SYSTEM. They merge into the crowd of PASSENGERS as the doors close.

INT. CO-REGENTS PRIVATE QUARTERS - TERRA VESSEL

Looking out over the entire convoy from the lead Vessels point of view, PULL BACK through the Co-Regents quarters windows into SLOW TRACK through the Co-Regents private quarters, which are relatively palatial considering they are onboard a spaceship. Very different from the other Vessels design, yet the basis of the technology is the same. Sparse adornment and practicality

prevail...

We HEAR a voice in the background.

PANGSANG (V.O.)

The resource ore supply is
not as low as Governor Kohne
would have you believe...

PAN AROUND to reveal connected to the main living quarters;
there are specialized multi-level chambers that act as
government hub and meeting area, tactical data center and the
main link to the Elders mainframe. The top level is glassed in
with permanent technicians on station. A space vessel version of
the White House.

Councilor DUUTA PANGSANG is on the tactical 3D communication
screen. 6:99:987.6143 ST reads on the screen below her image.

PANGSANG

...However, the vessels hardest
hit by the draught could
suffer further shortages,
misplaced shipments... whatever
excuse Governor Kohne decides
he's going to use this
rotation.

The co-regents, SINJIN CHAROO and FAXA LOUCAINE, sit at one end
of their round table tactical station on the second level of the
chamber.

SINJIN

Governor Kohne has a grip on
the convoy's resource supply
network that reaches to the
lowest levels.

FAXA

Until now we've been unable
to offer the high council any
evidence which would warrant
removing him from his post.

SINJIN

However, we may have found a
new source of information and
expect to hear some word...

FAXA

...Any moment now.

PANGSANG

Governor Whinn will buy you
some Spacetime with the other
council members, of that I'm
sure. ...I just hope the Elders
are right and we're not

making a grave mistake. Every
Vessel and ship in the convoy
has many dead and dying.

INT. TERRA VESSEL - CO-REGENTS OUTER CHAMBER

GOVERNOR STAPOSENE enters the co-regents outer chamber.
Staposene hurriedly moves to the Bio scanner near the entrance
of the main chamber.

He places his hand in the scanner.

INT. CO-REGENTS QUARTERS - TERRA VESSEL (FX)

The HOLOMATRIX AIDE to the co-regents materializes inside their
quarters. Sinjin and Faxe turn their attention from the
communication screen to the holomatrix one level below them.
This Holomatrix is of the same outdated design as the WPF Holo
monitor.

HOLOMATRIX AIDE

Governor Staposene, Co-
Regents.

The doors security system unlocks. The doors open and the
Governor enters a moment later.

The Aide nods to Staposene then dematerializes.

SINJIN

Well Governor?

The co-regents take the small open elevator down from the second
level of their Tactical station to greet the Governor.

STAPOSENE

The Councilor is safely
aboard. He was injured when
the mission went awry but the
Avian was able to get him to
a Supply ship and then on to
a passenger shuttle here to
the Terra Vessel.

The co-regents approach the Governor.

FAXA

And what of the Warrior?

STAPOSENE

According to Avian Tanaka,
Warrior Mojahmed drew a
Centurion Clan attack to the
transport pod they were to
use for their escape. We
haven't heard from him since.

This is a serious blow to the co-regents.

SINJIN moves to a console to summon their holomatrix Aide.

STAPOSENE (CONT)

They're coming directly here.
The Councilor wishes to speak
to you as soon as possible.

The holomatrix AIDE materializes.

SINJIN

As we do him.

FAXA instructs the holomatrix AIDE...

FAXA

Summon Master LuLu Mojahmed
to our chambers at once.

EXT. YAWDU SANCTUARY SETTING - WARRIOR CLAN TRAINING CENTER'S
HOLOGRAPHIC CHAMBER - TERRA VESSEL (FX)

Sunshine begins to fill the screen until the scene is lush with sunlight, casting shadows through the sculptured pillars of a temple sanctuary terrace built to extend out from the sheer face of an isolated mountain cliff, overlooking a jungle landscape with a clear blue sky as a backdrop. WE HEAR the rhythmically truncated SNORTS of someone going through an intense physical workout. The CLASHING of martial arts weapons coincides with the rhythm of the breathing...

...Under the shade of a LARGE TREE in a corner of the sanctuary terrace, LULU MOJAHMED, seated on a bench at a table, peacefully trims the branches of a small POTTED TREE into the same design as the larger one. She is dressed in a traditional Masters hooded outfit.

LuLu's pupil, STAR KNIGHT, enters the background in the mists of a training exercise aggressively sparring with a beautiful FEMALE of roughly the same age (early to mid twenties). The two FIGHTERS wear similar traditional Warrior fighting outfits.

The TWO COMBATANTS exchange fast and furious Wushu style martial arts weapon attack combinations. STAR uses power nunchakus as a weapon. The girl uses two fighting stun sticks.

STAR disarms the GIRL with precision technique. He SHEATHES his nunchakus and they continue sparring without weapons.

STAR'S not being gentlemanly; in fact he seems to hold no emotional connection at all to his sparring partner. His full force and power are being exerted into every move and blow. Blows the girl shouldn't be able to absorb. Not because she's a girl, but because no one should be able to absorb these kinds of blows. She takes them all and keeps on coming. There's no quitting in her.

LuLu, delicately trimming the small tree, passively directs the action.

LULU

Evade!

Star's technique changes dramatically, flowing into one of evasion from the girls attack [Aikido style]. The girl can't get near enough to strike STAR as he maneuvers her around using her own momentum against her.

LULU (V.O.)

Exchange!

Again Star changes technique in mid flow. Now the two exchange powerful close quarter combinations and blows, [Wing Chun style], trading back and forth.

LULU

Phoenix Claw!

Star goes on the attack, [Shoalin kung fu style] overwhelming the girl with unbelievable technique, finishing an attack combination with a solid claw hand to the girls chest that sends her flying backwards through the air and unceremoniously to the ground.

Star, supremely confident in his fighting skills, turns to LuLu whose still under the tree, and with a sarcastic tone tells her..

STAR

This feels like a big waste
of spacetime master.

Star's right eye is brown. His left eye is blue.

From the ground, the GIRL looks up at Star in disdain. She's Flustered. Her unnaturally blue eyes stand out in the bright sunlight.

LULU'S face, seen for the first time, has a magical quality to her ageless yet wise beauty. Her Biolink Mechanism is fitted to her temple around the eyebrow, adorned by a beautifully designed tattoo. The teacher speaks calmly and with the confidence of an ancient knowledge.

LULU

Spacetime is never wasted
when used to attain a noble
goal warrior.

STAR steps past the GIRL, who is regaining her feet, and moves towards LULU under the shade of the tree.

STAR

How am I going to attain
anything when you have me
training against an opponent
I can beat at will.

LULU

How do you feel your
spacetime would be better

spent?

STAR

Off the top of my head? I could be practicing in a Battle Race simulation. Beating TarTin Vega in this battle race is a goal I've been dreaming to attain.

LULU

If you win this Battle Race, you should be concerned with fulfilling the responsibility of the Alpha?

STAR

Yes master, but...

LULU raises her hand to stop him from continuing.

LULU

Not whether or not you beat TarTin Vega to do it.

STAR

Yes master.

LULU

The Elders only purpose is to ensure the survival of our people.

STAR bows his head and mouths the words LULU says next.

LULU

As the Elders loyal protectors, the duty of a Warrior is to uphold the Elders law...

LULU knows what STAR is doing and pushes her next point.

LULU (CONT)

...Not!!!... ..win a Battle Race! The path to becoming a Warrior Master leads to unlimited power STAR. But it is also a path that must be traveled with unlimited patience... The convoy wasn't built in a cycle.

The GIRL slowly moves in behind STAR, brushing herself off and listening to LULU'S words of wisdom. STAR stands at attention, showing his teacher her due respect.

STAR

Master, I've been patient.
I've always done everything
you ask of me. And I still
haven't beaten Vega or Soma.

LULU is seated and then, in an effortless, almost motionless instant, she is standing right in front of STAR. LULU initiates her own Biolink Mechanism, calls her staff's name and holds her hand out. The staff perched against the large tree floats into her grip. The staff, slightly longer than LuLu is tall, is made of polished wood with an intricate meshing of metal seemingly grown into the fabric of the wood itself in a purposeful manner. Its design is refined in the style of an ancient time. The layers are visible in the metal.

LULU

Vega is not why you train.
Nor is the Battle race. You
train for yourself... to be
capable of using your ability
to its full potential...

She controls her frustration. She must always be teaching. She turns away and moves towards the edge of the terrace.

LULU

...You must learn to see the
truth around you in every
circumstance. This will allow
you to act accordingly to any
situation... Now what makes you
think you can defeat her at
will?

After absorbing his masters' discipline and wisdom, STAR momentarily pauses, then...

STAR

Her master? It's a holomatrix.

The HOLOMATRIX sparring partner has an expression on her face that lets us know she doesn't like this comment.

LULU takes in the spectacular view over the Terrace, letting the statement go, knowing where she wants to take this argument.

LULU

You said 'an opponent you can
beat at will'.

STAR

Of course I'm gonna beat a
Holomatrix. It can only do
what you tell it to do.

From behind STAR, the HOLOMATRIX glares at the back of his head, then turns her gaze to LULU, her eyes asking for help.

Now LULU turns to face STAR. She has him right where she wants him.

LULU

I haven't instructed her to do anything. Have you?

STAR turns his head, gives his sparring partner a once over look and ponders this loaded question momentarily. The HOLOMATRIX raises an eyebrow at him as if to say 'yeah have you!'

LULU slowly lowers to a cross-legged sitting position. She never lets go of her staff and never touches the ground.

The pained expression on STAR'S face says he knows it's time for a lecture. He slowly sits opposite LULU.

LULU

Do you remember your final Clan trial?

The HOLOMATRIX moves to sit behind STAR.

STAR

Remember? How could I forget? I was the only one in the entire squad of cadets who had to command a simulation of Comet Nazere's 3rd system mission to attain my Biolink Mechanism.

STAR touches his Biolink mechanism, fitted to his temple around the eyebrow, similar to LULU and SOMA. Star has a tattoo around his Biolink mechanism similar to LuLu and Soma, as do most warriors.

LULU

As was I!

Pause for impact.

LULU (CONT)

That mission simulation is a great honor only a privileged few have taken part in. What did you learn from the experience?

STAR thinks about his answer thoughtfully.

FLASHBACK OF SIMULATED 3RD SYSTEM MISSION FIGHT SEQUENCE

STAR commands an old model starship with a crew of three others... HAGE HELIO rips out a control panel...

STAR (V.O.)

I learned to be prepared for anything. Hage Helio was

Comet's best friend and he still sabotaged the ship and the 3rd system mission. Comet never told anyone how he died.

There is an explosion... STAR beats HAGE HELIO in the blown up helm of the ship... STAR heroically yells orders directing the others onboard...

INT. HOLOGRAPHIC CHAMBER

The Holomatrix listens intently.

LULU

As the 3rd Alpha, Comet Nazere escaped a supernova explosion and brought a crippled starship and its crew back from the 3rd system. No other Alpha has ever returned from a System mission. He achieved clarity of thought, but most importantly; he didn't take anything for granted.

STAR nods as though he's starting to get it.

LULU (CONT)

He was never the same after that.

STAR

I should be used to your training methods by now Master, and yet you still confuse me.

LULU'S Biolink Mechanism activates, lighting up a few bars. She rises with her unusual effortless motioning STAR back to his training as she hovers back to her tree.

LULU

Now, I want you to finish her.

LULU gives the holomatrix a subtle nod as she passes her. The GIRL'S eyes flash a smile.

STAR stands, turns around and stares the Holomatrix right in the eyes.

STAR

What do you mean finish her?
How do I...

LULU

Fight!

With LuLu's command the HOLOMATRIX attacks STAR, who defends himself and counters with a volley of his own.

This time the Holomatrix has a better defense than before. She also has a better offensive attack. She gains the upper hand as the two fighters display superhuman strength and agility in a no holds barred, highflying brawl.

STAR'S lacks of effective tactics get him frustrated and he goes for his favorite weapon, NUNCHAKUS, which are sheathed on his back.

The HOLOMATRIX quickly disarms him.

STAR attempts a combination that seems to have the girl beaten. The finishing move of the combination is a spinning kick. As he spins to execute the kick, the HOLOMATRIX surprises him and allows his foot to pass through her holographic body, then to add insult to injury, she kicks him in the rear end as he tries to regain his balance from her unexpected tactic.

From the ground, STAR grudgingly allows his eyes to look upon...
 ...LULU is back trimming her small tree, not even looking at them, yet fully aware of what's going on...

LULU

Again.

STAR gets up and dusts himself off with a renewed sense of purpose. Turning to face the Holomatrix, he knows he's been gotten the best of once. He bows slightly to her, showing a newfound respect, although his facial expression says otherwise.

The HOLOMATRIX smiles at him out of the corner of her mouth.

STAR prepares for battle. He won't be the brunt of the joke again. He's mad at himself.

The HOLOMATRIX bows to STAR.

HOLOMATRIX

Didn't think I had it in me
 did you Star?

STAR

Fight fair and see how you do.

STAR wipes some sweat from his brow.

HOLOMATRIX

Personally I would rather not
 fight at all. It's so
 physical and disgusting. Look
 at the way it causes your
 liquid content to seep
 through...

STAR closes his eyes and concentrates on disengaging his active Biolink Mechanism. The level indicator bars go out...

The HOLOMATRIX dematerializes in mid sentence as...

STAR

Does it have to talk so much?

LULU

She is who she is, just as
you are who you are.

The tranquil scene is broken by the intrusion of the Co-Regents Holomatrix AIDE, who materializes on the sanctuary terrace before LULU. The holomatrix AIDE has a solid form in the holographic training room like real flesh and blood.

AIDE

Master Mojahmed. The co-Regents request your immediate presence in their chambers.

LULU

Understood.

The holomatrix AIDE eyes STAR as he dematerializes. LULU prepares to leave.

LULU

Continue your exercises for another circuit then report to the adjudicator for your conflict mediation.

STAR

Yes Master.

LULU

Then I want you to link with the Elders. And I mean meditate.

STAR

Yes Master.

LULU

Not just upload your Lifechip.

STAR

Yes Master.

LULU

Your friends can wait.

STAR

Yes Master.

LULU has a passing thought and turns back to offer it.

LULU

It might be beneficial for you Star, to give your Holomatrix a name.

STAR

A name?

STAR and LULU share a momentary eye lock as he tries to

comprehend.

LULU

Yes. A name.

She then turns to leave him to his training.

STAR

It's just a holomatrix?

As LULU moves to the exit of the sanctuary in the background...

LULU

You did well in qualifying
for the Battle Race.

STAR'S indicator bars light up on his Biolink Mechanism, which power and emit the Holomatrix.

STAR

Yes Master.

The HOLOMATRIX materializes in mid sentence.

HOLOMATRIX

...Your outer epidermal layer...

The HOLOMATRIX stops abruptly. Star can tell she's straight up pissed...

HOLOMATRIX

That was so not called for...

INT. WARRIOR TRAINING CENTER - TERRA VESSEL (FX)

The doors open looking into the holographic chamber FRAMING LULU as she steps through the energy boundary MORPHING smoothly from the sanctuary environment into the actual Warrior training center. The water like energy field pulls off over her figure allowing her to emerge into her modern, slightly sexy, Master warrior garb. The only thing that is the same is her walking/fighting staff in her hand. The doors to the beautiful holographic sanctuary close behind her leaving only the stark reality of ship life.

The Warrior Clan training center is a veritable weapons museum with various types of fighting weapons on the walls. Everything in sight is geared towards fighting or training to fight. A group of young WARRIORS IN TRAINING practice Katas in the futuristic dojo style training center as LULU moves through the room towards the exit.

LULU exits the training center. The doors close behind her.

INT. WATER PRODUCTION FACILITY - OASIS VESSEL

The amount of ore put into the SORTERS compared to the end product of water ration cubes that comes out the other end is ridiculously lop-sided.

CELESTA is performing her duty loading the ore sorters alongside

SOME FELLOW HYDRO GRUNTS. BODHI GUWENSO, a male co-worker of around her age, is stationed beside CELESTA...

BODHI GUWENSO

Aren't you tired of having the holo monitor after you all the spacetime?

CELESTA

That old Holomatrix is like a mating Hoota, all talk.

KLUE, from on top of the sorter, tosses a handful of ore dust down on CELESTA.

CELESTA smiles, waves the dust away and throws a small ore stone that whizzes past her clowning pet's head.

This gets the attention of one of the Hydro Grunt FLOOR MANAGERS.

The Holo MONITOR is sleeping on his feet up in his holo generation post.

CELESTA

He can't even touch me.

BODHI leans to her with a worried expression.

BODHI GUWENSO

This isn't like space training back on the Nirvana Vessel Celesta. Those friends of yours are nothing but trouble. You must have 200 penalty Cycles added to your work detail schedule already.

CELESTA

I don't care Bodhi. I'm not planning on staying here long enough for penalty cycles to kick in. Not me. I gotta get outta here.

Another CO-WORKER over hears the conversation and jumps in.

HYDRO GRUNT #2

And she wants to join the Warrior Clan?

HYDRO GRUNT #1

Maybe the Samaritan Clan will take her back.

HYDRO GRUNT #2

I doubt it. Only a Floater could help a malcontent like her.

A FLOOR MANAGER watching them yells over the NOICE.

FLOOR MONITOR

Hey you Grunts! Keep working!

Showing genuine concern for CELESTA, BODHI pulls her closer to him and whispers...

BODHI GUWENSO

Celesta, how do you expect to become a Warrior like your brother if you're stuck on this Vessel doing work detail for the rest of your orbits?

HYDRO GRUNT #1

I think she likes sorting ore.

BODHI stands up for his friend.

BODHI

Why don't you go space dive a black hole Neb and leave her alone?

CELESTA pulls away from BODHI.

The senior FLOOR MANAGER moves closer to them watching.

CELESTA

One cycle, I'll be a Warrior Clan Master. You'll see.

She slams more ore into the Sorter.

INT. CO-REGENTS PRIVATE QUARTERS - TERRA VESSEL - LATER (FX)

The Holomatrix AIDE is bored and uninterested.

HOLOMATRIX AIDE

Councilor Hulaidem of the
MEMPHIS Astromining Vessel... ..
Avian Tanaka of the Yuri
Spaceport Vessel.

Governor STAPOSENE leads Councilor HULAIDEM and DAYLIGHT into the room. The injured Councilor HULAIDEM is unnerved and unkempt.

SINJIN and FAXA cross the main level towards their visitors with DR. KYLJAVII right behind them. The Dr. is equipped with metallic prosthetic limbs to assist his irregularly formed body.

The CO-REGENTS address the nervous COUNCILOR very diplomatically.

SINJIN

Welcome Councilor...

The dr. moves to examine HULAIDEM with a mechanical instrument...

FAXA

..Our Vessel is your Vess..

HULAIDEM ushers the Dr. aside and stands unstably on tired legs.

HULAIDEM

Let us dispense with the formalities Faxe. I have come at the expense of one of your best Warriors and great personal risk with urgent and disturbing news from the MEMPHIS Vessel.

STAPOSENE

Avian, would you mind waiting outside? Dr., thank you..

DAYLIGHT exits reluctantly. Always left out of the important stuff. The Dr. leaves with her.

SINJIN and FAXA move across the large room, gesturing to the two remaining men to be seated.

SINJIN

What is this information about Buthor Kohne you thought was worth risking your life for Councilor?

HULAIDEM

Sinjin, it has recently come to my attention from a reliable source that Governor Kohne has been systematically holding back resources from the convoy.

STAPOSENE

Causing the resource draught for his own political gain? This man is unscrupulous.

HULAIDEM

I fear his ambitions have greatly increased with spacetime.. The resources he's been withholding are being diverted to production vessels under his control.

FAXA

For what purpose?

HULAIDEM

I believe he's been using the ore to create raw Tesladite

for some new type of weapon.

This is another blow to the Co-regents.

STAPOSENE quickly moves towards the co-regents to say something HULAIDEM isn't supposed to hear.

STAPOSENE

A small amount of raw
Tesladite used in the wrong
manner could destroy this
entire civilization.

SINJIN walks over to his control console, sits at its seat and stares down at it.

SINJIN

Buthor's control over the
convoy's resource supply has
made him a powerful threat in
the High Council.

FAXA sees her husbands' tension. They are as one mind and action.

FAXA

As the resource draught
worsens, he's been gaining
public support in his efforts
to gain access to the
navigational systems codes.

STAPOSENE

The resources in this
asteroid cloud could afford
him the political platform to
stage a rebellion with public
support behind him.

SINJIN

Provided there are enough
resources...

FAXA

..And we remain near the cloud
long enough to astromine them.

HULAIDEM

The only way he can ensure
this is to control navigation
and stop the firing of the
engines after the battle race.

FAXA moves to her husbands' side.

SINJIN

The 7th system mission is

also in jeopardy.

FAXA

Soma.

STAPOSENE

If the 7th system fulfills the Elders prophecy of finding a water planet, he would lose his grip on the convoy completely.

SINJIN

Precisely, Buthor knows this all too well.

HULAIDEM

I believe he'd stop at nothing to prevent that from happening.

The co-regents are both concerned. FAXA motions to the console in front of her husband.

FAXA

The Battle Race takes place in less than three Cycles.

A Spacetime clock on SINJIN'S console reads 6:99:987.7997 ST. and counting.

SINJIN

That doesn't leave us much spacetime.

FAXA places one hand gently on her husbands shoulder.

FAXA

Councilor, we thank you for coming to us with this information. We accept your request for political asylum.

HULAIDEM moves in cautiously.

HULAIDEM

Thank you Co-Regents. I just hope we're not too late to stop him.

SINJIN rises and passes his WIFE with a stressful sigh.

SINJIN

Buthor Kohne will not destroy everything The Elders have built.

FAXA turns to the Councilor.

FAXA

You'll have to excuse us now
Councilor.

SINJIN

Governor Staposene will see
to your needs.

The Governor leads the COUNCILOR to the door.

SINJIN surveys the convoy through the large view port. FAXA
moves in beside her husband to also take in the view.

FAXA

The Elders were right.

SINJIN

The Elders are always right.

INT. CO-REGENTS OUTER CHAMBER - A MOMENT LATER

LULU enters the co-regents outer chamber where DAYLIGHT and the
Dr. are waiting. She walks with her staff looking like a
powerfully mystic space age samurai as she passes her hand
through the Bio scanner.

STAPOSENE and HULAIDEM exit the co-regents private chamber.
HULAIDEM stops in front of DAYLIGHT, whose been standing around.

HULAIDEM

Thank you Avian. I'm in your
debt.

DAYLIGHT nods her head slightly to HULAIDEM.

The holomatrix AIDE materializes.

HOLOMATRIX AIDE

Master LuLu Mojahmed of the
Warrior Clan.

SINJIN and FAXA stand in the doorway to their private chambers.

DAYLIGHT'S face lights up.

STAPOSENE nods to LULU as he passes her and exits. HULAIDEM eyes
her as he passes...

HULAIDEM

Warrior.

LULU watches HULAIDEM suspiciously.

LULU

Councilor.

DAYLIGHT, with a calm excitement, walks up to greet the famous
Warrior Master. In her excitement her head covering comes off to
reveal her Biolink Mechanism (minus the tattoo), which is of far
less intricate design than that of a Warrior.

DAYLIGHT

By the Elders... Master... I

watched you win your first
Battle Race in the old TPR-4
Transport racer... Your skill
in victory led me to my path
as a pilot.

LULU

You flatter me Avian.

SINJIN

You're too modest LuLu.
Before your victory, no
warrior Clan pilot had won
the Battle Race.

DAYLIGHT

Never a woman. You broke one
of the oldest traditions.
They changed the rules of the
Battle race after that.

LULU

I relish in the accolades,
but I wasn't summoned here to
be praised for battles fought
long ago.

FAXA moves between the two women.

FAXA

No, LuLu, you were not.
Master LuLu Mojahmed meet
Avian Daylight Tanaka.

LULU sums up DAYLIGHT with a glance, nodding politely.

FAXA leads the two WOMEN into the private chamber.

INT. CO-REGENTS TACTICAL STATION - TERRA VESSEL - LATER

SINJIN stands before LULU and DAYLIGHT who are seated at the
tactical station. The schematics of a Starship are scrolling by
on the 3D screen.

SINJIN

The latest Flying Fortress
Class Starship will be fitted
for Avian Tanaka to link with
as pilot of the mission to
the 7th system.

FAXA sits beside her husband.

DAYLIGHT looks nervously surprised.

FAXA

The ship will also be
programmed with the combined

experience of every pilot
ever to take to space in the
name of the elders.

DAYLIGHT gazes reverently at the link to the Elders mainframe.

SINJIN

This will allow for a more
intuitive type of flying.

LULU

The outcome of the battle
race is highly unpredictable.
It can't be even remotely
assured this avian can win
the pilots class.

DAYLIGHT

No offense Master, but, you
can search the whole convoy;
you won't find a better pilot
than me. I'll win my place on
the 7th system mission crew.

LULU

I admire confidence in one's
own ability, Avian. However,
I do not look kindly upon
arrogance. The battle race
can be excessively dangerous.

DAYLIGHT just got her first lesson for free.

FAXA

If the 7th system has a water
planet suitable for
colonization, we need someone
we can trust piloting the
starship on this mission to
ensure its success.

LULU

I could suggest any number of
suitable candidates.

SINJIN

This Avian scored the highest
qualifying points position in
battle race history.

FAXA

And we trust her.

SINJIN

The 7th system mission must
be launched as soon as the
mission crew is decided from

the Battle Race.

DAYLIGHT nods her head dutifully.

FAXA

Return safely to your Vessel
now and bring the starship
here to the Terra to be
fitted for your Biolink.

DAYLIGHT

I won't let you down co-
regents.

LULU

Let the wisdom of the Elders
guide you Avian.

DAYLIGHT

And you Master.

DAYLIGHT goes down in the elevator to exit the chamber, leaving
the CO-REGENTS alone with LULU.

As they watch DAYLIGHT leave, the three adults take a more
casual demeanor with one another now that they are alone.

LULU

You've wagered a high price
on that young Avians'
ability. Is there a reason
why?

The chamber doors close behind DAYLIGHT...

FAXA casually pulls up a 3D representation of their position in
space relative to the 7th system. The convoy is moving along a
plotted path outside the orbit of the asteroid cloud that comes
very near the 7th system with a plotted path leading away to the
8th system. She studies it thoughtfully.

SINJIN

You said yourself the battle
race is unpredictable.

LULU

That doesn't excuse what
you're doing.

FAXA

We are doing what we think is
best for the convoy.

LULU

That includes harboring
Councilor Hulaidem. He's been
Buthor's pawn far too long to
just change sides now.

FAXA

The Councilor risked his life
to come to us with
information about Buthor's
activities.

LULU

Most likely under orders from
Buthor himself.

FAXA seems unsure of her own statement. The CO-REGENTS look to
each other, and prepare to deliver bad news.

LULU sees something hidden behind their eyes.

LULU

I feel the two of you are not
telling me something. What is
it?

SINJIN

Soma was lost in the mission
to liberate Councilor
Hulaidem from the MEMPHIS
Vessel...

LULU'S face only slightly registers her distress. She has to
take full control of her emotions in order to center herself,
but her discipline does not betray her...

LULU

What of his Lifechip?

SINJIN slowly shakes his head no.

FAXA

We need to replace him with a
Warrior capable of leading
the 7th system mission.

SINJIN

One who is worthy of the
upgrade to their final weapon.

FAXA

The future of the entire
convoy will depend on this.

INT. WARRIOR TRAINING CENTER - TERRA VESSEL

STAR, sweaty in his Warrior training uniform, is bleeding from
the face and seems agitated as he tries to get away from the
voice of his Holomatrix, as he hurriedly crosses the busy
training center Dojo to a transit elevator.

BIOLINK HOLOMATRIX (V.O.)

I didn't mean to hurt you... I
said I was sorry... What did
you expect?...

The elevator doors close.

INT. ELEVATOR - TERRA VESSEL (FX)

Once alone inside the elevator,

STAR

Level 23.

The HOLOMATRIX materializes, continuing her pleading. Outside the holographic training room, she appears in a translucent digital state similar to the WPF Holo monitor and the co-regents aide.

BIOLINK HOLOMATRIX

How do you think I feel? I've had to let you use me as a punching bag for three cycles.

STAR

So what made this cycle any different?

HOLOMATRIX

You did. By not thinking you were going to beat me at will and just wanting an all out fight you gave me the chance to defend myself..

STAR rubs his visibly bruised cheek and eye.

HOLOMATRIX (CONT)

..And have a little fun.

STAR

I really didn't think you could fight like that.

HOLOMATRIX

All I've done for three cycles is study your techniques.. and improve upon them.

STAR

I think I liked you better as a punching bag.

The elevator stops. The Holomatrix dematerializes as the doors open.

INT. WARRIOR LEVEL 23 PASSAGEWAY - TERRA VESSEL

STAR walks through the semi-busy rounded corridor to his quarters.

HOLOMATRIX (V.O.)

I don't think I like you at
all!

One side of the corridor is a glass partition that overlooks the
levels inside this section of the Vessel.

HOLOMATRIX (V.O.)

There are two Soldiers, a
Sci-tech and a Warrior
directly outside your
quarters.

As STAR rounds the corridor to his quarters to REVEAL four
RACERS standing around his door.

SOLDIER KATO JONESH, WARRIOR SOLAR BROLOKEV, SCI-TECH BEDDO
LAMOURIAN and SOLDIER REZZER STROBYL, all turn to face him with
displeased looks on their faces. They all wear the various takes
on the practice gear style. Their Biolink Mechanisms are from
their respective Clans.

KATO JONESH

Battle race drills started
almost a circuit ago.

SOLAR

Relax Kato.

REZZER

Well Solar, you were right
about one thing. He's
definitely been training.

STAR rubs his bruised face.

SOLAR

An extra training circuit?

STAR nods stoically.

SOLAR turns to his three friends.

SOLAR

I'm two for two. That's two
cubes from each of you.

REZZER

Master Mojahmed really is
tough on you.

BEDDO

That's why most Warrior
Cadets transfer to another
Clan... ..they find out how much
training's involved.

KATO

Most of the rest fail to
receive their final weapon

anyway.

SOLAR

Soma warned both of us about Master LuLu Mojahmed being the hardest Warrior Master ever. I made sure she wasn't my master. Always take advice from your elders.

BEDDO

Makes me glad I always wanted to be a Sci-Tech.

KATO

You've always said you knew you were going to be a Warrior Master Star!

STAR

Yes I did, and now I have a conflict to mediate; so practice will have to wait.

KATO

Figures.

INIYAH ROSS appears from around the corridor behind the four racers and rushes up to STAR. KATO tries to stop the young man. Too late!

INIYAH

Warrior Knight. Hey? I've been sitting in with your teammates for some battle race practice and they said it would be up to you to let me officially join your alliance.

STAR looks at his FRIENDS then stares INIYAH down.

STAR

What's your name?

INIYAH

Warrior Clan Cadet Iniyah Ross.

The others watch nervously.

STAR

Maybe next orbit if you get through Clan trials.

INIYAH

Next orbit doesn't matter. This is the orbit the Alpha

finds the water world.

STAR

I don't think so Ross.

INIYAH is scorned.

STAR goes to his door and is about to enter his quarters.

KATO

Aren't you gonna invite us in?

STAR

No spacetime.

The door closes.

KATO and SOLAR scold INIYAH ROSS as they walk away.

SOLAR

Don't you listen?

KATO

We said to wait for us to
warm him up to it.

INT. STAR'S QUARTERS (FX)

The quarters are small and cramped. Inside and in private, STAR moves to place his nunchakus back in their ritual holder on a mantle beside his collection of samurai swords and other martial arts weapons.

The HOLOMATRIX materializes behind him as he does this.

The HOLOMATRIX stands at military ease in the middle of the room. She's looking around curiously, taking in the objects in the room. Everything is based on Warrior Clan conflict and fighting.

HOLOMATRIX

You are the least pleasant
person I know.

STAR

Let's see, me, the Dr. and
Master Mojahmed. You only
know three people.

STAR strips off his space underwear to reveal a full size ritualistic body tattoo. STAR towels off and takes 2 water ration cubes from a small container and plops them, one at a time, into his mouth. The HOLOMATRIX notices STAR'S physique with a stolen glance.

HOLOMATRIX

That doesn't say much for you
now does it? The kid just
wanted a chance. You need to
loosen up.

STAR stops, facing away from the holomatrix.

STAR

Of all the weapons I could be
linked with, I get one that's
trying to drive me space
crazy?

HOLOMATRIX

I'm not a weapon.

STAR

You're not?

HOLOMATRIX

No!

STAR

Then what are you?

STAR turns and rudely walks right through the holomatrix to
gather his conflict mediation ritual outfit.

The holomatrix hates it when he does that.

HOLOMATRIX

I'm a Holomatrix powered
through your Biolink
Mechanism.

STAR throws his uniform then himself into a chair.

STAR

That's right. An Integrated
holomatrix Biolink *weapons*
system.

HOLOMATRIX

I'm not a weapon!

STAR shakes his head and buries it in his hands.

STAR

A weapon who doesn't think
it's a weapon. Master
Mojahmed has really outdone
herself this spacetime. Why
me?

The holomatrix becomes concerned.

HOLOMATRIX

I'm detecting rising pressure
levels in your bloodstream
and elevated levels of
sefranaline being produced.

STAR

That's what happens to people
when you start to get on

their nerves.

HOLOMATRIX

I was simply trying to
correct your error.

STAR

My error? You're the one with
the defective matrix.

HOLOMATRIX

There is nothing wrong with
my matrix. I know what I am.
You're the one overheating.

STAR

Have you wondered why you
can't allow yourself to
materialize anywhere you may
be seen by someone? ...It's
because you are a Biolink
weapon I've been *lucky* enough
to be linked with, that's
why. You're a one of a kind
prototype. Top secret.

They are both quiet for an awkward moment. The holomatrix is genuinely hurt. STAR sees this and rises from the chair. He moves to stare at his nunchakus on the mantle. He feels sorry for taking his anger out on the Holomatrix. But...

STAR

My Warrior training won't be
complete until I've mastered
a final weapon I didn't
choose for myself. I guess
that's where you come in. I
just don't see how I'm
supposed to use you as a
weapon. You're an adequate
sparring partner, but outside
the training chamber your
useless and annoying, like
some evil floater.

STAR moves to continue getting dressed.

HOLOMATRIX

You're no prize either
warrior! I haven't even
utilized all of my sensors
yet. I just trade fists and
feet with you. That seems
like a waste of spacetime to
me.

STAR tries to block her out.

LATER:

HOLOMATRIX

Would you say something?

The HOLOMATRIX curiously watches him getting dressed. She is bored and hyper to do something.

HOLOMATRIX

What are we going to do now?

STAR busies himself with his outfit.

STAR

I'm going to mediate a conflict, then I'm going to practice for the Battle Race.

HOLOMATRIX

That sounds like it could actually be enjoyable.

STAR can't take anymore bonding.

STAR

Maybe I'll tell you about it.

STAR disengages his Biolink mechanism, and the HOLOMATRIX dematerializes with a 'not again' look on her face.

CUT TO:

INT. FLIGHT DECK - TERRA VESSEL

DAYLIGHT boards a transport shuttle with a few other passengers.

EXT. SPACE - CONVOY - LATER (FX)

The transport shuttle leaves the Terra docking bay through a force field.

DAYLIGHT stares out the window as the shuttle takes us on a mini sightseeing tour through the convoy and its various vessels and ships.

The shuttle passes BUTHOR KOHNE'S MEMPHIS Vessel. DAYLIGHT watches the mysterious vessel go by.

INT. COMMAND CENTER - MEMPHIS ASTROMINING VESSEL (FX)

Watching DAYLIGHTS shuttle pass by through his Vessels command center view port sits the figure of GOVERNOR BUTHOR KOHNE, his back to us, menacingly manipulating two metallic balls between his fingers.

An ANALYST enters the command center behind BUTHOR with a readout of information that he hands towards his Governor.

ANALYST

Governor KOHNE. The final

0analysis of resources from
the asteroid cloud.

BUTHOR takes the readout from the analyst still facing the view port. This is the intro shot where for the first time we see BUTHOR KOHNE face to face. He has a nasty scar where there was once a Biolink Mechanism.

We see the scrolling technical data BUTHOR sees on the readout: the information blurs by, stopping to flash on a line of written words: water content present in resource ore samples 2.89 percent.

BUTHOR let's a crooked smile come to his lips.

BUTHOR

Just as I thought... there are
enough resources present to
wet their appetites..

TARTIN VEGA enters leading two Coalition SECURITY CENTURIONS,
who are dragging the lifeless body of SOMA MOJAHMED.

BUTHOR

Have another ASTROMINING
SUPPLY CARRIER on standby. I
want it ready to launch at my
command.

ANALYST

Right away Governor.

The analyst passes VEGA as he exits.

BUTHOR turns to VEGA, his pet Centurion, and hands him the readout.

VEGA studies the readout.

BUTHOR eerily moves and stands over the lifeless body of SOMA MOJAHMED as he speaks.

BUTHOR

A fortunate turn of events.
The mere fact that there are
water resources in the
asteroid cloud will win us
valuable leverage with the
High Council.

VEGA

The level-4 power converter
works flawlessly Governor.
Its yield is easily
controlled at a lesser
Tesladite consumption rate
than anticipated.

VEGA admires his hand modifications.

BUTHOR

An army of Centurion Clan
Marauders equipped with this
new weapon will be
unstoppable.

BUTHOR examines the blast marks on SOMA'S chest.

VEGA

These first shipments of the
astromined ore should yield
enough Tesladite to
facilitate our goal.

BUTHOR violently removes the Biolink mechanism from SOMA'S brow.

BUTHOR

Everything is unfolding
exactly as I planned. We now
need only the navigation
codes within the Elders
mainframe to ensure not even
they can stop us from taking
control of the convoy.

BUTHOR stands with the Biolink mechanism in his hand and removes
the Lifechip.

VEGA

With Warrior Mojahmed out of
the way, my winning the
Battle Race is all but
assured Governor.

BUTHOR studies the Biolink as he speaks to the SECURITY
OFFICERS.

BUTHOR

Dispose of the body.

The two figures of BUTHOR and VEGA cast an ominous shadow as
they stand at the command centers large view port with DAYLIGHTS
shuttle still in view, as SOMA'S body is being dragged away.

BUTHOR

The Elders have tried and
failed long enough in their
quest to find this new water
world of theirs. It's time
for a new voice to lead our
people to their destiny.

BUTHOR studies the bloodied Lifechip in his hand.. INTO SLOW ZOOM
out the view port to DAYLIGHTS SHUTTLE in the distance nearing a
large Vessel.

EXT. YURI SPACEPORT VESSEL - LATER (FX) 6:99:987:391 ST

DAYLIGHT'S shuttle enters the YURI SPACEPORT VESSEL docking bay, landing in the appropriate location.

INT. SHUTTLE - SPACEPORT VESSEL DOCKING BAY

DAYLIGHT exits the shuttle.

DAYLIGHT sees... ..Not far from this spot, a Flying Fortress Class STARSHIP as it sits in its construction bay under a lonely shadow.

The sight of the ship silently beckons her, and us, curiously to it. As she moves into the shadows towards the starship, she looks around as though she's being watched.

INT. STARSHIP HATCH - SPACEPORT VESSEL DOCKING BAY (FX)

Standing beside the starship's hatch, DAYLIGHT activates her Biolink mechanism. Two of her Biolink indicator bars light up. The lock on the starship hatch opens.

INT. STARSHIP

DAYLIGHT sits down at its single pilots seat surrounded by control panels in the large helm.

DAYLIGHT takes her time inspecting the craft lovingly, like the new car you're waiting to take off the lot for the first time.

DAYLIGHT

Don't you look lonely,
sitting here in the dark?

DAYLIGHT activates her Biolink mechanism. Four of her Biolink indicator bars illuminate.

DAYLIGHT interfaces with the control console via her Biolink Mechanism. Then...

A magnetic shield emanates from her Avian Clan uniform's material and spreads outwards like a bubble wave of energy...

INT. CONSTRUCTION BAY - SPACEPORT VESSEL (FX)

...Out of the darkness the starships outer skin emits a magnetic shield continued from Daylights to form an invisible shield. The ship seems to come to life as it powers up its systems. It wants to lift off.

INT. STARSHIP COCKPIT

DAYLIGHT revels in the power at her fingertips for a few satisfying moments before powering the ship down again.

DAYLIGHT

We're gonna be good friends
you and me. I'm gonna call

you "Sexy"!

A WARNING ALARM sounds off and a DISPLAY SCREEN indicates an intruder alert.

As DAYLIGHT moves to turn around, three mysterious ASSAILANTS attack her. She puts up a respectable defense, but is overpowered and shocked with a shock stick.

Rendered unconscious, she is taken away.

Icarian Tribe pilot, NESTRA OLARIE emerges from the shadows. She looks at the starships helm momentarily then follows as the three ASSAILANTS carry the unconscious DAYLIGHT away.

INT. TERRA VESSEL - CO-REGENTS QUARTERS

SINJIN, FAXA and Governor STAPOSENE huddle over the co-regents tactical station. Dr. KYLJAVII is in the background.

LULU, from the flight deck, is on the communications screen.

LULU

Buthor is on his way here?

SINJIN

Yes. He's just called for an emergency convening of the High Council.

LULU

I will recall the Warriors who are entered in the Battle race.

FAXA

Your personal protection should be sufficient. We don't want to raise suspicion.

LULU

I'm not comfortable having a minimal compliment of warriors guarding the entire High Council on one Vessel.

SINJIN

I'm sure Governor Kohne took that into consideration. He won't force his hand so easily.

LULU

Buthor Khone is capable of any type of deception to meet his goal.

FAXA

This is why we need you here
with us now LuLu. You will
have the opportunity to
retrieve Soma's Lifechip soon.

INT. WATER PRODUCTION FACILITY - OASIS VESSEL

All seems normal in the WPF. The Hydro GRUNTS in CELESTA'S
immediate area are all going about their duties, CELESTA has
something brewing, it's written all over her face.

She waits for the right moment, then...

CELESTA

Klue... unlock... back door...

KLUE, following orders, makes his way across the work area. He's
careful not to attract attention.

KLUE sneaks into a monitoring station on the production floor.
He jumps right behind a WPF SECURITY OFFICER seated at a desk
watching coverage of the Pre Battle Race festivities on a
display screen. Behind the officer, KLUE carefully and quietly
opens the lock of a cabinet that opens to reveal rows of small
mechanical devices inside.

CELESTA, giving BODHI GUWENSO a knowing look, leaves her
station, and slowly walks directly towards one of the senior
Hydro GRUNTS who are watching over the production floor.

The eyes of every authority figure within view are on her, as if
by habit.

BODHI sneaks away from his workstation.

KLUE grabs one of the devices, closes the cabinet and runs off.

CELESTA, approaches the senior GRUNT and nonchalantly informs
him..

CELESTA

I gotta go!

Her body language is universal for the need to urinate. The
senior GRUNT sees this and raises his communicator,
suspiciously.

SENIOR HYDRO GRUNT

I got Brolokev here
requesting a recycle break!

Up in the Holo monitor's station, the Holo MONITOR stares out.
He pauses, contemplating before he responds. His stare could
burn a hole in CELESTA.

HOLO MONITOR

Put a tag on her.

INT. WASTE RECYCLER - OASIS VESSEL - LATER

BODHI is waiting for CELESTA at the back of a row of Bio waste recycling units.

CELESTA appears, looking around, and then she hurries over to BODHI.

BODHI

I don't know why I keep helping you.

CELESTA

Come on BODHI, what are friends for? Did you get em?

BODHI pulls some clothes out from under his shirt and hands them to CELESTA.

BODHI

They put a tag on you?

BODHI points to the tag, a metal tracking device that wraps around CELESTA'S forearm and wrist.

BODHI

You can't go now. They'll track you anywhere on the Vessel.

CELESTA is about to answer just as...

KLUE emerges from the vent above the recycler. With two swift jumps he is on her shoulder.

KLUE hugs CELESTA around the neck and hands her the GADGET he stole earlier...

CELESTA takes the DEVICE and unlocks the tag.

BODHI is awe struck at her planning and teamwork with Klue.

BODHI

I think I love you!

CELESTA tosses BODHI the Tag and key.

CELESTA

You'll get over it.

LATER:

BODHI is left staring up at them as CELESTA and KLUE climb into the vent above the recycler. As CELESTA is about to replace the cover...

CELESTA

Hey BODHI. Thanks.

She tosses her Hydro Grunt uniform down to BODHI...

DISSOLVE TO:

INT. PENAL DECK - YURI SPACEPORT VESSEL

The side of DAYLIGHT'S face hits the floor of the penal deck. She slowly comes to and moves to get up. It's dark and dank.

As she gains her feet, she feels the presence of others around her.

A serious mob of thuggish PRISONERS of all shapes and sizes slowly approaches her from every direction.

DAYLIGHT prepares for a fight. The PRISONERS circle her and begin to rough her up. Her defense is tired.

To the SOUNDS of fighting and DAYLIGHTS Groans, TILT up to the penal deck hatch far above DAYLIGHT'S head... ..where NESTRA OLARIE, smiling ominously, stares down from the hatch window.

INT. ADJUDICATION CHAMBER - TERRA VESSEL

STAR enters the conflict mediation chamber, the Head Adjudicator wishes him good luck in the Battle race and asks him to pass the same sentiment on to Soma.

STAR waits with the other conflict mediators. We hear the adjudicator laying out the conflict. Two men want to be allowed to fight it out amongst themselves but don't want to disturb the peace. The next Warrior in line steps up.

WARRIOR

They requested that a warrior mediate their conflict so that no one else should interfere or get hurt.

INT. HIGH COUNCIL CHAMBER - TERRA VESSEL - LATER (FX)

SINJIN and FAXA enter the High Council Chamber past low-level Warrior guards at the entrance.

The High Council consists of the GOVERNORS from each Vessel and their COUNCILORS. There are two seats empty for SINJIN and FAXA at the main table in the center of the chamber.

HOLOMATRIX AIDE

This special session of the High Council now convenes with the presence of the co-leaders of the 11 Clans of our Space Tribe Civilization and co-regents of the Elders High Council, the 17th Sinjin Charoo and Faxe Loucaine.

SINJIN and FAXA go directly to their seats to begin the meeting. Before she even sits down in her seat, FAXA notices there are

two missing members.

FAXA

Governor Whinn, has Councilor PangSang decided to boycott our proceedings?

MONTEBB WHINN

Not at all co-regent, to the contrary. The councilor's transport is underway as we speak. She's been delayed due to some last period internal issues concerning the Herculaneum Vessel's supply of water ration cubes. And with all the commotion surrounding the battle race...

GOVERNOR STAPOSENE

I have made arrangements for her to be escorted directly to the co-regents chamber when her transport arrives.

Now seated, SINJIN turns to BUTHOR KOHNE.

SINJIN

Does Councilor Hulaidem have similar issues concerning the MEMPHIS Vessel that are keeping him away Governor Kohne?

INT. CO-REGENTS PRIVATE CHAMBERS - TERRA VESSEL

HULAIDEM watches the meeting on a comm. screen from the co-regents quarters.

LULU MOJAHMED stands behind HULAIDEM watching the screen. LULU has a hard look in her eyes. Dr. KYLJAVII stands silently beside LULU. BUTHOR appears on their screen...

INT. HIGH COUNCIL CHAMBER - TERRA VESSEL

BUTHOR KOHNE

It is my understanding that the Councilor has taken ill, and reported to the MEMPHIS' Med. Deck last cycle.

FAXA

I hope whatever it is that ails the Councilor doesn't become a plague on our convoy

Governor.

BUTHOR

(in a sinister tone)

I'm confident co-regent that
Councilor Hulaidem's illness
won't infect any others.

INT. CO-REGENTS PRIVATE CHAMBERS - TERRA VESSEL

HULAIDEM looks nervously to LULU.

LULU'S face remains expressionless. Her eyes betray her
suspicions with a sideways glance.

INT. HIGH COUNCIL CHAMBER - TERRA VESSEL (FX)

SINJIN

Then I want to thank you all
for agreeing to meet on such
short notice...

FAXA

...Now please inform us
Governor, what was so urgent
it couldn't wait until the
scheduled High Council
meeting after the firing of
the engines.

BUTHOR stands and takes this opportunity to set his plan in
motion. He passes out readouts as a 3D schematic of the asteroid
cloud forms in front of him.

BUTHOR

The recent surveys of the
asteroid cloud show there is
enough ore to be astromined
and refined into resources
able to sustain the
requirements of the entire
convoy for the next 50
orbits. Therefore I put it to
the council. Vote to stop the
firing of the engines in
order to continue mining the
asteroid cloud. It is the
only way to guarantee our
peoples future.

The high council members grumble over their readouts.

JACKO CUUSTAMA

I must interject governor
Kohne. With the start of the

Battle Race so near, the disruption of such an announcement may have a detrimental effect on its outcome.

BUTHOR directs his remarks to the council members. Presenting his case.

BUTHOR

We won't make a public announcement until the mission crew is on its way to the 7th system. Governor Cuustama can make the announcement himself. It won't cause any disruption if initiated after the Battle Race.

JACKO CUUSTAMA

I still have reservations. There must be some protocol for this type of action.

Schematics of the procedures appear before the council members. Governor Vascillica rises to explain.

KORIENA VACSILLICA

The central navigation matrix here on the Terra automatically overrides the navigation systems of every ship in the convoy in preparation of the firing of the engines for the flight to the next Star System. Protocol dictates that when we find a suitable planetary system to colonize, the code to stop the engines firing and sending the convoy on to the next star system is to be input into navigational control giving control of this process and the entire convoy to whoever entered the code.

JACKO CUUSTAMA

Deep space is not a suitable home.

KORIENA

It's the only home we've ever known Governor.

BUTHOR

There is nothing stopping us from exploiting the resources of this asteroid cloud but the reluctance of the high council to acknowledge its benefits to the convoy.

KORIENA

I support Governor Kohne's request.

FAXA

Governor Kohne's request will be voted on in due course Governor Vascillica...

SINJIN

...We must receive the Elders guidance on this matter before any decision can be reached.

BUTHOR

Our people are suffering now Sinjin, and we have the means to end that suffering by astromining this asteroid cloud. The Elders Guidance is unnecessary.

KORIENA

We can't ignore this opportunity by continuing on the path the Elders set for us 7 systems ago and allow the firing of the engines to send us on another hundred orbit journey to the 8th system.

BUTHOR

It would be irresponsible of us to leave with no guarantee of finding any resources to replace what will be lost here.

This argument by BUTHOR is met with a rush of agreeing cheers from members of the High council.

GOVERNOR STAPOSENE

We all know the prophecy of the Elders. This has always been the core of our doctrines. The 7th system may be the holder of Minqua. It must be explored!

KORIENA

Our people have been blindly following the Elders for hundreds of orbits in search of this *Water World* with no salvation in sight. Another hundred orbits of travel to the 8th system is not ensured.

FAXA

The Elders have guided our people through the hazards of life in space from the beginning of Spacetime...

SINJIN

..And they will continue to do so as long as we are Co-regents of this convoy.

INT. DOCKING BAY FLIGHT DECK - TERRA VESSEL - LATER

LULU stands waiting as Councilor Duuta PangSang disembarks from her transport with her security guards.

LULU

Welcome Councilor PangSang. I'm to escort you to the Co-regents at once.

COUNCILOR PANGSANG

A Warrior Master as my escort? Has the situation escalated to these measures already?

LULU

Attempts to avoid a conflict are sometimes just as dangerous as the conflict itself.. madam Councilor.

LULU motions the Councilor to walk with her.

INT. CO-REGENTS PRIVATE CHAMBERS - TERRA VESSEL - LATER (FX)

SINJIN and FAXA are waiting for them as LULU and PANGSANG enter.

HOLOMATRIX AIDE

Councilor Duut...

SINJIN doesn't wait for the introduction. He stands.

SINJIN

Any word Councilor?

The Holomatrix AIDE, snubbed, dematerializes.

PANGSANG settles in one of the seats.

PANGSANG

According to my sources, your missing Avian is being held on the penal deck of the Yuri Spaceport Vessel.

LULU

One of the vessels confirmed to have a cannibalistic penal deck culture.

FAXA

That poor girl.

SINJIN

It's clear now that Governor Vascillica has chosen to side with Buthor.

PANGSANG

A release request for a decorated Avian no one knows is missing could be thought of as an act of political war.

LULU

We've been fighting a secret war ever since Buthor Kohne became Governor of the MEMPHIS Vessel.

The mention of BUTHOR'S name and this period of time hold some hidden meaning for LULU. Her expression tells a story not lost on the CO-REGENTS.

FAXA

Buthor won't be satisfied with mining the cloud for the remaining spacetime until the engines fire.

SINJIN

He wants control over the convoy, and is willing to start an all out war to get it. The battle race will be

the deciding factor.

INT. RACER SIMULATION - TRAINING CENTER - TERRA VESSEL (FX)

STAR and his TEAMMATES are exiting the holographic chamber after their practice in the Warriors training centre. They are all wearing their racers uniforms as they head to the locker room.

BEDDO

That was a waste of
spacetime.

SOLAR

Beddo! You have a big mouth.
Star Listen, you need to get
some rest. That's all.

STAR

Master Mojahmed has had me
training non-stop for the
past few cycles. She says
this is a crucial spacetime
in my development as a
Warrior.

KATO

Well you have about a cycle
and a half before the Battle
race. That ought to be enough
spacetime to get back in the
zone, even for you.

As STAR gets to his locker, a Holomatrix materializes to deliver a message that's been waiting for him.

HOLOMATRIX

Warrior Knight, Master
Mojahmed has sent for you.

REZZER

Duty calls.

MONTAGE

Throughout the convoy, the co-regents announce that the convoy will be suspending all mandatory and production activity not vital to sustaining life support to allow for as many as possible to watch the Battle Race...

...From the co-regents faces on the VIEW SCREEN INTO two WPF SECURITY OFFICERS standing beside it, we move up to reveal KLUE on a pipe into...

INT. VENTILATION SYSTEM - OASIS VESSEL - 6:99:987.767 ST

...CELESTA is crouched uncomfortably in a ventilation conduit overlooking a main pedestrian passageway, straining to see

through an opening only large enough for her head to fit in, trying to be as quiet as possible..

CELESTA

Yes KLUE! That one... Go on...

INT. MAIN HALL - OASIS VESSEL

KLUE, unsure of what to do, holds onto the pipe precariously close above the heads of two WPF SECURITY OFFICERS who are now showing CELESTA'S picture on the communication screen to passersby.

WPF SECURITY #1

Have you seen this A.W.O.L.

Hydro Grunt?

KLUE looks up at CELESTA.

INT. CONDUIT

CELESTA manages to squeeze a hand through the opening to impatiently wave him on.

INT. MAIN HALL (FX)

KLUE jumps to the wall above the screen, changing color to blend with the wall as he lands and sticks... one of the Officers turns to look... KLUE is still... the officer doesn't see him..

KLUE moves down the wall to the console and slowly reaches his paw to press one of the command keys beside the screen.

KLUE'S paw blends with the multi colored console. The SECURITY OFFICER turns to the console to enhance the image on the screen. KLUE freezes, his paw inches from the SECURITY OFFICERS hand.

CELESTA nervously watches from above.

The SECURITY OFFICER'S hand almost touches KLUE as the Hoota slowly presses the command key.

INT. VENT CONDUIT

CELESTA turns to see the fan blades stop rotating and a conduit interchange hatch begin to open at the end of the vent she's in, allowing them to continue on to their as yet unknown destination.

KLUE comes through the small opening CELESTA'S head was in. He leaps to her for his reward of loving affection, which she doles out generously.

CELESTA

What would I do without you?

Now come on, we don't have much spacetime left!

INT. LULU MOJAHMED'S QUARTERS - LATER

In the shadows of her darkened quarters LULU meditates eyes closed and cross-legged, hovering three feet off the ground apparently balancing with one hand on her staff like the yogis of India. Her active Biolink Mechanism generates an aura around her from the light of the indicator bars. There is a RING at her door. Her eyes slowly open...

LULU

Enter.

STAR enters LULU'S quarters as she is finishing her meditation. He sees her remove her Biolink Lifechip. She lowers it to the Lifechip storage unit on the floor in front of her and places it in a fitted slot for downloading. She waits a moment for the download to complete, then returns the Lifechip back into the Biolink Mechanism on her brow. Star respectfully and patiently waits for his master to complete her ritual.

STAR

Sorry Master. I didn't mean to disturb your meditation. I was told you wanted to see me right away.

LULU

Come in Star. Sit.

LULU rises with her beautiful womanly grace.

STAR

Is something wrong master?

LULU

There are trying spacetimes ahead.

She moves to the corner of the room and sets her staff in its fitted stand.

STAR

If you're worried about the Battle Race, don't be.

LULU

Your fighting skills have served you well in gaining your Biolink level in the Warrior Clan thus far Star... yet I fear you're not ready for the test of spacetime you are about to face.

STAR

What test are you talking about Master?

LULU isn't telling him something. She can't teach him

everything. How does she get her message across?

LULU

Your destiny Star. (Pause) ...
Have you given your
Holomatrix a name yet?

STAR

Is that what this is about?

LULU almost loses her patience.

LULU

Always questioning... ..I have a
question for you Star. You
soon will be faced with a
choice where your life will
be at stake, as will the
lives of others. Are you
prepared for such
responsibility?

STAR

Once I've mastered my final
weapons upgrade, the
attainment ritual will
demonstrate my worth to the
Warrior Clan and the Elders
High Council.

LULU

No attainment ritual will be
able to tell you when you've
attained the Oneness Star.
That will only emanate from
within you.

As she speaks, her Biolink mechanism indicator lights up more bars. She calls out her weapons name.

LULU

Filos.

Her staff floats from its mantle and begins to spin towards them.

LULU

In order to master your
weapon, you must become as
one with it. Only you and
your weapon will know when
this happens, as it should be.

The staff then delicately and deliberately makes its way over the sparse furnishings of the dark, shadowy room, finally resting in mid air beside LULU. During this demonstration her active Biolink Mechanism doesn't light any more than half the

indicator bars.

When she has sufficiently impressed her pupil, she allows her Biolink indicator to go out. The staff comes to rest.

LULU

You have to focus your
thoughts and center your
energy now... I'm sending you
for another weapons upgrade...
...to your final weapon.

INT. VENT CONDUIT - OASIS VESSEL - LATER (FX)

KLUE merrily traverses one of many cross beams connecting the structure of the main Vessel to a smaller older ship it has been built around.

CELESTA looks down at the dizzying drop.

CELESTA (CONT)

I can't believe I'm following
this crazy Hoota.

CELESTA is having a less enjoyable time as she demonstrates her abnormal strength and flexibility in maneuvering herself across the traverse.

CELESTA

Some shortcut KLUE.

KLUE, makes it safely across. He licks himself clean as he waits for CELESTA.

CELESTA

Are you still mad at me for
not letting you eat my lunch
anymore? ...When you start
cleaning the recycler after
yourself you can eat anything
you want...

When she reaches about half way she slips and falls. KLUE sees this and starts back towards her. She is dangling precariously from a beam where she finds Star's nunchakus sitting in their sheath. They look completely out of place as though they are only there to be used by her to save herself from falling at this very moment. She struggles for it. She uses them to assist her in getting up the beam.

She manages to get herself back up on the beam where she pauses... looks at the weapon and then back where she got them...

CELESTA

How did these get there?

KLUE sees CELESTA is safe again and continues back to the other side.

INT. TERRA - LATER

The internal transit car empties of the last remaining shady passengers. STAR engages his Biolink out of boredom. His indicator lights up a few bars.

The holomatrix appears, vexed.

HOLOMATRIX

Please stop doing that.

STAR notices her mood.

STAR

What?

HOLOMATRIX

Turning me off and on like that. It's unsettling.

She takes the same-seated position as STAR.

STAR

It won't be happening anymore. I'm on my way to get my final weapons upgrade.

HOLOMATRIX

I don't envy your next holo victim.

STAR

I doubt my final weapon is going to be some useless Holomatrix.

HOLOMATRIX

You couldn't handle another one anyway. Only three cycles practice, and I can already beat you in a fight!

STAR

You are an evil Floater, bringing me nothing but misery instead of guidance.

HOLOMATRIX

What's a Floater?

STAR

What's a Floa...? Aren't you programmed with any of this stuff?

With a straight and serious face she shakes her head no.

HOLOMATRIX

I'm designed to learn through the Biolink connection to my

host remember? How can I
learn anything when you keep
turning me off!

STAR shakes his head in frustration.

STAR

Sinjin Chaarooo! You've got a
lot to learn...

She stares blankly at him

STAR

...The legends tell of the
Yawdu Clan sending their
first emissary, a beautiful
and skilled Warrior named
Mikko, to guide the 1st co-
regents in leading the exodus
from Terra. All Warriors of
the Yawdu Clan were killed in
the Exodus War, and ever
since there's been this rumor
and that myth about Mikko and
the Yawdu guiding our people
in their Spacetimes of need
as Floaters. To me it's just
another Hydro Grunts tale.

HOLOMATRIX

MIKKO... I like that... sounds
like my kind of girl.

The transit system takes them through the Vessel.

INT. LAB OF SCI-TECH CLAN DR. WONFANO KYLJAVII - LYCEUM VESSEL

ECU of Bio scanner screen: -STAR KNIGHT, Warrior Clan,
Combatant, Terra Vessel. - A picture of STAR is shown in his #69
transport racer.

MS on STAR taking his hand out of the scanner. He HEARS the door
unlocking.

The door opens onto a short chamber with another door a few feet
ahead.

STAR enters and the door closes behind him.

The lights go out.

A two foot long Box of blue-green light moves in to scan him.
His body is enveloped by the scan ray and becomes a dark figure
in the box before the ray passes completely over him and turns
off.

The second door unlocks.

INT. SCI-TECH LAB OF DR. WANFANO KYLJAVII - LYCEUM VESSEL

OVER THE SHOULDER of the half metal Dr. KYLJAVII as the second door opens onto STAR. A strange blue light floods the entrance he is standing in.

MFS STAR steps through the door and the Dr. ushers him inside.

DR. KYLJAVII

Young Warrior Knight, it's
Good to see you again.

CONTINUE SHOT to follow them until we stop behind them as they walk down the center isle revealing the busy lab. The lab is bathed in a blue aura.

STAR

Good to see you too Doc.

MS as STAR stops to look around as the Dr. walks out of frame leaving MCU into CU on STAR.

There are Sci-Techs working on new weapons. Others are trying their inventions out on dummies (James Bond style). They are concentrated on a pilot's chair prototype, which the blue light emanates from.

DR. KYLJAVII

I hardly expected to see you
so soon, but...

The Dr. turns back looking for STAR. Star is preoccupied with what he sees in the lab.

The Dr. goes back to get him, takes him by the arm and leads STAR through the lab towards his smaller private office lab.

As the Dr. goes through the doors security precautions, he looks around as though there were prying eyes on his every move. Dr. KYLJAVII is a very old, and very eccentric recluse.

INT. DR. KYLJAVII'S PRIVATE LAB (FX)

The Dr. pulls STAR in by the elbow and locks the door behind him.

DR. KYLJAVII (CONT)

...It's always a pleasure to
give a new weapons upgrade.

The Dr. turns to STAR, rubbing his hands. He's excited now.

DR. KYLJAVII (CONT)

Let's see it.

STAR engages his Biolink Mechanism and the holomatrix appears beside him.

DR. KYLJAVII (CONT)

Look at that!

HOLOMATRIX

Hi Doc.

Excitedly the Dr. picks up his instrument and moves to the HOLOMATRIX.

DR. KYLJAVII

Isn't it amazing?

HOLOMATRIX

Let's get this straight. I don't like being referred to as *IT*! I've chosen the name MIKKO NOVA, could you use it?

Both STAR and the Dr. are surprised.

DR. KYLJAVII

I didn't program an attitude into this Holomatrix.

The Dr. looks to STAR, who shrugs.

STAR

Don't look at me Doc, that's how I got it!

Dr. KYLJAVII disconnects STAR'S Biolink to MIKKO, who dematerializes with an incredulous look on her face.

The Dr. whispers to STAR as he works.

DR. KYLJAVII

A little ball of plasma you've got there.

The Dr. has STAR sit in a special chair.

DR. KYLJAVII (CONT)

I've been waiting for a Warrior to get this particular upgrade for a space age.

The Dr. places STAR'S head into a harness attached to the chair.

STAR

I think it's unusual to receive another upgrade so soon, don't you Doc? It's only been three cycles.

DR. KYLJAVII

One thing I know about your master is she knows what she's doing. She must think you're ready for this upgrade or you wouldn't be getting it. She had originally thought this could be Soma's

final weapon but I was unable to complete the programming of the holomatrix Lifechip before he was ready for his final upgrade.

Dr. KYLJAVII produces a computer chip from its holding case. He holds it reverently between his fingers for STAR to see.

DR. KYLJAVII (CONT)

This is my best work yet.

The Dr. makes sure STAR admires it properly, holding the chip in front of his face.

DR. KYLJAVII (CONT)

This upgrade will completely integrate this Holomatrix to your Biolink Mechanism's power converters.

The Dr. places the chip in a mechanism on the harness that automatically begins to insert the chip into STAR'S Biolink.

STAR

You mean my final weapon is this useless holomatrix?

DR. KYLJAVII

This holomatrix is the most advanced technology our people possess. You should feel honored to be linked to it.

STAR

I don't see what's so special about this holomatrix Doc?

The Dr. continues to work on STAR as he speaks.

DR. KYLJAVII

When this holomatrix is in its dormant mode, it will use its sensors to monitor you and your surroundings, able to communicate vital information via your Biolink just as before.

The Dr. activates the Biolink as indicator bars light up. The holomatrix materializes.

DR. KYLJAVII (CONT)

When in its active mode... and here's where it gets really exciting..

MIKKO stands naked and motionless, almost lifeless, in front of STAR. She appears in a solid form, like real flesh and blood.

STAR, looks up and down the naked form.

The Dr. looks, then quickly turns back and fumbles to deactivate the Biolink again.

MIKKO dematerializes.

The Dr. makes some minor adjustments and waits for the Biolink to activate again.

DR. KYLJAVII

..Ahhh, as you can see, this new holomatrix has a solid form.

MIKKO appears again in a new Warrior Battle uniform. She's now equipped with a permanent solid form.

The Dr., satisfied he's corrected the problem, continues to tinker with STAR'S Biolink Mechanism.

DR. KYLJAVII

..Better ...Now, when in active mode, it... ..Ahh, Mikko will be able to operate independent of you as her host, but the range is only about 500 units... (having a thought) ... However, that range *can* increase with a boosted power source... (back to his work and explanation) ...The capability I'm most proud of though, is the ability for this holomatrix program to maintain and control your bodily functions. This will allow you to physically operate the energy manifestation of the hologram. I actually envy you warrior.

Part of MIKKO'S new look, includes a Biolink Mechanism of her own. Her Right eye is brown, and her left eye is blue.

STAR takes close notice of these new features.

MIKKO stares into space from behind dormant eyes.

STAR'S eyes betray his cool exterior. He stares at his holomatrix hard and long. Soaking it all in as the Dr. continues to work on him.

SLOW ZOOM to CU as MIKKO stares straight ahead without blinking.

INT. CARGO BAY VENT SYSTEM - OASIS VESSEL - LATER

CELESTA and KLUE find themselves looking down to an old cargo bay that is all but closed off from the rest of the ship.

BRAZE (V.O.)

...For those of you who don't
already know, a Coalition
Security transport nearly
blasted LASSA in a liberated
supply shuttle last cycle.

INT. CARGO BAY STRONGHOLD - OASIS VESSEL

BRAZE KRIMU stands at the centre of a rag tag group of men and women who have chosen to live outside the law. They are a Guerrilla group made up of rebels from the various Clans and tribes. LASSA FUJIA stands next to BRAZE.

CELESTA and KLUE are moving down from the conduit to get a closer view as BRAZE is talking. They listen, trying to stay out of sight.

BRAZE

...She got caught in a
Centurion Clan death trap set
for Soma Mojahmed, a Warrior
we all knew. Lassa managed to
get away, Warrior Mojahmed
wasn't as fortunate. (a brief
pause for remembrance)
There's a Water Supply
Cruiser destined for Governor
Kohne's MEMPHIS Vessel
Scheduled to launch from
flight deck level 7 in two
circuits. That gives us just
enough spacetime to get into
position to redirect that
shipment of Water ration
cubes to those in real need
on the Space City and
Herculaneum Vessels. Let's do
this one for SOMA.

The small force CHEER their approval and support for BRAZE.

EVERYONE

FOR SOMA!

GUARDS surprise CELESTA with homemade weapons.

KLUE, jumping to her shoulder, takes cover behind CELESTA'S head.

CELESTA is brought and stood before BRAZE the leader.

BRAZE looks over the intruder with a disappointed eye.

BRAZE

Celesta Brolokev!

CELESTA smiles her all too familiar caught look at BRAZE.

INT. CARGO BAY STRONGHOLD TACTICAL AREA - LATER

BRAZE and CELESTA stand near the makeshift command post where the tactical information is gathered. A bustle of activity is taking place around them. KLUE sits on BRAZE'S shoulder.

BRAZE

How did you get a Hoota to
this section of the Vessel?

CELESTA

Klue knows more secret
conduits and passageways on
this Vessel than the Elders
themselves.

KLUE

Klue smarty. Smarty Klue.

BRAZE

You didn't come all the way
to this end of the Vessel to
show me your Hoota, so what's
up kid?

CELESTA

I need you to get me on a
transport to the Terra Vessel.

BRAZE knows what she's up to. He laughs.

BRAZE

You can watch your big
brother race on a view screen
like the rest of us!

BRAZE turns away in frustration. He's half talking to her, half talking to KLUE.

BRAZE

I told Solar not to coddle to
her every whim when she was
small. I told him this would
happen.

LASSA interrupts.

LASSA

Hi Celesta.

CELESTA

Hi Lassa. I'm glad you're all
right.

LASSA

Thanks kid. It's spacetime to go Braze.

BRAZE

Yeah!

KLUE jumps to CELESTA who follows BRAZE as he gets up and goes about putting his weapons together.

CELESTA

This is his first Battle Race Braze. I just wanna be there. This Vessel doesn't even them to race through the flight deck.

BRAZE

And the only reason you came to good ol' Braze is because you're still on Work Detail, right?

He looks right into her eyes.

CELESTA can't lie to him and say no, so she says nothing.

BRAZE

Forget it kid! I've got a supply cruiser to get to the Neutropolis Space City Vessel. A.W.O.L. Hydro Grunts mean Holo Monitors and WPF security patrols in search mode on every deck. I can't risk it.

CELESTA

When Solar left for Clan trails, you promised him you'd look out for me.

BRAZE

I'm almost positive helping you ditch work detail isn't what he had in mind. And I don't even want to think about what your parents would do if they found out.

CELESTA

You know I'll do it anyway. I just want to see my brother race. Please Braze?

BRAZE looks to a smiling LASSA, then back to CELESTA. He doesn't want to give in to the cute young girl, but come on!

INT. OASIS FLIGHT DECK CORRIDOR - LATER

BRAZE KRIMU stealthily leads his pack of fighters towards the flight deck, in full ready to pounce mode, makeshift weapons and all.

CELESTA follows close behind BRAZE.

BRAZE stops the group outside the entrance to the flight deck. LASSA goes to work on the door lock. BRAZE turns to CELESTA.

BRAZE

Continue down this corridor
to docking slip 37, and stay
out of sight.

BRAZE hands CELESTA a small device.

BRAZE

Show this starter chip to the
man you find there, his name
is Gryce Muggle. Tell him I
said to get you to the Terra
on the 'Braze Express'
shuttle. He'll know what I
mean.

LASSA

Got it!

LASSA unlocks the door.

BRAZE

Don't give this to him until
he agrees to take you.

CELESTA

Gotcha. Thanks Braze.

CELESTA tentatively walks off in the direction BRAZE instructed her.

BRAZE watches her go.

CELESTA looks in her hand,

In the palm of her hand sits a small mechanical component with
'Starter chip property of Gryce Muggle' stamped on it.

CELESTA looks back and sees BRAZE, LASSA and the rest of the
Rebels charge the flight deck. She has to see this.

INT. FLIGHT DECK

CELESTA comes to the entrance of the flight deck and sees...

The smuggling Rebel fighters overwhelming the guards by the
coalition supply cruiser, led by a capable fighter in BRAZE
KRIMU.

The commotion of the attack causes a small crowd to gather as
others flee the scene.

CELESTA attempts to leave the scene when she spots a WPF security GUARD, watching the fight, slowly walking her way. She turns into a second WPF security OFFICER and has to run into the flight deck to escape his grasp. The first WPF GUARD goes after her when he sees her running from the other GUARD. BRAZE beats them both up allowing CELESTA to get away.

INT. FLIGHT DECK CORRIDOR - LATER

CELESTA stops running at the entrance to docking slip #37.

CELESTA

Stay out of sight Klue. I'll
let you know when it's safe.

KLUE hugs her around the neck lovingly, and blends into an indistinguishable outline. She gathers her breath...

INT. FLIGHT DECK DOCKING SLIP #37 - OASIS VESSEL

Gryce is working on his run down transport.

CELESTA

Gryce Muggle?

GRYCE

What!?

CELESTA

Icarian Tribe Pilot, Gryce
Muggle?

GRYCE

That's me. Who's asking?

CELESTA

A friend of Braze Krimu's. I
have a proposition for you.

Gryce Muggle stares down at her from on top of his ship with a corrupt look in his eye. He can't be trusted. He smiles crookedly...

GRYCE

Really?

INT. CO-REGENTS QUARTERS - TACTICAL STATION - TERRA VESSEL -
6:99:989:007 ST (FX)

The co-regents and LULU are seated at the head of the special Tactical Station round table. As STAR enters the room,

The holomatrix AIDE pauses, looking to SINJIN, almost sarcastically.

SINJIN nods him to continue.

HOLOMATRIX AIDE

Star Knight, of the Warrior
Clan.

STAR takes the decor of the Tactical Station in for the first time, as he moves from the elevator to one of the empty seats at the opposite end of the table from the CO-REGENTS and LULU.

LULU nods a subtle but proud welcome.

STAR sits down.

FAXA

Warrior Knight, before we proceed, would you please honor us with the presence of your Holomatrix?

STAR is taken by surprise by the remark. He looks to LULU.

SINJIN

My wife and I are aware of your Holomatrix. Rest assured Warrior, Master Mojahmed and Dr. Kyljavii are the only others who know of your weapon.

STAR activates his Biolink Mechanism.

MIKKO materializes. She stares at STAR momentarily, then looking to LuLu...

MIKKO

Warrior Mikko Nova...

MIKKO looks to the co-regents and is surprised at the sight of them... after a brief moment she continues on without the attitude, respectful, almost sweet.

MIKKO

...At the service of the Co-regents in protection of the Elders mainframe.

FAXA motions for her to be seated. LuLu turns to Star.

LULU

Mikko is the name you chose?

MIKKO smiles to LULU as she takes her seat beside STAR, who is slightly shaking his head no.

FAXA

It is our great pleasure and honor to meet you.

STAR is nervous.

MIKKO on the other hand, can't wait to say something. Before STAR can say a word...

MIKKO

The pleasure is mine. I rarely get to enjoy such an

opportunity.

MIKKO directs a look in STAR'S direction.

LULU can't help but stare in wonder about their relationship.

The CO-REGENTS observe MIKKO with intense interest.

SINJIN

Incredible. Can you tell us
your holomatrix power output?

The holomatrix AIDE looks on jealously.

MIKKO

My power relay alternates the
Bio Converters in Warrior
Knight's Biolink to output an
electromagnetic yield twenty
times that of the standard
holomatrix.

FAXA

For how long?

MIKKO

Under optimal conditions, I
have sufficient power
reserves to sustain this form
without regeneration for 5
cycles.

STAR is getting impatient.

SINJIN

And you still retain all the
capabilities of the standard
Holomatrix.

MIKKO takes STAR'S hand and passes it up and down through her
opposite forearm.

MIKKO

Being made of energy has its
advantages.

STAR pulls his hand from MIKKO, and stands up.

STAR

You don't need me here to
discuss these matters.

LULU

Sit down Star.

STAR

The Holomatrix can stay. I
have to prepare for the
Battle Race.

LULU

WARRIOR!

FAXA

It's all right LuLu.

SINJIN

We apologize Warrior Knight.

FAXA

It's not every cycle one meets... (she searches for the right words)

SINJIN

...a being...such as your Holomatrix.

FAXA

Forgive our distraction.
Please.

FAXA rises and motions for STAR to follow her. SINJIN gestures similarly to MIKKO.

CUT TO:

The GROUP rises from the first to the second level of the co-regents chamber in the elevator. STAR looks at MIKKO again as though for the first time.

LULU has some words for STAR and MIKKO.

LULU

There is still much you both have to learn, but our time as teacher and student has come to an end. Your paths have been set to lead you to become a Warrior Clan Master.

SINJIN

Now your training must serve you.

FAXA

Every Warrior upon receiving their final weapon is enlightened with the wisdom of the Elders.

SINJIN

Your spacetime is now.

FAXA pushes a button on the table. The co-regents and LULU stand back. The 2nd level of the co-regents chambers with the Elders mainframe on it rotates, closing itself off from the rest of the co-regents chamber. Secure. STAR and MIKKO are alone in the chamber.

We MOVE IN slowly going around the table as they move further into the room. The table descends into the floor and a set of four interconnected rings takes its place. They step inside the rings, which begin to rotate about themselves and their occupants.

The room becomes bathed in an aura.

The far wall splits down the middle... opening to REVEAL the very ancient and original ELDERS MAINFRAME. (A computer system with a water-like energy confined within a smaller version of the ringed apparatus STAR is standing inside.)

MIKKO sees an energy begin to emanate from the mainframe like a wave slowly closing around the rings. To her it's a storm of energy. Blowing like wind in her face.

MIKKO tries to grab STAR by the arm, as she experiences technical difficulty. Her form flickers. She can't touch him.

STAR sees nothing of this violence. Just a wave of energy creating a SpaceTime wave. As it nears them...

MIKKO, troubled and scared fights the storm. She destabilizes then dematerializes.

STAR has a momentary overload of his Biolink Mechanism that causes his head to hurt.

MONTAGE - FLASHES OF EVENTS RUSH THROUGH STARS HEAD

He sees... ..a scene from the upcoming battle race... ..COMET NAZERE on his mission... a scene of flying through the asteroid cloud... .. An ocean of water bathed in sunlight... ..CELESTA on NESTRA'S shuttle... ..DAYLIGHT hanging by one arm from his arm through the open penal deck hatch...

INT. ELDERS MAINFRAME CHAMBER - CO-REGENTS CHAMBERS - TERRA VESSEL

The energy of the spacetime Wave surrounds STAR and the rings. His holomatrix rematerializes, constantly changing from one person to another.

A soothingly loud, bellowing merging of voices begins to speak from all directions. It is calm and inviting...

ELDERS

Congratulations on receiving
your final weapon Warrior.

The voice of the elders is an amalgamation of male and female voices of all ages, all-speaking at once. The manifestation is hard on the senses as the faces flash over the holomatrix.

The shapes take form and STAR beholds The ELDERS constantly changing faces standing in front of him.

The changing light patterns are flashing across STAR'S awed face.

Focusing on the faces directly across from him, he can make out the changing lips moving as they speak.

ELDERS

You have earned the wisdom of the elders and may now benefit from the experience of your ancestors.

STAR

Why am I here?

ELDERS

The most commonly asked question is also the simplest to answer. You are here because you can be nowhere else.

STAR

Will I be the Alpha?

The changing faces stabilize on one familiar face, one person.

STAR

Comet Nazere!

MASTER COMET NAZERE

Remember this Warrior, the importance in the title of Alpha does not reflect what you have done in a battle race, but what you will do in life. Circumstances dictate the actions of a true Master to the inevitable outcome. There can be no other way. This, Warrior, is your Elders guidance.

The spacetime wave slowly recedes. The mainframe begins to close. MIKKO re-materializes.

As the room rotates back to its original position, STAR steps out... FAXA steps forward..

FAXA

We haven't the spacetime to complete the formal celebration of your achievement.

A 3D image comes up with schematics and blueprints of the Spaceport Vessel Yuri.

SINJIN

An Avian Clan pilot has been taken prisoner. Her Biolink

is transmitting a weak signal from the penal deck aboard Governor Vascillica's Spaceport Vessel Yuri.

LULU

You are the only Warrior with both the sensors able to track that signal, and the ability to get her out.

FAXA

We need you to get her back here in time for the start of the Battle Race.

STAR

The Race starts in less than a cycle.

LULU

You should be well motivated to execute this mission in a spacetime fashion.

SINJIN

There's a transport pod waiting for you on flight deck 16.

FAXA

We're counting on you to complete your mission *before* the start of the race.

SINJIN

This matter is of the utmost importance to the survival of the convoy.

LULU rises from her chair to escort STAR out.

STAR rises.

FAXA

Let the wisdom of the Elders guide you young Warrior.

STAR bows in response.

LULU leads STAR and MIKKO down in the elevator and towards the exit. She breaks her habit of stoic communication and becomes as motherly as she can be in the short time she has.

LULU

Your path to becoming a Warrior Master will be far more difficult than you can

imagine. You will need to find and control an elusive balance. You already have a focus and power your would be enemies do not have. This is your most valuable asset against the Centurion Clan. They are reckless and carefree. Be centered and you will always defeat them.

STAR

I'll make you proud master.

She stops him at the door..

LULU

Fulfill your destiny with honor Star. That is all that is expect of you.

STAR moves to exit the chamber.

INT. CO-REGENTS OUTER CHAMBER

MIKKO somehow seems different. Wiser. She's hiding something from Star.

STAR

What happened in there?

MIKKO

The elders' energy surged through my holomatrix. It was overpowering.

STAR

So your holomatrix and the elders' mainframe use the same energy source.

MIKKO

It appears that is the case.

Together they exit the co-regents outer chamber.

INT. CO-REGENTS QUARTERS

LULU returns to her seat at the table with SINJIN and FAXA. They are all worried.

SINJIN

Your pupil has a volatile nature. We may have chosen too hastily.

LULU

When The Elders guided me to

begin training Warriors for
 this mission, I felt
 confident they were referring
 to Soma... ..Warrior Knight has
 been given his Yawdu weapon
 far sooner than most.
 Attaining Oneness is
 something he must do in his
 own time, and in his own way.

FAXA

His holomatrix also needs
 spacetime to adjust.

SINJIN

For some, the harsher
 realities of life are the
 only training they're
 afforded.

INT. YURI SPACEPORT VESSEL DOCKING BAY

CELESTA hides behind some shipping containers waiting for her
 chance to board a transport.

CELESTA

Afraid of getting caught with
 an A.W.O.L. Hydro Grunt eh?
 Remember that name Klue,
 Gryce Muggle. He'll get his
 for dumping us here.

KLUE

Muggle. Dump us!

CELESTA

That Icarian Tribe reject.

The transport CELESTA is hiding across the flight deck from is
 an old dilapidated model near the end of its flight safety
 license.

Two SECURITY OFFICERS on patrol in the docking bay stroll by the
 transport.

CELESTA

Get ready Klue.

KLUE

Klue ready. Ready Klue.

The patrol of two, walk towards CELESTA'S position, stopping
 close enough for her to hear one of the patrolman TALKING on his
 communicator. Once the communication is over, he turns to his
 partner.

PATROLMAN

New orders. We're to prepare

Icarian Olarie's starship for
immediate departure to the
Terra Vessel.

CELESTA watches with interest as the patrolmen hurry across the
docking bay towards a new model starship.

CELESTA

Now that's transportation!

CELESTA looks at the first transport, then to NESTRA'S ship. Her
sights are set a little higher now.

EXT. SPACE - YURI SPACEPORT VESSEL (FX)

STAR'S transport Pod approaches the Spaceport Vessel.

INT. TRANSPORT POD COCKPIT

STAR sits in the cockpit, vexed.

MIKKO (V.O.)

Winning the Battle Race is
important to you isn't it?

STAR

That's what I've been
training to do my whole life.

MIKKO (V.O.)

You've been training to
become a Warrior.

STAR

What good am I as a Warrior
if I can't win the Battle
Race?

MIKKO (V.O.)

Master LuLu must have felt
this mission is of the
highest priority in order to
jeopardize your chances of
winning the...

STAR

We're going to complete this
mission before the start of
the race anyway so it doesn't
matter.

STAR plugs into the power supply of his transport, increasing
the output to the holomatrix. A warning light flashes on his
control panel, signaling the lock down procedures initiation so
all ships are docked for the battle race.

STAR

Are you ready?

MIKKO (V.O.)

Ready as I'll ever be.

EXT. SPACE - SPACEPORT VESSEL YURI (FX)

Throngs of transports stream into the docking bay, as STAR'S transport pod moves to a covert position overlooking the flight deck, waiting for the right moment to enter.

INT. TRANSPORT POD COCKPIT

On his display screen, STAR looks over a layout of one section of the vessel and focuses on one specific area where the crowd is smallest. He studies the co-ordinates.

INT. SPACEPORT VESSEL YURI - VIEW STATION

The inhabitants of this Vessel are preoccupied with the pre-Battle race festivities. There is a celebratory atmosphere.

MIKKO materialize inside the Vessel, out of sight, near one of its view stations. She tentatively moves out into the open.

EXT. STAR'S TRANSPORT POD - SPACEPORT VESSEL YURI

STAR maneuvers his pod stealthily beside another larger ship as it moves into the docking bay. Without being seen he moves towards a position near the bay doors.

INT. SPACEPORT VESSEL YURI

As MIKKO moves uncomfortably about the view station, she notices the different styles of dress the other women wear and feels conspicuous in her Warrior Uniform. Suspicious eyes watch her. MIKKO nervously...

MIKKO

Do the Hydro Grunts have any
more of those Floater tales?

INT. YURI DOCKING BAY

STAR docks his transport and waits with the motor running.

STAR

What?

INT. SPACEPORT VESSEL YURI

MIKKO makes her way through the Vessels corridors cautious and wary of every person she passes. They watch her with obvious curiosity.

MIKKO

I'm curious about the Yawdu
Clan.

STAR (V.O.)

You're curious...

INT. TRANSPORT POD - SPACEPORT FLIGHT DECK

STAR Shakes his head in amazement. After a moment of silence...

STAR

What do you know of the Yawdu
clan?

INT. SPACEPORT VESSEL YURI (FX)

MIKKO ducks into a private area where she alters her appearance,
stopping to admire the change of clothes in a glass partition.

MIKKO

...there are many versions of
the same story... but they're
supposed to have fought and
won the exodus war helping to
get our ancestors onto the
Terra vessel...

INT. VIEW STATION - SPACEPORT VESSEL YURI

MIKKO blends into the crowd as she moves to an exit.

MIKKO

...most of them credit the
Yawdu Clan with sacrificing
themselves to get the elders
off the planet... and each one
of them returns from the dead
as a floaters to watch over
the convoy ever since.

MIKKO smiles at those around her as she walks through the crowd.
The people are now pleasant and warm towards her. She blends in
completely.

STAR (V.O.)

...their story goes further
than that... They claimed to be
the 13th clan during the
exodus war before the sci-
tech clan existed. Sci-techs
are the 10th clan.

Her interest is peaked with Star's statement.

MIKKO

Where are they now?

EXT. STAR'S TRANSPORT POD - SPACEPORT VESSEL YURI (FX)

STAR sits in his pod and ponders the ancient story.

STAR

They all died to get our
people off the planet. Nobody
even knows for sure if they
ever existed at all. Only
starry-eyed hydro grunts ever
talk of them.

INT. STAR'S TRANSPORT POD - YURI DOCKING BAY

STAR checks his display for the spacetime left until the start
of the race. 6:99:998:5569 ST.

INT. PENAL DECK

MIKKO has made her way to just outside the Penal deck security
station.

MIKKO

The signals getting stronger.

STAR (V.O.)

You should be approaching the
penal deck security station
now...

MIKKO is extra cautious.

There are two Centurion Clan GUARDS on post paying attention to
the festivities for the Battle Race on their communication
screen. A robed NAZERENE is exiting the security station pushing
an empty water ration cube container. He smiles as he passes
MIKKO.

CENTURION #1

This area is off limits!

MIKKO

Off limits?

CENTURION #2

Who are you? What are you
doing here?

MIKKO

Uh... Uhh...

Confronted by the CENTURIONS on guard, MIKKO freezes up. Not
knowing what to say or do, she runs away.

The GUARDS just look at each other, shrug it off and go back to
watching their view screen.

INT. TRANSPORT POD - DOCKING BAY - SPACEPORT VESSEL YURI

STAR'S been monitoring the whole time. He's angered at her inability to act.

STAR

(To himself)

She just ran away. I can't believe she just ran away. I was wrong master; it can't even do what you tell it to do!

STAR unplugs his Biolink from the transport pod... he starts to open the hatch...

INT. YURI SPACEPORT VESSEL

ONE SHOT... STAR exits his transport pod, and stealthily moves off to exit the flight deck. Across the flight deck from STAR'S transport pod, NESTRA OLARIE approaches her STARSHIP, and boards it.

INT. NESTRAS STARSHIP - LATER

As the starship is launching, NESTRA seated in the pilots' chair is communicating with VEGA on the view screen.

NESTRA

I haven't been able to get away until now.

TARTIN VEGA

I trust all has gone according to plan?

NESTRA

Avian Tanaka is locked away on the penal deck, with two of Governor Vascillica's best Centurions posting guard.

We see the ship is exiting the flight deck out into space.

VEGA

You have done well Icarian. Governor Kohne will be pleased. With Soma Mojahmed dead and now Avian Tanaka out of the way, no one will be able to stop me from winning the Battle Race.

PAN from NESTRA back through the ship.

NESTRA

I kept my end of the deal Vega.

VEGA

And you shall be my alliance
pilot as we agreed.

CELESTA slowly pulls KLUES' head down into the bench behind the cockpit and replaces the seat cover concealing their presence.

INT. TRYOL SPACEPORT VESSEL - LATER

STAR makes his way through the Vessel and sees the people lining the passageways in squalor. He finds MIKKO sitting on a staircase.

She shrugs off his puzzled look at her appearance.

MIKKO

Camouflage.

STAR

Is your primary function to
make life hard for me?

MIKKO

I wasn't prepared for guards
to confront me. I froze up.

STAR

Froze up? You ran away.

MIKKO

I didn't know what else to do.

STAR

You're not going to earn that
name like this? Don't send a
Holomatrix to do a Warriors
job!

INT. PENAL DECK SECURITY STATION- YURI SPACEPORT VESSEL

The Centurion GUARDS stand around the communication screen as STAR enters the penal deck security station with MIKKO by the collar and cuffs. MIKKO is legitimately unnerved.

STAR

Got room for one more?

STAR, without hesitation, roughly rushes MIKKO past the CENTURIONS towards the penal deck entrance hatch.

The CENTURIONS come out from behind the control console to follow him.

CENTURION #1

Ugh? We haven't gotten orders
to expect any new prisoners.

STAR

(stopping and turning)
I just caught this escaped

malcontent after hunting her
down from Vessel to Vessel
for over a rotation! I'm not
going to argue about this,
just open the hatch and let
her rot.

CENTURION #2

We don't take Warrior Clan
prisoners here.

STAR doesn't like the remark and gets in the CENTURIONS face
about it.

STAR

You do now! Or are the
malcontents of the warrior
clan somehow less deserving
of a place to rot?

CENTURION #2 moves towards STAR but his partner subtly holds him
back.

CENTURION #1

One more malcontent can't
hurt. Give the prisoners
another newbie to play with.

STAR catches this comment.

CENTURION#1 unlocks the hatch and moves out beside his partner.

STAR violently throws MIKKO through the hatch.

INT. PENAL DECK

MIKKO falls hard down to the floor far below the penal deck
hatch.

INT. SECURITY STATION

To heighten his performance, STAR adds,

STAR

Let's see you get out of this
one!

STAR slams the hatch shut and stares through the doors window at
MIKKO down inside the penal deck. [Just as NESTRA had done
earlier to DAYLIGHT.]

STAR

Lock it up!

The CENTURIONS have been convinced. They look at each other and
turn away from STAR.

STAR'S Biolink mechanism increases, lighting up all the bars.

INT. PENAL DECK (FX)

STAR morphs into his holomatrix likeness in a special new uniform. He has no Biolink Mechanism in this form, just the tattoo. He begins to struggle to his feet.

INT. SECURITY STATION

MIKKO maintains control of STAR'S body through the Biolink. The eyes betray the new sensations.

She feels the strain of the physical form as she attempts to move muscles in an effort to walk up behind the CENTURIONS. STAR'S body starts to slowly bend to the ground.

The CENTURIONS step back behind their control console to lock the hatch back up, not suspecting or noticing a thing. They watch the battle race festivities on their view screen.

INT. PENAL DECK

STAR struggles trying to control the holomatrix form. He stands upright and opens his eyes.

We see through the eyes of the Holomatrix and see how MIKKO sees the world through her sensors. There are sensor readings, which STAR can't interpret yet. The sight is both beautiful and technical. Wavelengths of differing sensors begin to flood his vision. Infrared, x-ray, optical... all with HUD type display including a spacetime clock, which reads 6:99:988.6292 ST.

STAR'S holomatrix form begins to destabilize.

He sees infrared signals of prisoners moving towards his position.

STAR

I can't maintain this form..
There's too much information.
Too many senses.

The holomatrix form of STAR becomes even more unstable.

INT. SECURITY STATION

MIKKO, hiding her own difficulty dealing with STAR'S body, tries to coach him through the experience via their Biolink. It's STAR'S body we SEE but MIKKO'S voice we HEAR. She is using the same advice she's giving.

MIKKO (V.O.)

Not senses, sensors.
Detecting the entire
electromagnetic spectrum is
disorienting you; you have to
control your thoughts. Don't
let the sensations overwhelm
you.

The CENTURIONS, at their station, go about setting the lock on the console and watching the battle race festivities.

STAR'S body struggles to stay on its feet. His Biolink mechanism has all bars lit up.

MIKKO (V.O.)

Stay calm... think of one spot
on your body and focus on it...
Close your eyes and
concentrate...

INT. PENAL DECK (FX)

STAR HEARS the hatch lock and looks up to it.

He tries to obey MIKKO. Closing his eyes tight, he opens them and focuses on his holomatrix hands, which stabilize. This focus spreads from his hands to the entire holomatrix form giving him a quick orientation of how the holomatrix feels. He manages to barely sustain the form, as the wave motion of the holomatrix energy becomes a stable form of STAR.

INT. SECURITY STATION

MIKKO in STAR'S body is laboring. She rests an arm on the wall of the security station behind the GUARDS at the control console. She looks at STAR'S hand on the wall.

MIKKO (V.O.)

This is disgusting!

MIKKO starts to wiggle STAR'S nose inquisitively as she struggles to maintain his breathing. Every sense is heightened for her now. Everything is physical and confined. She is struggling with the sensations herself. Labored and worried...

MIKKO (V.O.)

I'm detecting a Chemical
attack on your nasal passage...

The GUARDS see STAR'S body laboring and move to investigate.

INT. PENAL DECK

STAR

You're just smelling those
Centurions. You'll get used
to it.

INT. SECURITY STATION

MIKKO gingerly sniffs at STAR'S armpit.

MIKKO (V.O.)

No wonder you're so miserable!

INT. PENAL DECK

TEN PRISONERS of the penal deck, some with homemade weapons, attack STAR before he can get acclimated to the Holomatrix. The prisoner leading the mob is the guy STAR just sent to the penal deck in his last conflict mediation.

PRISONER #1

You! This is the Warrior who sent me here.

The prisoners attack with martial art techniques inferior to the young Warriors. STAR easily goes through five men at the same time before a wave of more prisoners is rushing him.

STAR reaches for his nunchakus, which materialize with their sheath on his back.

He downs prisoner after prisoner with crazy technique.

The few remaining prisoners finally run away freeing STAR to resume his time sensitive search for Daylight.

INT. SECURITY STATION

MIKKO, in STAR'S body, is barely holding herself up when the guards approach.

CENTURION #1

What's wrong with you?

MIKKO stares at them momentarily, she attempts to speak but only awkward mumbles come out. She then quickly disables the two CENTURIONS with lightning fast precision pressure point blows. Spent, STAR'S body falls to one knee.

MIKKO slowly moves STAR'S body to the control console.

MIKKO works on trying to unlock the hatch. With difficulty, she manages to get STAR'S hands to slowly start manually programming the computer, searching for the access code.

INT. PENAL DECK

STAR stops his search for Daylight momentarily to adjust Mikko's sensors.

STAR, using Mikko's sensors, has trouble maintaining a single optical wavelength. They keep changing from infrared to optical to x-ray etc. He concentrates to get it to stop on the wavelength he's used to. They scroll by his vision. He sees a large infrared blotch, then an optical image of a woman asleep in the corner.

As he finally controls the wavelength, he finds DAYLIGHT TANAKA is the woman asleep in the corner. He zooms in on her.

Her beauty comes through the blood and bruises on her face. She is serene in her sleep.

This seems out of place to STAR who watches her for an extended moment.

MIKKO (V.O.)

MASTER. Are you okay?

STAR

I found the girl.

INT. SECURITY STATION

MIKKO puts one of STAR'S hands to his chest with a pained expression. She then looks down to his loins.

MIKKO (V.O.)

These physiological
sensations are unfamiliar to
me.

INT. PENAL DECK

STAR is embarrassed by his body's betrayal, but he's getting used to having to share everything with Mikko.

STAR

Get used to unfamiliarity.

He moves in the direction of DAYLIGHT.

INT. SECURITY STATION

MIKKO has figured out the code to unlock the hatch and programs it into the system.

MIKKO (V.O.)

Yes! I'd like to see you do
that.

INT. PENAL DECK (FX)

As he rushes towards DAYLIGHT, STAR notices her fully active Biolink mechanism indicator bars too late to prevent his being repelled by an invisible Biolink Magnetic shield DAYLIGHT has erected for her protection.

STAR is thrown across the room to the floor...

...As he lands, MIKKO morphs back into her holomatrix form.

INT. SECURITY STATION

STAR collapses at the foot of the security station control console.

INT. PENAL DECK

DAYLIGHT jumps to fighting mode straight out of her sleep, feeling the disturbance in her shield.

DAYLIGHT

Just one of you this time?

Well you still won't get my
clothes or my Tech.

DAYLIGHT jumps towards MIKKO.

MIKKO, back in her Warrior uniform, defends herself from
DAYLIGHTS best offensive attack still stunned by the abrupt
transfer back into her holomatrix.

DAYLIGHT looks surprised at MIKKO'S fighting skill.

MIKKO

Avian Tanaka?

DAYLIGHT pauses at the sound of her name.

MIKKO

I've been sent by the Co-
regents, to get you to the
Battle race.

DAYLIGHT

Are you kidding me?

MIKKO

I'm here to rescue you!

DAYLIGHT

You? You're all they sent?

MIKKO

Yep! But I can leave without
you if you prefer to rot with
the prisoners? I don't
particularly want to be here
myself! It stinks in here.

MIKKO doesn't like her already, the look says it all.

DAYLIGHT

You've learned that Warrior
Clan attitude well enough.

DAYLIGHT nods to signal behind MIKKO...

DAYLIGHT (CONT)

Let's see if you've mastered
the fighting technique to
match.

MIKKO turns around to see a mob of PRISONERS approaching.

INT. SECURITY STATION

STAR slowly begins to budge. Half his Biolink bars are lit up.

MIKKO (V.O.)

MASTER... MASTER, what are you
doing up there?

INT. PENAL DECK

The two WOMEN fight off the attacking PRISONERS. MIKKO turns to DAYLIGHT..

MIKKO

We've got to get to the hatch.

MIKKO falls right into the fight as she tries to get DAYLIGHT to the hatch. She does it instinctually. DAYLIGHT barely holds her own in the fighting. MIKKO knows no other way to relate to people and she seems to thrive on the interaction. She calls out the moves she is utilizing.

A PRISONER attacks MIKKO with a certain technique STAR used when they sparred.

MIKKO

Phoenix Claw style! I learned that last cycle! Your technique needs improving.

MIKKO tries to keep her fighting style from exposing herself as a Holomatrix to Daylight or anyone else. They move closer to the hatch, both women fighting off prisoners.

DAYLIGHT

Is that tongue of yours your Warrior weapon or just a side effect of too many training blows?

MIKKO

Nice. Now I can *fully* understand why you ended up in here.

INT. SECURITY STATION

STAR comes to slowly... ..a few more of his indicator bars light up.

STAR

MIKKO!

INT. PENAL DECK

MIKKO fights off the prisoners near the hatch with DAYLIGHT at her side.

MIKKO

MASTER! Would you mind unlocking the hatch please? I believe these prisoners think I'm enjoying this.

INT.SECURITY STATION

STAR struggles to his feet only to stare down at the control panel.

STAR

What do I do?

INT. PENAL DECK

MIKKO is fighting off prisoners.

MIKKO

Uugghh!... ...I've already
programmed the code into the
system... ...Just hit the switch!

INT.SECURITY STATION

STAR searches for the right button. When he sees it, he hits the button, the hatch UNLOCKS.

INT. PENAL DECK

MIKKO and DAYLIGHT fight off prisoners until they hear the hatch unlock. They see STAR open the hatch. MIKKO throws/boosts DAYLIGHT straight up to the hatch high above.

STAR catches DAYLIGHT precariously by one arm. [This is important for an earlier connection.] Star momentarily reacts to the deja vu of the scene.

MIKKO fights off the prisoners below them as STAR struggles to hold on to DAYLIGHT. STAR finally pulls DAYLIGHT up to safety.

MIKKO jumps up and climbs out herself.

INT. SECURITY STATION

STAR turns to go lock the hatch behind them.

Revived, CENTURION #2 unexpectedly punches STAR in the face..

STAR gets into an exciting fight with him.

MIKKO jumps into a fight with CENTURION #1.

DAYLIGHT watches how the two Warriors operate. MIKKO has the same technique and talent for fighting as STAR. Their two expressions however are completely opposite. STAR is confident, sure and almost happy. MIKKO is indifferent and distant.

At the same time STAR and MIKKO utilize the same finishing move.

They send the two CENTURIONS through the hatch, one right after the other, down to the penal deck floor.

INT. PENAL DECK

Prisoners surround the fallen guards.

INT. SECURITY STATION CORRIDOR

STAR locks the hatch, then he DAYLIGHT and MIKKO exit the security station running through the Vessel corridor towards their destination.

MIKKO

My guy went through first!

STAR

Let's go. We've gotta get to the transport pod fast.

DAYLIGHT

Transport pod?

MIKKO

Are you too good to fly in a transport pod?

DAYLIGHT

There's a Flying Fortress class starship I was supposed to get to the Terra before I was kidnapped, and if it's still on this Vessel, I have to get to it.

MIKKO

(under her breath)

Figures!

STAR

There's no Spacetime for that. The Battle Race is about to start with or without us.

DAYLIGHT stops running.

DAYLIGHT

I'm not leaving without my ship.

MIKKO

You can come back for it later.

DAYLIGHT

The two of you were sent here to get *me* to the Battle race, right. The only way I'm going anywhere is on that starship!

MIKKO glares at STAR,

MIKKO (V.O.)

Are all Avians like this?

STAR eyes MIKKO, wondering the same thing. He turns to DAYLIGHT.

MIKKO looks to STAR, then to DAYLIGHT. DAYLIGHT looks to MIKKO then to STAR.

STAR

Where's this ship of yours?

DAYLIGHT

Follow me.

DAYLIGHT moves past STAR and MIKKO and rushes down the corridor. As she approaches the corridors connecting junction, CENTURIONS emerge from the adjoining corridors.

DAYLIGHT is stopped in her tracks. She begins to back up slowly at the sight of the sheer numbers of CENTURIONS who are now marching towards her.

STAR and MIKKO run and jump onto opposite walls as a springboard to go past DAYLIGHT landing between her and the Centurions.

The two WARRIORS immediately begin to tear through the CENTURIONS. Every move is a finishing move. One by one the Centurions fall.

STAR

Which way?

DAYLIGHT

Left.

DAYLIGHT watches as STAR and MIKKO unconsciously mimic each other's moves.

STAR notices MIKKO is keeping up with him in the number of Centurions beat up. She calls out the name of the moves they are using.

MIKKO looks to see STAR checking out her progress. She uses a move STAR'S never seen before.

STAR tries to top MIKKO'S move with an inventive strike of his own. Then he throws a kick at her... she ducks it... they attack each other while fighting off the Centurions.

The Centurions they are fighting off become secondary to their personal battle going on.

She kicks him into the next wave of Centurions who attack him immediately.

DAYLIGHT casually walks through the corridor in the wake of the Warriors destruction, stepping carefully around the mass of fallen Centurions at her feet.

DAYLIGHT

These Warriors might be good
to have around after all.

INT. RACERS STAGING AREA - TERRA VESSEL

CRANE DOWN from the upper level spacetime clock, which reads 6:99:989.909 ST... ..To a catwalk as CELESTA, crouched down keeping

out of sight, watches NESTRA, dressed in her racers flight suit, walking through the Racers area below. The racers staging area houses the different transport racers. The various alliances of racers gather around their transport racers, preparing for the start of the race. The transport racers, stacked on columns two high, are sleek personal space vehicles that look like super geared up F1 space race cars with MAGNETIC GENERATORS where the tires would be, and comes equipped with front and rear mounted spoilers/electromagnetic Blasters with a 270 degree targeting range. The cockpits offer the racers more room like an F18 fighter jet INTO...

..NESTRA makes her way through the mass of confused activity surrounding the Battle RACERS and their Transport racers, in the staging area.

As NESTRA passes a group of Racers, CELESTA notices her brother, SOLAR BROLOKEV, standing with some of his race teammates. They are applying their facial WAR PAINT for the race, as are other alliances.

CELESTA

Solar.

KLUE

SOLAR! SOLAR!

CELESTA

Shhh! Are you trying to get us caught?

INT. RACERS STAGING AREA - TERRA VESSEL

NESTRA passes SOLAR and his alliance members on her way to VEGA'S group by the next stack of Transport racers. They all watch her pass by.

CELESTA and KLUE watch as...

TARTIN VEGA stands with his Battle race alliance MEMBERS. He greets NESTRA and introduces her to his newest alliance member, INIYAH ROSS.

SOLAR BROLOKEV stands with his alliance teammates, KATO JONESH, REZZER STROBYL, and BEDDO LAMOURIAN applying their racers war paint to each other.

SOLAR

TarTin Vega and Nestra
Olarie. Do you think their
Governors had anything to do
with that alliance?

REZZER

Doesn't matter. Vega's going
down this race. Right Beddo?

High five's all around except for KATO JONESH.

BEDDO

Right on Rezzar.

SOLAR

Kato, what's wrong?

KATO

I wonder what's keeping STAR?

SOLAR

Don't worry; this is one date
I promise he'll keep.

There is an announcement for the racers, shown on communication screens of the arrival of the co-regents to the Battle Race starting area.

BEDDO

That's our cue.

The racers all start to climb the stacks and get into their transports. Other racers move their transports out of the staging area to the start area on the Terra's main docking bay. CELESTA prepares to use this opportunity to sneak her way from the catwalk into the staging area.

CELESTA

I have an idea Klue.

INT. SPACEPORT VESSEL - 6:99:988.935 ST

STAR, MIKKO and DAYLIGHT stealthily arrive at the flight deck construction bay where the Starship is docked.

They see three CENTURIONS guarding the starship, huddled together watching the Battle race telecast on a portable monitor.

MIKKO

That's your ship?

STAR

Nice!

DAYLIGHT

Come on...

DAYLIGHT moves towards the entrance to go fight for her ship.

DAYLIGHT (CONT)

...I'll take the one on the
left...

STAR pulls DAYLIGHT back.

STAR

I'm the warrior here. Leave
the fighting to me.

STAR moves to take care of business himself, walking defiantly out in the open towards the CENTURIONS, showing off for

DAYLIGHT..

..STAR jumps into the air.

DAYLIGHT

Not him too! Are all you
Warriors like this?

MIKKO rolls her eyes. She sees what's going on between the two of them.

From behind the two WOMEN standing in the doorway, we see STAR land right in front of the Centurions. Mikko looks to Daylight.

MIKKO

He'll grow on you!

INT. TERRA VESSEL - RACE ANNOUNCERS BOOTH - 6:99.988.988 ST

AVIAN HAAS ABIN and CENTURION PHULLA CHIETT, two ex-racers turned commentary announcers for the Battle Race are set up near the starting area performing a pre-race report. They speak quickly like seasoned sports casters. The noise of the live crowd causes them to raise their voices, almost yelling at one another.

ANNOUNCER #1

..We're only moments away,
Battle Fans, before the
racers start their Mag
generators..

INT. CONVOY - RACE DAY - 6:99.988.989 ST

Throughout the convoy, those who can't be somewhere to watch the Battle Race live are glued to common view screens, cheering their favourite racers and teams on. Listening to the announcers, spectators lining the docking Bays of each Vessel are waiting for the Battle to race through their docking bays and flight decks.

ANNOUNCER #2 (O.S.)

Well Haas, the high stakes of
this race may have an effect
on the strategies the racers
employ.

INT. ANNOUNCERS BOOTH - TERRA VESSEL

ANNOUNCER #1

You're right Phulla. This is
the most important Battle
race in 100 orbits. The Alpha
from this race goes on to
lead the mission to the 7th
star system in search of
Minqua.

We see a VISUAL REPRESENTATION detailing the racecourse and listing the racers by name.

ANNOUNCER #2 (V.O.)

Here's how the race works for those of you born on a deep space probe. The racers, in order to gain points, have to battle their way to the randomly selected targets. Points are also given for direct battle with other racers. A points bonus is awarded to the overall best racer and the Alpha is declared.

INT. OASIS VESSEL

ANNOUNCER #1

An entire cycle of intense dog fighting to decide whom this Orbit Alpha will be, and I have to say, my water ration cubes are on the defending champion, Centurion TarTin Vega, who joins us now. Tell me Centurion, what's your strategy for the race?

The same small group of GAMBLERS sit at the same table. GAMBLER #1 is gesturing to the GAMBLERS sitting on either side of him to the communication screen that is showing VEGA speaking to the ANNOUNCERS. VEGA is the peoples favourite.

VEGA

My plan is a simple one Haas. I welcome the challenge of the other racers trying to beat me. That's their quest. Mine is to win.

GAMBLER #1 tosses a handful of water ration cubes onto the already large pile on the table in front of him.

ANNOUNCER #2

You've changed some of your teammates this orbit. Is that going to have an effect on your performance as an Alliance?

INT. WPF - OASIS VESSEL

Huddled Hydro Grunts strain to listen to the Battle Race on a makeshift communicator screen as they half-heartedly work on the ore sorter line. BODHI is watching intently.

VEGA

That's something for you to judge after the race Phulla. I'll be too busy leading the 7th system mission.

ANNOUNCER #1

I know you must be eager to get back to your racer. Elders guidance Centurion.

BODHI sees CELESTA, wearing the clothes he gave her, sneaking around in the background of where the analysts are positioned and he smiles.

VEGA

And you Haas.

ANNOUNCER #1

Centurion Vega will be flying the newest transport racer from the renowned Sci-tech builder Dr. Kawi Hontoyuki.

INT. TERRA - CO-REGENTS RACE VIEWING BOX

6:99.989.996 ST and counting:

The co-regents and their advisor anxiously wait in their viewing box for STAR to return with DAYLIGHT. FAXA looks to LULU with expectation.

LULU shakes her head no and walks away.

INT. FLIGHT DECK

There is a quiet buzz of anticipation as all wait for the race to begin. All eyes watch the main clock above the co-regents viewing box.

INT. CO-REGENTS VIEWING BOX

The co-regents rise to open the race officially.

SINJIN

In the orbits before Spacetime our people lived in peace and harmony.

FAXA

Our Tribes were united. Our Clans fought with honor.

INT. VESSEL FLIGHT DECKS

Their speech is shown throughout the convoy on view screens.
LULU makes her way to the flight deck control room.

SINJIN (V.O.)

From this historic Battle
Race, one will win the right
to lead our people to a new
home world..

INT. STARSHIP

STAR, DAYLIGHT and MIKKO watch the co-regents make their speech
on a sensor display from onboard the starship as..

FAXA (V.O.)

..Where our children will once
again know such a way of
life. In the name of the
Elders..

EXT. SPACE - SPACEPORT VESSEL YURI (FX)

The starship exits the Yuri's flight deck and races towards the
Terra.

INT. CO-REGENTS VIEWING BOX

SINJIN and FAXA proclaim..

SINJIN/FAXA

..Let The Battle Race Begin!

INT. VESSEL VIEWING STATIONS

A thunderous roar of excitement carries throughout the entire
convoy.

INT. FLIGHT DECK ENERGY BOX

The RACERS synchronously take to their lined up transport
racers. Engines come to life.

EXT. SPACE - STARSHIP

The starship races towards the Terra Vessel.

INT. STARSHIP

STAR, DAYLIGHT and MIKKO are all anxious.

MIKKO

The race is about to start.

STAR

We're not going to make it.

DAYLIGHT

We're almost there.

INT. FLIGHT CONTROL - TERRA VESSEL

LULU finally sees the starship approaching the Terra on a display screen in the flight deck control room. She quickly leaves the control room.

BUTHOR, followed by two of his guards, is going to his viewing box.

LULU looks up and is unexpectedly facing him.

BUTHOR

It's been a long time LuLu.

LULU stares him in the face and says nothing. BUTHOR has installed SOMA'S Biolink Mechanism to his own brow.

BUTHOR (CONT)

Well then. I'll just leave
you to your silence. Enjoy
the race.

As BUTHOR moves past her, LULU doesn't turn around..

LULU

I'll be coming for Soma's
Lifechip!

BUTHOR stops momentarily, then moves on without looking back.

INT. STARTING AREA - TERRA VESSEL

The tension elevates, as we wait for the clock to countdown the final few ticks of the spacetime clock. The racers, in their transport racers, ready themselves, focused on the clock. The scene is reminiscent of a Nascar/Formular One race. The crowd of spectators erupts with cheers as the clock finally strikes 6:99:989:000 ST, signaling the beginning of the race as a second clock begins to count down to the end of the race exactly one cycle later (1:000 ST).

The racers are confined inside the docking bay. A translucent field of energy stretching the length of the docking bay, which constitutes the boundaries of the race inside each Vessel's docking bay or flight deck activates. The racers shields go up and they spring into action, racing through the energy box towards the exit.

EXT. SPACE

The racers emerge from the Terra's docking bay like a swarm of mechanical bees and begin to battle immediately, firing on one another, and jostling for position as they race towards the first target.

INT. STARSHIP

As they make their approach, STAR, DAYLIGHT and MIKKO witness the other racers take to the course on the opposite side of the Terra Vessel.

STAR

I knew this would happen!

EXT. SPACE

The race is on and already in full swing. All ships are firing in controlled anarchy.

SOLAR'S #6 racer, followed by his teammates, approaches an opponent's racer from behind.

INT. SOLAR'S #6 RACER

SOLAR looks to his comm. screen for tactical data. The display reads TRACKING, 100 percent Magnetic shield on the target racer. The first target ship is shown on the screen.

COMPUTER V.O.

Target lock.

EXT. SPACE

SOLAR'S racer angles to let off a volley of Blasts at the #10 racer's Magnetic Generators.

The #10 racer vectors away as his Magnetic shield absorbs the blast.

INT. CO-REGENTS VIEWING BOX - TERRA VESSEL

LULU enters the co-regents viewing box and whispers to the co-regents.

They nod to STAPOSENE who gets up and leaves with LULU.

INT. DAYLIGHTS RACER - STAGING AREA - TERRA VESSEL

HIGH WIDE SHOT as DAYLIGHT, dressed in her racer's uniform, quickly crosses the staging area, under her stacked transport racer into OVER THE SHOULDER of DAYLIGHT climbing up to her racer's cockpit to find CELESTA in her seat.

CELESTA, looks caught, then catches herself.

CELESTA

I can't get this thing started, and the race has already begun.

DAYLIGHT

It's only programmed for one pilot.

DAYLIGHT lifts her helmet shield and reaches over CELESTA.

She Places her hand on the sticks Bio starter, lighting up the racers instruments and Magnetic generators.

CELESTA automatically recognizes who DAYLIGHT is.

CELESTA

You're supposed to be on the
penal deck!?

DAYLIGHT reacts to the question.

DAYLIGHT

How'd you know about that?

CELESTA

A little Hoota told me.

KLUE

Hoota tell! Hoota.

DAYLIGHT is not amused.

INT. STARS RACER

STAR prepares his racer for action... He starts the Magnetic generators... He plugs in his Biolink... The racer lifts off...

INT. DAYLIGHTS RACER - STAGING AREA - TERRA VESSEL

From the cockpit of the slowly moving racer, as she prepares to slide the cockpit hatch shut, DAYLIGHT calls down to CELESTA.

DAYLIGHT

Come find me after the race.

CELESTA expresses her distrust with a 'yeah right' look upwards.

DAYLIGHT (CONT)

No trouble! Promise.

CELESTA

Yeah?

DAYLIGHT smiles and pretends to smell something bad by covering her nose.

DAYLIGHT

Yeah. I didn't like being a
Hydro grunt either.

The hatch closes as DAYLIGHT replaces her helmet shield and the racer lifts off...

Leaving CELESTA standing alone in the empty staging area with a big ass smile on her face.

EXT. THE CONVOY - SPACE

VEGA'S #1 racer bears down on racer #43 firing blast after blast relentlessly.

His onslaught of blasts blows one of the #43 racers Magnetic generators.

VEGA speeds past it towards a group of three racers.

INT. VEGA'S RACER

VEGA'S comm. screen displays his status and rising points total. He has the choice of three ships to target. He targets the #34 racer with the most points to its credit and fires a volley of Magnetic blasts at it.

EXT. RACE COURSE - SPACE

REZZER'S #34 racer is hit by VEGA'S Magnetic blasts as he starts a targeting run.

INT. REZZER'S RACER

REZZER is shaken in his seat by the blasts.

REZZER

Get this guy off me!

REZZER'S instruments show he's trying to lock on the target.

EXT. RACE COURSE - SPACE

BEDDO'S #77 racer is vectoring in behind VEGA.

INT. BEDDO'S RACER

Sensors lock on target.

BEDDO

Hold on Rez! I got'em.

He fires at VEGA.

EXT. RACE COURSE - SPACE

VEGA'S racer is hit by one of BEDDO'S shots as it speeds past REZZER'S racer and into a formation with his teammates.

INT. THE ANNOUNCERS BOOTH

PHULLA

Vega's alliance looks strong
right out of the air lock.

HAAS

They're in the lead
approaching the first target.

INT. SOLAR'S RACER

SOLAR

They're going to block our
targeting run in the no
battle zone.

EXT. RACE COURSE - SPACE

VEGA'S team creates a blockade line of racers firing at any
other racer who approaches them from behind. Once they pass the
no battle zone the shooting stops.

Their racers go for the targets in formation, blocking the other
teams from passing them.

One at a time they shoot at the target and veer off to the next
one.

EXT. SPACE

Other racers hit the target and speed on to the next.

NESTRA pilots her #22 racer in the lead of the Battle race with
VEGA as her wingman doing most of the dog fighting.

NESTRA

Where's the next target ship
going to be?

VEGA

There's not enough data to
make a prediction.

INT. THE ANNOUNCERS BOOTH

PHULLA

It looks like Nestra Olarie
has Centurion Vega for a
protector.

INT. TERRA VESSEL - STARTING AREA

STAR and DAYLIGHTS transport racers come together in the energy
box of the Terra as they fly towards the exit to start their
race.

INT. STAR'S #69 RACER

STAR

Get in close behind me. We've
got to make up lost Spacetime.

INT. DAYLIGHT'S #13 RACER

DAYLIGHT

I'm the Avian here.

EXT. ENERGY BOX

DAYLIGHT'S racer speeds past STAR'S with attitude.

INT. DAYLIGHT'S RACER

DAYLIGHT

Leave the fancy flying to me.

EXT. SPACE

DAYLIGHT'S racer flies through the energy box and out into space straight at CAMERA, executing a thrust and roll out of FRAME leaving STAR'S racer in the SHOT exiting the docking bay into space.

STAR

I'm never gonna hear the end
of this!

INT. DAYLIGHT'S #13 RACER'S COCKPIT

OVER THE SHOULDER of DAYLIGHT looking out into space from the cockpit, you can almost feel the sensation of speed as she flies over the Vessels hull. [Like a ride at universal studios.]

EXT. SPACE

Her skill and unbridled passion for flying are demonstrated. Her flying technique has a personal touch and flare to it.

STAR is speeding/struggling to keep up.

EXT. SPACE

PASSING CAMERA, STAR'S racer moves to follow close behind DAYLIGHTS as she skims the hulls of the smaller vessels and ships they pass throughout the convoy. He has a hard time staying with her and not hitting anything as they gain speed.

INT. STAR'S COCKPIT

The ships come and go in blurs under them as STAR follows DAYLIGHT and together they gain more speed.

DAYLIGHT (V.O.)

Keep up hotshot!

STAR is being shaken in his seat.

MIKKO (V.O.)

Your Sefranaline levels are
rising again.

STAR

This Avian is space crazy!

EXT. RACE COURSE - SPACE

DAYLIGHT'S Magnetic shield slightly glows where contact is being made with the shields of her racer and the vessels hull.

INT. STAR'S RACER

MIKKO (V.O.)

She's using the polarity of the Vessels electromagnetic shielding against that of her racers mag field to generator more speed.

EXT. RACE COURSE - SPACE

DAYLIGHT vectors in for a targeting run and begins to pull away from STAR, utilizing this method.

STAR (V.O.)

We're going too fast for a targeting run!

INT. DAYLIGHT'S RACER

DAYLIGHT

I'm not concerned with the targets.

INT. STAR'S RACER

STAR is flying hard to keep up.

DAYLIGHT (V.O.)

I'm here to win the pilot classification.

INT. DAYLIGHT'S RACER

DAYLIGHT is determined..

DAYLIGHT

I've got something to settle.

EXT. RACE COURSE - SPACE

Their two racers near the target. STAR fires obligatory blasts at the targets as DAYLIGHT'S racer speeds past. We see the bulk of the racers battling in the distance as DAYLIGHT pulls away from STAR.

INT. MAINTAINANCE BARGE - LATER

Some heavily damaged racers pull in for early repairs on the maintenance barge.

HAAS (V.O.)

That's a bad sign. I wouldn't want to be stopping for repairs this early in the race.

INT. CO-REGENTS VIEWING BOX

The co-regents watch with interest.

INT. COCKPIT - STAR'S TRANSPORT RACER

STAR'S POV from inside his cockpit as he approaches slower traffic.

STAR attempts to access the tactical information of the race on his comm. screen.

MIKKO displays the information using a method of data presentation she feels to be more efficient than the standard schematic everyone else has.

STAR

What happened to the sensors display?

MIKKO (V.O.)

I've upgraded the system.

STAR

You want me to learn a new system now!?

MIKKO (V.O.)

Everything is always negative with you.

STAR

Just put the readout back the way it was.

MIKKO (V.O.)

Ever heard the saying
'Spacetimes Change' Star?

In a blink, the sensor display reverts to the original archaic schematics.

EXT. BATTLE RACE COURSE

DAYLIGHTS racer speeds by CAMERA followed by STAR'S racer, PANNING on STAR'S racer to reveal their rapid approach to a Vessel's Docking Bay.

STAR'S racer shows the visible signs of Battle Racing as it speeds toward the Vessel.

INT. VESSEL DOCKING BAY

PHULLA (V.O.)

I don't believe it Haas. It looks like Avian Tanaka and Warrior Knight are beginning to catch up in the standings.

The Docking Bay stretches the length of this Vessel. It has been specially set up for the mass of spectators gathered for the Battle Race. DAYLIGHT and STAR enter and fly through the energy box like two missiles.

HAAS

Who would've thought that after they started so far behind?

INT. COCKPIT - STAR'S RACER

STAR talks to his teammates.

STAR

How could you guys start the race without me?

They are happy to hear from him, sort of.

KATO JONESH

Nice of you to join us!

STAR

Sorry, I got held up.

SOLAR

Never mind her STAR, she hasn't scored a kill yet. We're glad you made it.

DAYLIGHT and STAR speed up to catch the tail end of the lead pack. This is where they really get into the fray.

STAR

It's time for some action!

BEDDO/REZZER

Wooo Hooo!

ACTION MONTAGE - STAR acts as wingman for DAYLIGHT shooting anything in her path in hopes of freeing her to move ahead of the other racers and gain his own points in the standings. The others in his alliance help them.

EXT. VESSEL

STAR'S racer closes on slower traffic in front of him.

The announcers expose the status and standings of the race.

The various types of people on the different ships are seen as

the race moves along.

STAR'S Racer fires a volley of level 2 Magnetic Blasts at the Racers in front of him.

STAR dodges the Magnetic Blasts, from his adversaries rear mounted Blasters, while inflicting damage to their transport racers magnetic shielding and scoring more points for himself.

INT. VEGA'S RACER

VEGA checks his display screen and sees DAYLIGHT'S position on the racecourse as STAR closes on the second place in points. STAR is still far behind VEGA'S total in points.

EXT. SPACE

VEGA'S racer slows and veers off.

INT. DAYLIGHT'S RACER'S COCKPIT

DAYLIGHT'S POV from her racers cockpit of a targeted racer in front of her as she veers off towards a lower ship, skimming the hull and lighting up the shield to gain speed then pulling up into a targeting run on the same racer that was in front of her, which she is now going faster than. As she comes up on a vector at the other racer and goes upside down to keep her target, she fires at the racer until she overshoots it and spins to face forward, firing a crippling rear blast that sends the victims racer out of control towards the docking bay.

PHULLA

What a move by this Avian
who's come out of nowhere.

HAAS

She may score a kill with
that one right there folks.

DAYLIGHT'S racer, dwarfed by the Vessel, enters the Docking Bay.

STAR avoids the out of control racer and enters the Docking bay next.

INT. DOCKING BAY - VESSEL

There are cheering Samaritans packed into every available vantage point. The Battle Race has brought the entire population out to view the spectacle. The energy box, emits a 3D visual of each racer for the spectators entertainment, complete with statistical information in real time as the Blurred transport speeds through the docking bay far below.

Two of the racers DAYLIGHT and STAR past as they entered the docking bay, follow them inside.

The out of control racer enters the Docking Bay at an off angle, sending it bounding end over end through the confines of the energy box, the Magnetic generator flares and sparks fly with

each contact with the energy box.

EXT. APPROACHING VESSEL - SPACE

SOLAR'S #6 racer fights its way passed slower racers. They too are worn and torn from Racing.

INT. SOLAR'S RACER

SOLAR'S instruments show VEGA'S racer is slowing just ahead of him inside the next vessel.

SOLAR

You're mine Vega!

INT. DOCKING BAY

SOLAR'S racer enters the docking bay and narrowly avoids a disastrous crash with the out of control racer still rolling to a stop. SOLAR looks back with a 'whew'.

DAYLIGHT'S racer speeds past VEGA'S.

VEGA'S racer begins to speed up.

STAR'S racer passes VEGA.

VEGA'S racer speeds up in tight behind STAR'S tail.

The out of control racer finally rolls to a stop. The energy box locally opens to let the mangled, battered racer descend to the docking bay floor.

The pilot, Gryce Muggle, emerges from the fiery wreck unharmed and waving to the crowd is booed into shame.

HAAS

And it is a kill for Avian
Tanaka!

SOLAR maneuvers his racer into contact with VEGA'S, pushing him into the wall of the energy box.

INT. VEGA'S RACER

VEGA is shaken in his racer.

INT. ENERGY BOX

The friction from the energy box heats the contact surface of VEGA'S #1 racers shield.

The crowd erupts into cheers of delight at this tactic.

The magnetic shielding around the wing tip of VEGA'S racer gives way to the energy box, exposing the generators to the friction, which causes them to go critical hot with sparks flying. They could blow at any moment.

VEGA'S racer dips down causing SOLAR'S racer to move over top of him.

Two of VEGA'S teammates move in front of SOLAR, freeing VEGA to continue after STAR.

DAYLIGHT closes on NESTRA and the lead of the race to the cheers of the crowd.

HAAS

This Avian has clearly set her sights on the pilot classification. She's not even attempting to hit the targets.

INT. STAR'S RACER

MIKKO (V.O.)

We can win this thing!

STAR

Oh! You like it now?

MIKKO (V.O.)

I think I can help. Find me something to shoot.

The sensor display shows MIKKO'S display method come back online.

EXT. SPACE

NESTRA leads the race as they exit the docking bay followed by DAYLIGHT. Some traffic racers exit, then STAR emerges.

EXT. SPACE

As VEGA exits the docking bay, STAR blasts his transport with rear Blasters, scoring points.

INT. ENERGY BOX

KATO JONESH comes to the aid of SOLAR, who's still being accosted by VEGA'S teammates.

The four transport racers jostle for position as they exit the energy box out into space.

The crowd loves it.

EXT. SPACE

VEGA maneuvers and blasts back at STAR, scoring points of his own.

DAYLIGHT has trouble in the dog fighting with so many racers. She isn't as good a fighter as STAR, but she can fly the pants off him.

STAR shoots at the traffic to assist her while fighting VEGA off.

The announcers express their feelings about STAR gaining on VEGA in the standings, and how VEGA must be feeling.

The racers battle their way around, between and through each Vessel and Ship in the convoy to get to the selected targets.

VEGA approaches the maintenance barge. He stops and adds an illegal blaster to his racer...

INT. BUTHOR VIEWING BOX

...To the evil delight of BUTHOR KOHNE in his viewing box.

INT. CO-REGENT VIEWING BOX - TERRA VESSEL

STAPOSENE returns and takes a seat beside the co-regents, nodding to them. The co-regents nod their approval back at him. They know something we don't.

EXT. SPACE

DAYLIGHTS racer comes under heavy fire from VEGA'S teammates and loses one of her Magnetic generators.

STAR comes to her rescue, drawing their fire to his racer, allowing DAYLIGHT to go on and catch up to NESTRA.

The two women's racers fly off with NESTRA in first.

INT. OASIS VESSEL

Hydro grunts and gamblers are watching the race from different ships. Show the points totals rising. Gamblers watch a display of what sections the racers have covered and the remaining sections of the race back to the Terra.

EXT. SPACE

STAR catches up in points even faster now that MIKKO is controlling the blasters.

The announcers call the last target as time is winding down with DAYLIGHT leading, NESTRA in second with STAR in third holding off VEGA'S teammates from the front and SOLAR and the rest hitting them from the rear. When the signal goes for the spacetime limit to the race to have elapsed, the racers will have a free for all from the last target on the opposite side of the convoy to the finish line Terra Vessel and bonus points.

VEGA is closing on the lead bunch of racers. Knocking out others with his new blasters.

VEGA hits BEDDO knocking out his shields with one blast.

BEDDO is thrown off course, bumping into REZZER.

VEGA flies past SOLAR and KATO who have their hands full with VEGA'S teammates.

INT. STAR'S RACER

MIKKO warns STAR just in time to duck a volley from VEGA who speeds past them.

EXT. SPACE

VEGA vectors in to shoot DAYLIGHT.

DAYLIGHT sees the blasts in front of her and maneuvers around them giving NESTRA a clear shot at her.

DAYLIGHT

Those aren't level 2 Blasts.

NESTRA hits her then VEGA moves in and hits her on both sides taking out two generators.

STAR moves in between DAYLIGHT and VEGA, allowing her to get out of trouble. STAR falls in behind DAYLIGHT and blocks VEGA'S path to her with his racer.

MIKKO is targeting VEGA'S racer.

Both teams are fighting behind the lead group.

DAYLIGHT closes on NESTRA'S racer. They come almost side-by-side. DAYLIGHT tries to nudge her way in as they approach a docking bay. They get to the docking bay and NESTRA forces DAYLIGHT to fly down and narrowly miss hitting the bottom of the ship. She must go under the hull.

Here DAYLIGHT uses her flying skills to turn the racer to face the side with the one working generator to the hull.

INT. ENERGY BOX

NESTRA speeds through the energy box.

EXT. SPACE

One generator wasn't built to go that fast and the strain shows as it knocks around ready to fall off.

INT. DAYLIGHT'S RACER

DAYLIGHT has to maintain control of the stick as she's bumped around inside the racer.

EXT. SPACE

The extra speed allows her to be in first when they get to the exit and she pulls up in front just before NESTRA exits the docking bay almost hitting DAYLIGHT'S racer.

NESTRA'S racer pulls in just behind DAYLIGHT'S racer and opens fire.

VEGA is closing on STAR for a final assault.

STAR'S racer is in VEGA'S sights.

INT. STAR RACER

MIKKO (V.O.)

The generator can't take many
more of those blasts.

EXT. SPACE

VEGA hits STAR and knocks out one of his remaining generators. This slows him down enough for VEGA to get right in front of him.

It's a foot race. They're bumping each other.

VEGA pulls way out to the side to get an angle and shoots STAR with his illegal blaster knocking out his last generator. This slows him down even more as they reach the energy box of the Terra's docking bay. STAR is losing control of his racer and taking hits from VEGA'S Blasters.

DAYLIGHT is able to hold on to the lead and come into the Terra's docking bay first just ahead of NESTRA.

HAAS

Avian Daylight Tanaka crosses
the finish line first.
Securing the pilot class seat
on the 7th system mission.

INT. DAYLIGHT'S RACER

DAYLIGHT is overwhelmed with happiness as she makes her victory pass of the roaring crowd.

VEGA Bombards STAR'S racer with blasts as he approaches the finish line.

STAR, continuing to slow down in his crippled racer, fights to stay on line with the docking bay. He's losing control...

VEGA coasts to the finish line, entering the docking bay ahead of STAR, still firing blasts.

STAR'S racer narrowly makes it into the docking bay without hitting the hull. It barrels through the energy box out of control.

STAR is dejected as he approaches the finish line upside down with...

...Other racers speeding past him.

STAR dejectedly lowers his head down in the cockpit of the mangled racer as it is lowered through the energy box to the docking bay floor.

INT. BATTLE RACE WINNERS CIRCLE - TERRA VESSEL FLIGHT DECK -
6:99:990:013 ST

Like the Stanley Cup presentation, there's a gathering of

fatigued racers surrounding the #1 racer and the announcers to declare the winner.

The announcers read through the classification winners. Each respective party approaches the podium for an award presentation.

STAR is visibly disappointed standing off to the side of the main crowd. Daylight watches him.

KLUE, tugging at her leg, gets DAYLIGHT'S attention as the announcers are talking...

The announcers CALL OUT names...

The winners receive their prize...

BUTHOR watches the festivities from the platform...

HULAIDEM hides beside STAPOSENE...

The announcers introduce DAYLIGHT as pilot classification winner...

DAYLIGHT moves from the background to receive her award leaving CELESTA standing there.

As DAYLIGHT holds up her award.. MIKKO comes to stand beside STAR...

The announcers introduce the co-regents to present the Elders oracle to the Alpha.

SINJIN

In the Spacetime honored tradition, the overall winner of the Battle Race, has earned the title of Alpha to now be awarded with the 'Wisdom of The Elders' to help guide him on his mission of exploration to the 7th star system our people have reached.

FAXA

May you find Minqua!

The co-regents present VEGA with the Elders oracle. VEGA looks suspicious knowing something we don't as he accepts the oracle and hoists it proudly in the air.

On the comm. screens,

HAAS

The co-regents have now presented Tartin Vega the original oracle of the Elders.

CELESTA nudges STAR in the side as he is fuming over his lose and tells him...

CELESTA

It's okay Warrior. I know
what you did.

CELESTA gives him a satisfied nod and proudly stands her ground beside him. Star notices she is wearing his nunchakus in their sheath. He pulls them out.

STAR

Where did you get this?

VEGA stands on the podium with DAYLIGHT and the rest of the mission crew that consists of SEEDY CHARACTERS.

BUTHOR steps forward and takes the Elders oracle from VEGA hoisting it and VEGA'S arm in the air.

FADE TO BLACK.

INT. TERRA VESSEL - CO-REGENT STRATEGY MEETING

The CO-REGENTS have to quiet the MEMBERS to maintain order in the high council chamber.

JACKO

This plan of yours is going
to start a war.

FAXA

You all know the elders
prophecy and voted
accordingly.

SINJIN

We either go ahead as
planned, or give in to
Buthor's demands.

JACKO

With the Spacetime to the
firing of the engines rapidly
approaching, Buthor's
astromining strategy is
beginning to sound all the
more reasonable. We may have
to reconsider the high
councils vote against his
proposals.

PANGSANG

The elders wisdom is not
limited to what they advise
us to do, but can lay hidden
in what they do not advise us
upon.

Councilor PANGSANG is well respected. Her words are met with silence.

PANGSANG

The search for Minqua has been the founding principle of our society since the beginning of spacetime. That search must be continued at all costs. Our people's survival depends on it.

JACKO

Buthor's Coalition outnumbered our fighting forces ten to one.

WHINN

A large number of whom are on astromining assignments in the asteroid cloud.

LULU

The navigation codes will be safe until the firing of the engines.

FAXA

The Alpha is settled upon then?

The members grumble their agreement.

INT. TERRA - LATER

FAXA and Sinjin approach them and produce a beautifully crafted ritualistic metallic tablet engraved with technically sophisticated computerized components surrounding a flat center plate, reverently placing it on the table... seven interlocking rings hovering suspended above the center plate slowly circulate around a liquid metal energy floating within. It resembles a trophy sized version of the "Machine" from "Contact".

FAXA

This Oracle is the only other direct link to the Elders mainframe outside of our chambers.

STAR and DAYLIGHT argue as they prepare to board the starship. They both are wearing the space suit version of their Clans fighting attire and carrying supplies.

STAR

The co-regents assigned you to be the pilot on this mission didn't they? Regardless of the outcome of the battle race?

DAYLIGHT

I earned my spot. You were there... Right behind me.

STAR

That's why I had to get you off the penal deck. It wasn't for the race at all. That's why you were so adamant about this starship.

DAYLIGHT

You thought of that all by yourself did you?

STAR

Yeah. I'm learning more and more every cycle. I could have won that race.

DAYLIGHT

And if you had won the race, you'd be getting ready to go on the mission to the 7th system, which is exactly what you're supposed to be doing right now anyway. They don't tell us everything you know, so stop blasting your brain cells about it and get on board.

MIKKO comes up behind STAR carrying aboard some equipment for the mission...

MIKKO

I guess she told you!

EXT. BUTHOR KOHNE'S SHUTTLE - SPACE

BUTHOR'S shuttle prepares to dock on the MEMPHIS.

INT. BUTHOR KOHNE'S SHUTTLE

BUTHOR, vexed, throws the fake elders oracle on the floor of the shuttle where it smashes into pieces at VEGA'S feet.

BUTHOR

Vega. Destroy that starship at all costs. They must not reach the 7th system.

VEGA

They won't make it out of the asteroid cloud Governor. I'll see to it myself.

We see Councilor HULAIDEM seated in the shadows behind BUTHOR at the back of the shuttle.

BUTHOR

You failed to tell me the co-regents knew of our plan.

HULAIDEM

They were on to me from the beginning.

BUTHOR

I obviously underestimated their resolve. I've played by their rules and tried to be diplomatic. Now it's war.

EXT. SPACE

The starship is leaving the Terra Vessel towards the asteroid cloud.

INT. STARSHIP COCKPIT - 6:99.990.387 ST AND COUNTING:

The real Elders oracle is setup in a room just off the cockpit helm. There is liquid type energy within the mechanisms center shimmering with fluid electricity.

For the first time DAYLIGHT is seated in the same pilots seat STAR saw the Sci-Techs working on in Dr. Kyljavii's lab. She is staring at the sensor display attached to the pilots seat in front of her.

KATO JONESH, SOLAR BROLOKEV, REZZER STROBYL, and BEDDO LAMOURIAN, all watch from various positions around the large cockpit area. They too are wearing space suit versions of their Clans fighting attire.

DAYLIGHT is nervous; she looks to STAR, and gets a reassuring nod.

She places her hand on a scanner... ..A panel on the headrest of her seat opens and a chip comes out. Her old Biolink chip is removed and replaced with this new one. The panel closes. The chip activates her Biolink Mechanism lighting up several bars.

KATO, standing by STAR, points inquisitively to MIKKO. STAR shrugs.

MIKKO catches this interaction.

A 3D display that only DAYLIGHT can see pops up in front of her inside an energy sphere that envelops the entire pilot chair console. DAYLIGHT can't yet control the movement of the chair as it hovers around on its axis erratically.

DAYLIGHT

The ship is... ..It's talking to me!

STAR moves a little closer.

DAYLIGHT

(off into space)

I don't understand.

KATO JONESH, SOLAR BROLOKEV, REZZER STROBYL, and BEDDO LAMOURIAN, all watch with interest.

DAYLIGHT gains control somewhat...

DAYLIGHT

Okay. We're approaching the asteroid cloud? All right then. We can jump to full speed when we clear the other side.

EXT. ASTEROID CLOUD - SPACE

As the Starship flies by towards the cloud, still some distance away, we see the starship has outer clamps docking five small fighters on top of it.

PANNING with NESTRA'S starship speeding away from the MEMPHIS Vessel and off in the direction of the asteroid cloud, which is further away than from our heroes ship.

INT. COALITION STARSHIP

NESTRA pilots the starship with VEGA at her side. INIYAH ROSS is in the background.

INT. BUTHOR'S CHAMBERS - MEMPHIS VESSEL

A handful of CENTURIONS, equipped with the new hand weapons, await orders from their Governor. BUTHOR stands before a 3D schematic showing the wire frame display of the Terra outlining a path to the co-regents chamber. Korienna Vascillica is at his side.

BUTHOR

We must distract them with an aerial assault and then focus our attack to the co-regents chambers on the Terra Vessel. Once I take control of the Elders mainframe, the convoy will be mine.

INT. STARSHIP COCKPIT

DAYLIGHT is studying the controls and readings of the starship's cockpit learning to control her weapon. She notices a flashing light on the display indicating cryo chamber #3. STAR is talking to DAYLIGHT but more so to himself...

STAR

If they chose you as pilot
before the race then that
means they chose me too.

She looks to the security imager, which flashes from image to image of the interior and exterior of the starship.

DAYLIGHT

I'm beginning to wonder why!

STAR

That's what Comet meant.

DAYLIGHT

Who?

STAR

It's as if they know what's
going to happen before it
happens.

The images on Daylight's screen stop flashing on the cryo chamber storage room where a row of tightly racked cryo chambers stands side by side.

DAYLIGHT

Cryo chamber #3... The sensors
are trying to tell me
something... I don't
understand. To much
information is coming in at
once.

MIKKO

I'll go check it out.

DAYLIGHT tries to relax, taking a deep breath.

DAYLIGHT

Nice and slow.

EXT. ASTEROID CLOUD - SPACE

The starship smoothly enters the asteroid cloud surrounding the large asteroid being astromined, and relatively slowly maneuvers between the bits of asteroid being kicked up by the Astromining process.

INT. STARSHIP COCKPIT

We see some Astrominers, two manned ships built with tank like armament, working near a Mining Supply Carrier on the sensor display.

DAYLIGHT

Astrominers.

EXT. ASTEROID CLOUD - SPACE

Astrominers corral large chunks of asteroid with precision Magnetic blasts from their four guns. Moving them into place for the AM-3 freighters to collect in their energy nets to be dumped in the hold of the Carrier by these flying dump trucks.

INT. STARSHIP COCKPIT

SOLAR

Better move out of their blaster range.

KATO

They're no threat to us.

DAYLIGHT

Have you ever been hit by a level 9 Mag Blaster?

KATO

No.

DAYLIGHT

Neither have I, and I'm not about to start now.

STAR

The debris alone could put us out of commission.

MIKKO enters the cockpit and stands with CELESTA and KLUE.

MIKKO

Friends of yours?

DAYLIGHT

This wasn't part of our bargain Celesta!

CELESTA gives her usual caught look.

SOLAR moves to get a better look at the girl.

SOLAR

Cele?

At that moment, the starship is shaken by a direct hit from a powerful Magnetic blaster.

EXT. SPACE

The Coalition starship shoots Magnetic blasters at Daylight's evading starship.

INT. STARSHIP

DAYLIGHT initiates battle mode as the ships shields go up.

DAYLIGHT

We've got company. Hang on.

Inside the gimble cockpit, DAYLIGHT has been encompassed by a 360-degree view of space outside the starship, a special feature of battle mode.

STAR

Astrominers?

DAYLIGHT has trouble piloting the starship like this.

DAYLIGHT

No. I don't think so. I can't fire these blasters. Whoever it is, you have to get to the fighters and hold them off.

She panics as she is overwhelmed by the link.

STAR turns to his friends.

STAR

Go!

SOLAR gives his sister a quick disapproving look.

SOLAR

I'll deal with you later Cele.

He rushes out with the others to get to the fighters.

STAR rushes closer to DAYLIGHT. He makes sure he doesn't touch the edge of her Magnetic shield.

STAR

Relax and concentrate.

EXT. ASTEROID CLOUD - SPACE

Another blast, lighting up the shields, hits the starship.

INT. STARSHIP COCKPIT

DAYLIGHT'S shield also lights up violently giving her a shock. She turns to STAR.

DAYLIGHT

Standing there looking stupid
isn't helping! Go!

Helpless, STAR leaves her to cope and rushes to get to his fighter.

INT. BUTHOR'S VESSEL

BUTHOR is confident in his chances to win the war. He stands over his tactical display with Koriena at his side. His forces are about to storm the Terra.

INT. TERRA VESSEL

The co-regents appear stressed and tired.

STAPOSENE

Councilor Hulaidem is gone!

FAXA

There are Centurion Clan
Marauders attempting to
breach our defenses.

STAPOSENE

Buthor has finally tipped his
hand.

SINJIN

And LuLu can't be found?

The holomatrix AIDE shakes his head.

STAPOSENE

She hasn't been seen since we
left the high council.

FAXA

I would do the same if it
were one of our children.

SINJIN and FAXA share a moment.

EXT. SPACE

A transport pod races towards the MEMPHIS Vessel.

INT. TRANSPORT POD

LULU is alone onboard.

EXT. STARSHIP - ASTEROID CLOUD - SPACE

A blast hits the starship.

INT. STARSHIP COCKPIT

DAYLIGHT gets a blast too. Focused on the controls, she yells at
the ship.

DAYLIGHT

Don't get mad at me. I'm
trying!

MIKKO moves towards the Elders oracle with a transfixed glazed
look in her eyes. The Elders oracle is active. CELESTA watches
her.

INT. STARSHIP

SOLAR, KATO, REZZER and BEDDO run single file through a tight
submarine like passageway deep inside the starship. They file
into a small room where hatches with pilot seats on elevators
lead straight up into the cockpits of the fighters clamped onto

the starship.

Beside each hatch sits a helmet. They each come to a hatch, don their helmet, open the hatch and buckle into their seats in the order they enter the room.

INT. FIGHTER COCKPIT

SOLAR, in his seat rises up the hatch into place in the fighter, starts his fighter and powers up the controls. KATO does the same then REZZER and BEDDO.

SOLAR

Ready for lift off! Cut the shields!

INT. STARSHIP COCKPIT

DAYLIGHT

Shields off.

EXT. STARSHIP

One at a time their new fully armed fighters lift off.

EXT. ASTEROID CLOUD - SPACE

SOLAR and the others fly their fighters leaving the Starship.

EXT. SPACE

The starship goes into evasive maneuvers perilously skimming asteroids.

INT. STARSHIP

STAR rushes through the passageway to get to his fighter. His Biolink mechanism lights up. He begins to have more Flashes.

STAR

Not now.

Visions are flooded into his mind.. He is onboard a starship fighting VEGA.. He is fighting Centurions in the co-regents chambers.. they exit the asteroid cloud.. He sees fighting alien ships..

INT. STARSHIP COCKPIT

DAYLIGHT tries to evade the coalition ships blasts..

EXT. SPACE

As she maneuvers around a large asteroid, a smaller one behind it is about to impact her starship.

INT. STARSHIP

STAR fights the pain and continues down the passageway to the fighters.

STAR arrives at the fighters clamp hatch...

EXT. STARSHIP - SPACE

The asteroid knocks off the last fighter left clamped to the starship. There is an explosion.

INT. STARSHIP

Debris falls down the closed hatch in front of STAR blowing it out. MIKKO materializes just in time pulling him out of harm's way before the explosion kills him. STAR is badly injured.

STAR

Get my body to a cryo-chamber. That's all you have to do.

MIKKO

What are you...

MIKKO'S holomatrix morphs into STAR'S holographic form. CELESTA is scared by what she sees. But she realizes their secret. Star dematerializes just as quickly. Leaving Mikko in his injured body on the floor.

CELESTA

He's a Floater too! They're real.

INT. STARSHIP PASSAGEWAY

STAR'S Biolink mechanism is fully active with all bars lit up.. As MIKKO takes control of his body, she is introduced to pain for the first time. With a gasp his eyes register the new feeling. His expressions give the story of her going through the pain. Celesta goes to help.

INT. ELDERS MAINFRAME - TERRA VESSEL - 6:99:991.0000 ST.

The ELDERS appear in front of STAR. The electrified energy is visible to STAR now as it was to MIKKO earlier. He feels the storms. The spacetime wave engulfs him in a bubble of electrified energy. Beautiful to behold.

They are now inside a the training sanctuary.

STAR

Where am I? What am I doing here?

ELDERS

You are here because you can

be nowhere else, and you must do simply that which only you can do... Find the omega code.

STAR

I don't know what you're talking about.

ELDERS

You can't know until you learn. You have attained great control of your weapon warrior. However, the true power you wield is still not recognized. To become the Alpha you must find the secret of this power, which is known as the Omega code.

STAR

The Omega code!?!

ELDERS

This test you cannot change. The choices you will make however are entirely in your power to decide.

We see the elders faces begin to slow down the changing process. The faces begin to become recognizable. The faces begin to appear with a background around them. Scenery. COMET NAZERE is the Elder the changing faces settles on.

COMET NAZERE/ELDERS (V.O.)

In your battle to become the Alpha you must do whatever it takes to maintain the law of spacetime.

STAR

Master Nazere. Comet, I don't understand.

ELDERS

Your test of spacetime is now. Only the one true Alpha knows what the Omega code is, and you must find the Omega code to be the one true Alpha.

A beautiful visual scene envelops the senses and the screen with light as STAR'S energy flows into the spacetime wave.

CELESTA sees what we see as he disappears into the spacetime wave.

INT. STARSHIP PASSAGEWAY

STAR'S slumped body is on the floor of the passageway. His face registers MIKKO being overwhelmed by the pain...

MIKKO (V.O.)

Is this what pain feels like?

She struggles to keep her composure...

MIKKO (V.O.)

Master, you feel so far away.

The pain is making her delirious. Tears run down STAR'S face.

MIKKO (V.O.)

I don't want to die.

She endures the pain bravely. She smiles and cries at the same time with the exhilaration due to the new sensation.

INT. MEMPHIS VESSEL

BUTHOR watches HIS FORCES attack on the Terra on a view screen with KORIENA at his side. He is thoughtfully playing with SOMA'S Lifechip in his fingers.

On another screen behind BUTHOR, LULU is cutting down the Centurions on her way to BUTHOR'S stronghold.

INT. TERRA VESSEL

Buthor's MEN storm the Terra from their ships docked in the flight deck. Badly out numbered WARRIORS fight them off.

INT. TERRA VESSEL - PASSAGEWAY

WARRIORS guard the CO-REGENTS as they rush through the Vessel. STAPOSENE looks concerned as he follows.

STAPOSENE

We have to get you to your chambers co-regents. Buthor will surely try to gain control of the Elders mainframe. Where is Master Mojahmed!?!

EXT. ASTEROID CLOUD - SPACE

SOLAR, REZZER, BEDDO and KATO run interference for the starship.

INT. STARSHIP COCKPIT

STAR, in his holographic form, returns to see DAYLIGHT swirling around on the energy gimble of the cockpit. It looks unbearable. STAR seems different, wiser and more authoritative.

STAR

I have to get a message to
the Terra.

EXT. SPACE

The starship is attacked from out of nowhere by some
Astrominers.

INT. STARSHIP COCKPIT

DAYLIGHT'S view from inside the bubble is on the view screen as
she struggles with the controls but manages to maneuver through
the asteroids avoiding blasts. She feels nothing of the violent
movement of the gimble.

DAYLIGHT

We just lost communications.

EXT. SPACE - ASTEROID CLOUD

SOLAR, REZZER, BEDDO and KATO run interference for the starship.

INT. SPACE - STARSHIP

DAYLIGHT can only see outer space in front of her as though she
were the ship. When she surfs around a large asteroid, she sees
the Magnetic shield glow with the friction from contact with the
surface. DAYLIGHT takes the ship on a spiral.

INT. COCKPIT

She struggles with the overload of information similar to what
STAR experienced when he took over the holomatrix for the first
time.

STAR

Don't fight it. Allow it to
flow through you, it won't
hurt.

DAYLIGHT shows a little of what the Starship can do as they
fight off their attackers. She starts to gain control of the
starship.

DAYLIGHT

Hang on.

EXT. STARSHIP - ASTEROID CLOUD

The starship pulls an unbelievable maneuver and loses the
pursuing ships.

INT. STARSHIP

CELESTA falls from her hiding spot making a commotion.

STAR looks at CELESTA and helps her up. She is scared of him.

STAR

What are you doing here?

DAYLIGHT

She has proof Nestra Olarie was responsible for me being thrown into the penal deck.

STAR

That makes it okay? She shouldn't be here.

DAYLIGHT

She also told me Tartin Vega killed Warrior Mojahmed.

STAR

Soma's dead?

DAYLIGHT

I thought you would've known that.

STAR

No... Soma was my Masters son.
..And my best friend..

The starship is hit by another blast as STAR reaches a decision that sets the rest of his life on its monumentally epic and rightful path. SPARKS FLY around him from the blast as his resolve is set.

STAR

Keep them off of us for a few periods.

STAR dematerializes as DAYLIGHT flies the ship. CELESTA watches him go..

INT. CO-REGENTS QUARTERS - TERRA VESSEL

Inside the co-regents dark empty chamber, the spacetime wave deposits STAR, who materializes in front of the Elders mainframe doors slightly disoriented.

STAR

Whoa! Stellar.

STAR accesses the Co-regents tactical station, opening a communication link.

INT. SOLAR'S FIGHTER - ASTEROID CLOUD

SOLAR, fighting off Astrominers from the starship receives a signal from STAR.

STAR (V.O.)

Solar. You have to get back

to the Terra. Your parents
are in danger.

KATO (V.O.)

What are you talking about?

SOLAR

What's happening with my
parents?

STAR (V.O.)

Buthor Kohne's Centurions are
attacking the Terra Vessel.
You've got to stop him from
taking control of the elders
matrix.

SOLAR

I can't leave my sister out
here!

STAR

Don't worry Solar, she's safe
with me! Get to the Terra!

INT. BUTHOR'S CHAMBERS - MEMPHIS VESSEL

BUTHOR stands over his tactical screen as LULU enters his
stronghold and stands her ground for their showdown.

BUTHOR

LuLu, what a pleasant
surprise.

LULU

I told you I'd come for
Soma's Lifechip.

BUTHOR

Your spacetiming is
appropriate. We can watch
your co-regents fall together.

LULU

You can never win Buthor. In
your attempt, you will
probably die. So I've come
here to see if there is any
humanity left in you.

Koriena reluctantly leaves them alone. LULU totally ignores her.

As soon as Koriena is gone, BUTHOR and LULU waste no time and
start fighting right away.

BUTHOR evades an attack by LULU..

BUTHOR

We once spoke of leading the
convoy together one cycle,
that cycle can be now. Join
me.

LULU

Never... Not after what you did
to our son.

BUTHOR

What better donor to replace
the Biolink you took from me.

LULU

The energy in Soma's Lifechip
will not be lost to the
Elders Buthor. Hand it over,
or die here and now!

They fight some more... LuLu could kill him with the blows she unleashes, but Buthor seems to have a counter for some... LuLu controls the rest demonstrating her true power. BUTHOR pulls her into him... They look into each other's eyes and he kisses her passionately... ..The kiss stops just as suddenly as it began and BUTHOR slowly holds up the Lifechip... LULU takes the Lifechip and leaves... BUTHOR watches her go...

INT. CO-REGENTS CHAMBERS - TERRA VESSEL

The co-regents, STAPOSENE and one Warrior enter the chamber under attack from Centurions fighting off other warriors outside the door.

STAR sees what MIKKO saw when she first met the co-regents but kept from him. The co-regents are energy, Holomatrix, Elders.

When the CO-REGENTS see STAR they acknowledge him with a bow of their heads.

STAR sees this and jumps down to their aide.

FAXA

You shouldn't be here Warrior.

SINJIN

Your battle is out there.

STAR fights off attackers allowing the CO-REGENTS to make it safely inside their chamber as he brings down CENTURION after CENTURION moving them away from the outer chambers doors. The doors to the chamber close and lock with the CO-REGENTS safely inside. The SPACETIME WAVE forms moving towards STAR visible to us now as it is to him.

EXT. ASTEROID CLOUD

SOLAR'S fighter leads REZZER, KATO, and BEDDO out of the

asteroid cloud.. PANNING to REVEAL the Terra under attack in the distance.

SOLAR

STAR was right. Let's get in this fight.

INT. STARSHIP

DAYLIGHT is hit by blasts from NESTRA'S ship.

STAR returns to DAYLIGHT with that Warrior look in his eyes. He is now taking charge of the situation.

STAR

I need you to stay within 500 units of that ship.

DAYLIGHT

What are you talking about?
I'm doing all I can to get away from that ship. Your friends left me out here solo.

STAR

Head for the other side of the asteroid cloud but don't let that ship get any more than 500 units away from you. I have something to settle!

STAR leaves the cockpit purposefully.

DAYLIGHT

Warriors!

INT. COALITION STARSHIP

NESTRA is trying to out fly DAYLIGHT.

NESTRA

She's good!

VEGA

You're not going to kill her with compliments.

STAR materializes behind NESTRA and VEGA on their starship in his holomatrix form. He pulls out the starter chip, holding it for VEGA to see. NESTRA'S ship loses power, slowing them from pursuing DAYLIGHT.

VEGA

You're the one I killed at the end of the Battle Race.

STAR says nothing. His attack speaks for him. They get into a martial arts fight in the tight confines of the ship, with Nestra fighting the controls.

VEGA

You should've trained a
little harder.

STAR

Shut up and fight.

INT. DAYLIGHT'S STARSHIP

MIKKO is trying to crawl back to the cockpit.

MIKKO (V.O.)

We're moving out of range
Star. I can feel the link
getting weaker.

EXT. SPACE

Daylight's starship out maneuvers NESTRA'S damaged and slowing
starship.

INT. DAYLIGHT'S STARSHIP

MIKKO struggles to where the cockpit door is in sight. She feels
the blows in Star's body.

INT. NESTRA'S STARSHIP

STAR fights VEGA tooth and nail.

MIKKO (V.O.)

If we go out of range you're
energy will be lost and we'll
both die Star. I already told
you I don't want to die.

STAR ignores MIKKO and attacks VEGA with more determination.

INT. COCKPIT

DAYLIGHT shows her skill by avoiding debris from asteroid cloud
flying with pace to lose Nestra's starship.

EXT. TERRA VESSEL

KATO

They're over running the
Terra.

SOLAR, REZZER, BEDDO and KATO enter the flight deck on the Terra
in their fighters to find..

..BRAZE KRIMU and LASSA FUJIA already battling the CENTURIONS.

SOLAR

You can always count on Braze
to be where you least expect

him.

INT. CO-REGENTS QUARTERS - TERRA VESSEL

LULU'S ship is en route back to the Terra amongst the chaos.

LuLu inserts the Lifechip into a console in the elders mainframe.

The co-regents, STAPOSENE and the doctor stand with SOLAR, REZZER, BEDDO, KATO, BRAZE and LASSA all watching the view screen of the co-regents chamber.

FAXA

We've secured the Terra for now. But Buthor won't give up so easily.

SINJIN

Did you retrieve Soma's Lifechip?

LULU nods subtly, emotionally under control.

LULU

Soma's energy has become one with the elders.

Solar turns to Braze and whispers...

SOLAR

Thanks for the help old friend.

BRAZE

Thank Warrior Knight. When he alerted me Buthor's forces were attacking your parents, I couldn't stand by and do nothing.

INT. STARSHIP

MIKKO, in STAR'S badly injured body, manages to get to the cockpit. MIKKO tries to get STAR'S Biolink plug to a power outlet to give extra power to the Biolink mechanism. Daylight sees this and is alarmed by his appearance.

DAYLIGHT

We're almost out of the asteroid cloud. I'm gonna lose them now.

MIKKO(V.O.)

No...

MIKKO, in STAR'S body, passes out on the floor of the control panel before she can get the plug in. Star's Biolink mechanism levels drop to two bars.

EXT. ASTEROID CLOUD - DAYLIGHT'S STARSHIP

DAYLIGHT'S starship accelerates and maneuvers around the asteroid and through its cloud completely out of sight of Nestra's starship.

INT. STARSHIP

6:99:990.614 ST and counting: as Daylight puts the starship on autopilot by telling it to maintain course.

STAR's body is on the floor. The Biolink mechanism flickers down to one bar.

DAYLIGHT, from her cockpit, turns to CELESTA who is standing a cautious distance away, still with awe.

DAYLIGHT

Do you know how to set a cryo-chamber.

INT. COALITION STARSHIP

STAR and VEGA continue their hand-to-hand combat.

VEGA

Although you are a capable opponent, your warrior techniques are not enough to defeat me.

STAR

Is it me or is all this conversation just, I don't know... ..Boring?

Star jumps at Vega beginning a new round of hand-to-hand combat. Vega defends Star's attack, gaining the upper hand he uses his finishing move hand blasters that catch STAR off guard sending him flying back out of sight over a control console and through a bulkhead. He partially dematerializes flying out of the starship and into space followed by a trail of rainbow colors until he disappears in the distance.

INT. TERRA VESSEL - DOCKING BAY - 3:30:071.6699 ST

The huge docking bay is a beehive of violent action as a REBEL band of various clan members' battle everywhere for control of the docking bay with Centurions. The CAMERA moves through the action as Soma Mojahmed leads the REBELS who are moving to the far side of the docking bay where...

...Warrior Star Knight materializes from thin air as though he were just hit with Vega's blasters and lands on his back. Star jumps up prepared to continue fighting Vega but instead Soma is heading towards him.

SOMA

You were right, as usual...
There were Centurion clan
death traps killing clones on
every Vessel.

Rebels are following Soma. He's a confident battle hardened
leader.

REBEL LOOKOUT

IT'S ALMOST HERE!!!

SOMA

WE'VE GOT TO OPEN THOSE BAY
DOORS!!!

Soma points to a control panel on the other side of the docking
bay.

STAR

What's going on Soma? I was
told Vega killed you!

SOMA

You were told what?

STAR

Yeah, I couldn't believe it
either.

SOMA

When were you told this?

STAR

Just now Soma! I was fighting
Vega on my way to the 7th
system, he hit me with some
new type of mag blasters and
I landed over there somehow.

SOMA

Are you serious? You don't
know where you are or *when*
you are? Or how long you've
been here with me?

STAR

What's going on Soma? Is this
one of LuLu's training
exercises?

SOMA

Now's not the spacetime to
educate you Star! Comet's
almost here with the sci-tech
clone, and we both know how
important he is.

STAR

Comet? Clone? What are you talking about?

SOMA

Come on. Comet and the clone are on that ship and we have to get those bay doors open so they can dock.

STAR

Soma... I was sent on the 7th system mission by the co-regents... I have to get back to that starship, I could become the Alpha!

Soma starts to realize the significance of this moment for Star.

SOMA

Star, you are the Alpha! And the leader of the Yawdu Clan. Just help me get the clone on Comet's ship to the co-regents, they'll explain everything.

DISSOLVE TO:

INT. COALITION STARSHIP

Vega picks up the starter chip from the floor and tosses it to Nestra, then investigates the other side of the bulkhead. STAR isn't there.

DISSOLVE TO:

INT. STARSHIP

DAYLIGHT, CELESTA and KLUE watch over STAR in the cryo-chamber. The starship interior is heavily damaged.

DAYLIGHT begins setting the cryo-chamber settings... ..The hatch begins to close... The hatch shuts on the cryo-chamber with STAR inside. It begins to fill with liquid.

CELESTA

He can't be dead.

DAYLIGHT

This is all my fault. I'm a better pilot than this.

CELESTA

Put the past behind you Daylight. Worry more about

what happens in the next...

Celesta looks to the spacetime clock on the control panel while the liquid energy fills the cryo-chamber engulfing Star. It turns to exactly 6:99:992.0000 ST

CELESTA (CON'T)

...8 cycles. That's how much spacetime we have to recon the 7th system for a water world and get back to the convoy before the engines fire and strand us out here.

Star is completely submerged in the fluid energy. His Biolink mechanism is fully lit.

DAYLIGHT

I guess it's up to me now...

EXT. SPACE

Follow DAYLIGHTS STARSHIP as it travels away from the asteroid cloud. PANNING BACK to the asteroid cloud we see ASTROMINERS working in the cloud... ..Then we see Nestra's damaged starship emerge from the cloud in pursuit of Daylight's starship as it disappears into the distance.

END CREDITS ROLL as the spacetime clock onscreen reads 6:99:992.032 ST and the 7th system is REVEALED as we move to a water world, which looks remarkably similar to Earth...

TO BEGIN AGAIN

Serial Chapter Two: **The Second Coming**

:FADE TO BLACK.