

ATLAS V ECLIPSE - S01bE01.2 - "ANOMALIES"

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MiME Design Studio

Based on,
Atlas V Horizons

Address
Phone number

START OF ACT #1

0. INT. SCOUT SHIP

Simms (Pilot Michael Simms) checks his instruments while approaching a large dark wall of cloud in space.

SIMMS

Sims to the thunder dome, (radio chime) thunder dome come in. (radio chime)

A.V. COMMAND

Simms this is Atlas Voyager Command, requesting you take your job a little more seriously. (radio chime)

SIMMS

No can do Atlas. You just don't have the comedic chops to be the funny one in this dynamic duo. (radio chime)

Before entering the dark cloud Simms stops the ship by pressing buttons on the command console in front of him and activating the reverse thrusters.

SIMMS

Holding steady at the anomaly's perimeter. Atlas it is big. I mean REALLY Big. And dark. And dense. Kind of like Dona's fruit cake at the Christmas party. (radio chime)

A.V. COMMAND

Don't lose your day job, Simms. (radio chime)

SIMMS

(laughs) Sending sensory feeds to you now. It doesn't appear to be solid but very little light is getting through it. So to answer your question, yes, this is where the horror movie begins. ...Next you're going to say I'm going to have to take a closer look. (radio chime)

A.V. COMMAND

Simms, we're receiving your signals but we still have nothing. No sensory measurements. Visuals or otherwise. ...Sorry. (radio chime)

SIMMS

Affirmative. (radio chime)
Cue the dark and ominous music.

Michael Simms turns the ships engine back on by flipping switches and slowly pilots it into the dark fog of the anomaly. The farther in the ship goes the more distorted the radio signal gets.

SIMMS

This is quite the obstruction. Houston, we're going to need a bigger plunger. (radio chime)

A.V. COMMAND

Wow, you managed to ruin two classic movie references in one sentence. A personal best. (radio chime)

The dark dust of the anomaly starts moving revealing a growing light up ahead.

SIMMS

Looks like my presence is disturbing the anomaly. Something is happening. I'm seeing a light up ahead. I might be coming up on the other side. (radio chime)

The anomaly breach opens up revealing bright colours.

SIMMS

Atlas, I wish you could see this. (radio chime)

A.V. COMMAND

Yeah? Well we can't. All we see is a black...(radio distortion)

SIMMS

This sight... it's beyond description. Hold on a second. Atlas, I'm experiencing a gravitational force. I'm being pulled into the light. (radio chime) (radio distortion)

SIMMS

Simms to Voyager Command. (radio chime)
Atlas come in! (radio chime)

The ships sensors and alarms start going off spontaneously causing Michael Simms to panic. He frantically tries to find a way to take back control of the ship by flipping switches and pressing buttons. The glass begins to crack. Simms freezes for a moment and stares at the crack.

SIMMS

Oh no.

The glass at the front of the ship breaks and Simms is sucked into the light.

(silence)

1. INT. AVPD DIST 4 (BULLPEN)

Max (Detective Maximus Olivia Parker) is sitting at her desk in the bullpen hunched over with her head resting on her hand leaning over a small pile of paper work. She is typing on her keyboard with her other hand with little energy. (She looks very bored.) She looks over at her cup that says "Max-" and turns it around to see the rest of the word "Maxine". She grunts and drops her head on her folded arms on her desk in frustration. Solomon (Detective Solomon Cook, Max's partner) approaches and sits on the corner of the desk.

SOLOMON

Beverly brought bagels again.
They're in the break room.
You should get one before they're
gone. Greg is already making his
lunch for the week.

Solomon begins eating his bagel.

MAX

Greg can have his stupid bagels.

SOLOMON

What's up with you?

Max leans back in her chair and looks at Solomon with a disappointed expression.

MAX

Sol, this isn't it.

SOLOMON

This isn't what?

MAX

This isn't what I wanted. A desk full of analogues. Break room bagels? And a barista, that despite my numerous corrections, still gets my name wrong.

SOLOMON

Kelly still giving you problems? Don't worry I'll talk to her tomorrow. You'll be straight, I got you.

MAX

It's not just the drink. Even though I'm a detective now I still feel like I'm not doing anything. Then again, anyone with a badge was promoted the moment they came aboard. So I guess this (grabs and looks at her badge) doesn't actually mean much.

Solomon finishes eating his bagel, stands up to face Max and dusts the crumbs off his hands.

SOLOMON

Well what were you expecting on a colony ship full of rich folk and eggheads.

MAX

I don't know... We're on a spaceship! Where's the adventure, the aliens, the epic space battles with sentient robots trying to take over the ship? This place is one desperate house wife away from being a reality show.

SOLOMON

(chuckles). Well we're on a ship called Voyager so be careful what you wish for.

JB (Jason Blake, Captain of AVPD District 4) approaches from the background.

MAX

Hilarious. You said you wouldn't
make fun of my interests.

JB

Max, Solomon!

JB stops at Max's desk on his way to his office.

JB

Your presence is needed in the
suburbs. Domestic disturbance.
Dispatch has the address.

JB continues on towards his office.

MAX

Uuuuggghhh! Isn't that a little
below our pay grade?!

JB

(out of frame) HA! Nothing's below
your pay grade!

Max groans as she gets up from her chair. Solomon gets up and picks
her jacket up off the adjacent coat stand and hands it to her.

SOLOMON

Come on. No Martian men today.

Max grabs the jacket from Solomon and heads towards the elevator.
Solomon turns towards JB's office.

SOLOMON

Not cool, JB!(jokingly)

2. INT. DIST 4 HOUSE #1

Max sits calmly on the sofa in the living room doodling on her notepad
while Solomon desperately tries to calm down two screaming women
(Sister #1 and Sister #2) with outstretched hands and a soft voice.

[SISTER #1 AND SISTER #2 CONTINUOUSLY YELLING AT EACH OTHER BETWEEN
DIALOGUE]

SOLOMON

I just need you to calm down.
Calm.. CALM Down.

SISTER #1

Don't tell me to calm down!
You're not my therapist?!

SISTER #2

No, but you need to grow up and
get one. Oh, and while you're out,
pick up a job on the way home-

Max is still sitting on the couch calmly doodling on her notepad.

MAX

I'm getting better but I still
can't get the nose right.

SOLOMON

-Ladies, please let's all just
take a deep breath and-.

SISTER #1

-You wanna play those games-??!

SISTER #2

-Child, I'm grown
I don't play games-

SISTER #1

-Where's the money you owe me?!

SISTER #2

...What money-?!!

SISTER #1

-the money you owe me for
last week's lunch!

SISTER #2

The \$12 for ice cream-???

SISTER #1

-Yes, MY \$12-!

SISTER #2

-You want your stupid money-???

Sister #1 walks away and goes upstairs. Solomon turns around and looks
at Max. Max is smiling back at Solomon.

MAX

(Chuckles) This is gonna be good.

Sister #2 comes back down the stairs and around the corner with a bowl of coins and begins throwing them at Sister #1 by the handful.

SISTER #2

Here's your stupid money!

SOLOMON

No! No! -You stop that right now!

Solomon turns back to Max using his hand to shield his face from the coins. Max looks up at Solomon with a carefree expression.

MAX

Good to go?

3. EXT. DIST #4 HOUSE #1

Max and Solomon walk down the sidewalk back to their patrol vehicle.

SOLOMON

Remind me to never
move to the suburbs!

Max laughs. Behind them an object used as a projectile is thrown through the upper window and lands on the car. Max and Solomon are startled by the event and immediately stop and turn around. The car alarm goes off but quickly dies. Max and Solomon pause and look at each other, then continue on towards the patrol vehicle.

END OF ACT #1

START OF ACT #2

4. INT. PATROL VEHICLE

Solomon is operating the patrol vehicle while Max is looking out of the window with her feet on the dashboard.

MAX

Do you ever regret coming here?

SOLOMON

To the fast food place on 5th?
Every time. I don't know why you
keep making me go there-

Max looks at Solomon, laughs and throws some of her fries at him.

MAX

-No, I mean coming here, on the ship. Everyone's left someone or something behind. What about you?

SOLOMON

(chuckles) Yeah! My ex-wife, my house that my ex-wife took and a whole lot of debt. ...You know, on account of-

MAX & SOLOMON

-the ex-wife.-

MAX

-Got it.

SOLOMON

Maaaaan, I couldn't WAIT to tell her I was joining- the..

Max looks out of the window at a Verdelle Corp. building that is currently under construction. (The building is covered in a holographic representation of the finished product in order to disguise ongoing construction). Max sees weapon's discharge beyond the holographic exterior as they are passing by.

MAX

-woh, did you see that?!

SOLOMON

See what?

MAX

Circle back.

Solomon slows down to turn around and begins turning. Max begins hitting his arm because he is not moving fast enough.

MAX

...CIRCLE BACK! GO!-

SOLOMON

-Okay! You see me turning, right?!

The patrol vehicle slowly pulls up beside the holographic building. Solomon turns on the flood lights. The flood lights emit a special light frequency that cuts through the hologram and illuminates the interior of the building. Solomon slowly descends the flying patrol vehicle floor by floor. Max and Solomon peer through the front windshield into the darkened building.

SOLOMON

What am I looking for?

MAX

I'm sure I saw weapons fire
around here.

SOLOMON

Are you sure it wasn't the
hologram generator malfunctioning?-

MAX

-Sshhh!

The patrol vehicle descends to the ninth floor.

MAX

THERE! Straight ahead!

A mysterious man (Arthur McCully) standing in the darkness is spooked by the patrol vehicle's lights and disappears into the shadows of the building (currently under construction).

MAX

I'm going in! You circle around
the back!

Solomon moves the passenger's side of the vehicle close to the building. Max takes out her weapon points it towards the building and then opens the door.

SOLOMON

I'll call it in.

MAX

Not yet. Let's get confirmation
first.

5. INT. NEW VERDELLE CORP. FACILITY

Max steps out, through the hologram and into the dark fourth floor. Solomon immediately drives off. Max cautiously walks in towards the center of the building. There is construction equipment, unfinished walls, exposed wires and plastic sheets obstructing her view. She hears a noise and immediately turns to see a dark silhouette disappear around a corner. She puts on her shades and turns on heat vision by tapping the frames twice. She pursues the silhouette with a quicker pace but still moves cautiously. She lifts her wrist band towards her face to communicate with Solomon.

MAX

Sol, suspect is heading towards your position on the west side.

SOLOMON

I'm covering the elevator but I don't see anything. I'm sending the car to do a perimeter sweep. I'll cut him off from the north side.
(shots fired)

MAX

SOL!

SOLOMON

Shots fired! Double back towards my position in the southeast corner!

Max turns around and starts running to the opposite side of the building. When she arrives she sees a man standing by the open ledge. She immediately draws her weapon, removes her heat vision shades and slowly approaches past the adjacent wall to her left.

MAX

Don't move! Don't... move!

Solomon slowly approaches from the opposite side of the building with his weapon also drawn and pointed at the suspect.

MAX

Where's the weapon?!-

SOLOMON

-It's okay if you wanted to get a little target practice.
Just come on back-

ARTHUR

-Do you see what I see?

An Invisible Assassin stands still in front of and between Max and Solomon with its weapon pointed at Arthur. Arthur is facing the Invisible Assassin but looks at Max and Solomon (only with his eyes) while slowly taking steps backwards.

SOLOMON

See what?

ARTHUR

Reach out to me and I'll show you. *Have a little faith.*

MAX

Faith is for earth dwellers.
Right now all I see is a man that
got caught messing around where he
shouldn't be. Now step forward
towards me and we'll-

ARTHUR

-N'n'n'n'n'n'no you're not getting
it. Don't you see? It's right
there in front of your eyes.

SOLOMON

Why don't you go ahead and step
away from the ledge.

MAX

Come with us and you can tell us
your story. Whatever you think we
aren't seeing.

ARTHUR

I can't.

MAX

Why not?-

ARTHUR

-BECAUSE I CAN'T!! ...It doesn't
work that way. ...But then again It
never did, did it. That's why
they'll win. Because you refuse to
believe what you can't see.

Max and Solomon slowly walk past the Invisible Assassin without noticing it. The Invisible Assassin very slowly turns its head slightly towards Max and watches her walk by out of the corner of its eye. Max almost bumps into the Invisible Assassin but it leans slightly to avoid Max's shoulder (revealing its presence to the audience).

SOLOMON

This has gone on long enough.
We're not gonna ask you again!

ARTHUR

It's too late now...
And to think, ...all this could have
been avoided.

Arthur immediately turns around and tries to jump off the ledge of the fourth floor through the hologram. Max lunges towards Arthur and lowers her weapon to reach out to him but the Invisible Assassin shoots Arthur causing him to disintegrate. Solomon quickly turns around to face the shooter but hesitates because he can only see Max. The Invisible Assassin kicks Solomon and strikes him with its weapon. Solomon falls to the ground. Max drops to the ground on her back and tries to shoot the Invisible Assassin. She fires rapidly causing damage to the building but her gun has no effect on the Invisible Assassin. The Assassin runs away in the direction that Max originally came from and disappears into the darkness. Max runs to Solomon and checks to make sure he is okay. Solomon is bleeding and dizzy.

MAX

Sol, are you okay?

Max helps Solomon get upright against an adjacent wall. Solomon places his hand on his head and pulls it away to see the blood.

SOLOMON

I'm fine, I'm fine.

Solomon looks over Max's shoulder and sees the Invisible Assassin's weapon charging from the back of the barrel. Solomon draws his weapon and shoots the Invisible Assassin's weapon causing it to malfunction. The Invisible Assassin runs towards the edge of the building while Solomon and Max shoot after it. It leaps off the edge through the hologram. Max runs after it with her weapon drawn, but by the time she gets to the ledge the Invisible Assassin is gone. Max returns to Solomon. Parts of the building are falling apart due to the weapons fire.

SOLOMON

If you don't learn to watch your back, one day you're going to get yourself shot.

MAX

That's why I have you.

The patrol vehicle begins to pass by the exposed ledge outside of the building with the lights still shining inward towards Max and Solomon. Solomon pulls out a key remote from his inside jacket pocket and presses a button that stops the patrol vehicle and turns it around. The driver side door to the patrol vehicle opens. Max helps Solomon to his feet.

SOLOMON

Come on. We're not ready for this.

With Solomon leaning against Max's shoulder they walk towards the patrol vehicle.

6. INT. AVPD DIST 4. (BULLPEN/JB'S OFFICE)

Max and Solomon aggressively walk through the bullpen of AVPD District 4 Headquarters towards JB's office. Solomon has a bandage on his head. Max walks into the conference room first. JB is talking to another detective but ends the conversation once he sees Max and Solomon have returned. JB is leaning on the conference table. He dismisses the other detective then drops his head in frustration.

JB

Can someone please tell me what's going on?

MAX

It's like we told you there's this shooter-

JB

-No!

JB stands up, turns away from Max and Solomon, with his hands now on his waist, and slowly paces towards the window.

JB

...No. This time without the foolishness-

MAX

-What foolishness?-

JB

-I'm not trynna hear about people being vaporized by ray guns and invisible bounty hunters. This isn't space wars, Max.

MAX

Okay first, your inaccuracies are offensive-

JB

-Max-

MAX

-and second-

JB

-MAX!-

MAX

-we were both there, JB!!!

JB

...I checked with Atlas Voyager
Command... The ship manifest
showed all passengers accounted
for at the time of the *alleged*
incident. And that includes you
two dreamers on private property
without a warrant, shooting up the
place!
(pause...)

SOLOMON

Well I'm more of a pensive than a
dream-er

MAX

-Really?

JB

Look, I don't know what you saw.
And I trust you enough to believe
that YOU believe what you saw...
But what I'm telling you is that
there was no evidence to corroborate
your story. As of right now, you
two are the only criminals in
this case.

JB sits back down in his chair at his desk. While Max and Solomon
stand in silence.

JB

It's a miracle that no-one from
the Verdelle family has come by to
file a complaint against you
for property damage on their new
building. The last thing we need
is one of the three families
in here flipping tables.

MAX

Sir. This is crazy! There.. was.. a murder.... on Atlas!.... The first murder ever. But if there's no trace of this killer or his victim who knows how many other murders there could've been before today. We can't just let this go-

JB

-then show me some evidence!... Right now! Show me ...a weapon that can make a man disappear ...or turn him invisible... and I, along with every enforcer in this building, will back you. But until then. We keep this mess between us and hope to never see the Verdelles inside these walls. Now, I want you to drop this. I'll take care of the clean up.

SOLOMON

Sir, if we could just-

JB

-No you can't pursue a warrant to take a team back to the building. -You shouldn't have been there in the first place. -Get out.

Max and Solomon leave the office together, frustrated. Solomon leaves first and Max follows behind him. After a few steps Max stops and grabs Solomon by the arm.

MAX

Wait. Sol.

Solomon turns around to face Max.

MAX

What's going on? What just happened?
Am I the crazy one here?

SOLOMON

No but...(sighs)

Solomon pulls Max aside to avoid others hearing their conversation.

SOLOMON

Look. All I know is that some guy,
that I can't even prove exists,
almost took me out today. He was
invisible, Max! ...Invisible!
Like, right there in front of my
face (waves hand in front of face),
still can't see him, invisible!

MAX

Yes, I know, and we-

SOLOMON

-And if he went through the trouble
of becoming invisible on paper as
well as real life, chances are if
we leave him alone he'll leave us
alone. ...The way I see it, we
have two options... Try to see
what's at the bottom of this rabbit
hole ...or let it go and hope we
never see the unseen again!

Solomon continues walking away. He then turns around and walks
backwards to continue talking to Max.

SOLOMON

For all we know it could've been
an illegal hologram simulation
that those hackers have been doing
lately.

Solomon turns around and heads towards the elevator leaving Max alone
to consider his comment.

7. INT. MAX'S APARTMENT (LIVING ROOM)

Max, in comfortable clothing, is sitting on a couch in her dimly lit
living room hugging her knees. The apartment is covered in posters
[Black Sun Comics]. She is obsessively staring out of her large window
at the city of Atlas Voyager. She is distracted by her thoughts. The
doorbell rings. Max gets up and walks to the door.

MAX

Achilles? who's at the door?

ACHILLES SECURITY SYSTEM

Max, Nicole is at the door.

MAX

Delay lockdown... but maintain
audio surveillance!

Max opens the door. Max's friend Nicole (Nicole Connolly)
is standing at the door.

NICOLE

Hey, Hey! uh?... What's going on
here, what's happening??

MAX

Oh hey Nicole!-

NICOLE

-Are you bailing on me again?!

Max stands aside as Nicole waddles into the apartment with her head
hanging, shoulders slumped and purse dragging on the ground in
disappointment.

MAX

It's not that I'm bailing-

Nicole turns around before entering the kitchen.

NICOLE

-She says just before she bails.

Nicole walks into the kitchen and plops her purse on the island
counter. Max walks in and sits down on a stool by the kitchen island.
Nicole scans the contents of the fridge by swiping a digital screen on
the door.

MAX

I just don't feel like going out
tonight. To be honest I'm not
completely sure it's safe.-

Nicole opens the fridge, takes out two drinks and hands one to
Max.

NICOLE

-You're out of water.

They both tap the bottom of the bottles on the counter, then tap the
bottles together with a "secret handshake-like manner". Then they open
the bottles and start drinking.

NICOLE

Safe from who? You're boyfriend?
Remember him?

MAX

He's not my boyfriend. We were just
talking. And You literally wouldn't
believe me if I told you.

NICOLE

Well you're right about one thing.
He's not your boyfriend. I saw
Kevin with some other girl last
week. I think he's engaged.

MAX

Oh, good for him!

NICOLE

No! Bad Max! That should be you.
You gotta start thinking long
term-

MAX

-Nicole-

NICOLE

-Look I know you joined Atlas for
the adventure. EVERYONE... knows
you joined Atlas for the adventure,
but adventure can come in many
different ways. And there are only
so many men aboard this ship.

MAX

There's an entire city out there-

NICOLE

-YEAH! One city hurling through
the emptiness of space. And
the planet we'll end up on is not
gonna get any better.

Nicole puts her drink down on the island counter, picks up her purse
and begins walking towards the door.

MAX

Hey, where're you going?

NICOLE

Girl?! OUT! I have my own
adventure waiting for me. I'll
tell the rest of the crew you were
weak so I left you behind.

MAX

Thanks?

NICOLE

You're welcome!
Just remember this...

Nicole stops at the front door and turns around to face Max.

NICOLE

According to you, your social life
wasn't all that, even before Atlas
vastly limited your options for
friends and... others (smirk).
Food for thought.

Nicole leaves and closes the door behind her. Max turns back towards
the kitchen and takes a moment to think of Nicole's parting words as
she stares at the bottle in her hand. She then takes a sip.

ACHILLES SECURITY SYSTEM

Shall I reinitiate a full lock
down, Max?

A loud sound startles Max and alerts her attention to the window.
Outside of the window over the cityscape three holographic buildings
merge into a massive holographic projection of a giant lizard. People
emerge onto nearby rooftops and balconies to enjoy the spectacle.
Max doesn't appreciate the spectacle.

MAX

uh...no. I'm starting to warm up to
the idea that Sol was right.

ACHILLES

Maintaining audio surveillance.

8. INT. MAX'S APARTMENT (BEDROOM)

Max finishes drying her hands in the bathroom. She turns off the
bathroom light and walks out of the bathroom and towards her bed. She
pulls back the covers, gets into bed and turns off the lamp on her
bedside table. She lies on her back and stares at the ceiling then
closes her eyes.

9. DREAM: NEW VERDELLE CORP. FACILITY

Max is in the unfinished Verdelle Corp. facility slowly walking around with her weapon drawn. She approaches a corner and cautiously looks around it. Around the corner a dark silhouette of a man is still at the edge of the building. (The architecture is slightly different from the real events that Max experienced.) Max hears Solomon's voice in the distance. She looks behind her and sees the lights from the patrol vehicle moving around the perimeter of the building. Max turns back around to check on the situation and an uncloaked assassin is standing 10 yards away from the silhouette pointing his weapon at the silhouette. Max rushes in pointing her weapon at the assassin.

MAX

Drop your weapon!

The assassin disappears. Max turns to the dark silhouette. It has also disappeared. Solomon comes rushing towards Max from the opposite side of the building.

SOLOMON

Did you see where he went?

MAX

No.

Max and Solomon stand there looking around. Max turns around and Solomon is lying on the ground unconscious. She hears the echoes of Solomon's voice.

SOLOMON

...one day you're gonna get
yourself shot.

Max quickly turns around and somehow finds herself on the ground in Solomon's position staring down the barrel of the assassin's gun. (Solomon has disappeared.) The assassin pauses then shoots Max.

[CUT TO BLACK]

A digital graphic overlay pops up saying "Game over" with other video game icons on top of a still image of the assassin.

10. INT. MAX'S APARTMENT (BEDROOM)

Max is laying in her bed. She opens her eyes as she takes a sudden shallow gasp of air. After a few seconds she turns her head to the right to look at the clock on her bedside table. The clock reads "4:13amEarthTime, Tuesday March 17, 2093 ". She turns her head back towards the ceiling and lies in her bed staring.

END OF ACT #2

START OF ACT #3

11. INT. AVPD DIST 4 (BULLPEN)

In the bullpen, many are working calmly. Max is at her desk. She shuffles papers into folders and types on her computer. Detective #1 walks up to Max's desk and Max hands him a folder with papers in it.

MAX

Can you take these down to analogue records please? Thanks.

Detective #1 takes the folder and heads towards the elevator. Solomon is at his desk leaning back in his chair with his feet up on his desk fiddling with an electronic puzzle device. JB is in his office with the door closed. Beverly (Beverly Pennington, Office assistant) knocks on JB's door and enters to tell him something. The two of them leave the office together in a haste. Max looks up at JB and Beverly and then turns to Solomon.

MAX

Hey!

Max turns to JB and Beverly and nods her head upwards. Solomon turns to look at them as well. JB and Beverly arrive at the elevator and wait for it to open. Com. Isaac (Jeremy Isaac, Commander of the Atlas Voyager) and Mrs. Verdelle (Ophelia Verdelle, matriarch of the Verdelle family) along with her private security detail (Agent #2), exit the elevator and greet JB. They exchange handshakes and JB leads them back to his office. Solomon leaves his desk and walks over to Max's desk. The entourage arrives at JB's office. Ophelia gives Max a look out of the corner of her eye before entering the office. JB holds the door open for everyone to enter except Agent #2. He looks at Solomon and Max before entering the office and closing the door. Agent #2 takes her post by the door.

SOLOMON

This is definitely not how we want to start the day.

MAX

I never understood why she needs so much security. Everyone except us on this ship is rich.

SOLOMON

Yeah but all rich people on this ship are crazy paranoid. That's why they decided to live in a giant vault.

(both chuckle)

Max turns in her chair to look at Solomon. There is a short sobering pause.

MAX

Hey, look. I'm really sorry I got you into this circus. I thought about what you said. Maybe we did get caught up in an illegal holo-sim. No matter what happens. I'll take the fall.

SOLOMON

Okay, good.

Solomon gets up and pretends to walk back to his desk but returns to Max's desk and sits on the corner. Max laughs.

SOLOMON

Don't beat yourself up. We both made the mistake. And what's the worst that could happen? It's just a little property damage.

JB, Beverly, Com. Issac and Ophelia come out of the office.

JB

Sol, Max. Can we have a word please?

Max and Solomon look at each other then stand and walk over to the rest of the group standing just outside of JB's office.

MAX

I just want to say-

JB

-Commander Isaac, Mrs. Verdelle, may I introduce detectives Max Parker and Solomon Cook. Two of District four's most promising teams. But if you tell anyone I said that I'll vehemently deny it.

The group has a chuckle at JB's comment. Max and Solomon shake hands with the visitors.

SOLOMON

Pleasure.

MAX

-I'm sorry. Hello. Nice to meet you.

OPHELIA

Max, Captain Blake has already informed us of the incident and I just want to put your mind at ease. Actually, he came to us before we even found out.

MAX

Incident.

OPHELIA

Well yes. My only regret is that Detective Solomon here was injured by the hijacked hologram simulation.

Ophelia turns to Solomon.

OPHELIA

Solomon, I hope you understand that our holograms were only designed to maintain an aesthetically pleasing work site during the construction of our buildings. How those privileged delinquents are able to turn our projectors into their own personal Virtual game is beyond me. (looks back at JB) Bypassed all our firewalls! (Looks back at Solomon) But I do hope you will accept our sincerest apology.

SOLOMON

Not a problem. I'm quite alright. I assure you.

OPHELIA

Excellent! My husband will be pleased. However, despite the benevolence of your intentions there was damage done and a balance to be paid. Which brings me to our visit.

Ophelia turns back and stares at Max. Max stares back curiously.

JB

Max, looks like we have a special assignment for you.

Max turns to speak to JB.

MAX

You mean "us".

JB

Solomon will be leading a special investigation against the hologram hackers.

SOLOMON

Sir, with all due respect Max couldn't butter her toast without me.

Max nods and points at Solomon with her thumb, in agreement.

JB

She'll be fine. From what I hear this is the kind of assignment only someone like Max could truly appreciate.

MAX

Ummmmmm, should I be offended?

COM. ISSAC

Hardly. Your captain tells us you have an affinity for adventure.

BEVERLY

Affinity? (laughs) Max is a full blown scifi ge-

MAX

-Thanks Beverly, that'll be all!

Max stares at Beverly with intensity until Beverly slowly walks away back to her desk.

BEVERLY

You're right. There are other things I could be doing.

COM. ISSAC

Well as you know the Verdelle Corporation works very closely with Atlas Voyager Command in charting the fastest and safest route to the new planet.

SOLOMON

I thought that was the Romeros.

OPHELIA

If only they were that valuable. -No, our experts at Verdelle corp. authored Atlas' original course. The alternate route that the Romeros proposed was turned down. We have been heading navigations and course corrections ever since.

COM. ISSAC

That is until a week ago when we first encountered the obstruction.

Com. Isaac pulls out a data device from his inside pocket and shows it to JB. JB nods his head and Com. Isaac leads the group to a glass whiteboard that doubles as a computer screen. Com. Isaac places the device on the glass board and a series of holographic files appear on the glass, all pertaining to the "missing persons" case.

COM. ISSAC

The obstruction appears to be a large dark mass that only presents itself as a void.

SOLOMON

Void of what?

MRS. VERDELLE

Everything.

COM. ISSAC

We sent a scout ship to investigate the obstruction. We lost contact with the pilot, Michael Simms, when he encountered it. We need him back.

MAX

Doesn't Atlas Command have special departments for external search and rescue?

COM. ISSAC

As a matter of fact, yes. However,
the problem is...

Com. Isaac shifts some of the windows around to reveal empty
data logs regarding the anomaly on the glass board.

COM. ISSAC

...there's no apparent data that
we can collect on this anomaly.
Without it, we're dead in the water.
The ship AND our search and rescue
team.

OPHELIA

We will admit, we have become a bit...
overly dependent on our technology
over the past few years.

MAX

(chuckles) Like fish out of water.

Everyone looks at Max with a straight face.

MAX

Sorry, ...continue.(sarcastically)

SOLOMON

So basically you have a missing
persons case with no leads other
than a giant space wall.

COM. ISSAC

In simple terms. All other
alternatives have already been
explored. We need a fresh
perspective. Perhaps a more
hands-on approach, if we're to
get Simms back.

OPHELIA

And get back on the road so to
speak.

MAX

So what help could I possibly
offer the *brainiacs sitting up
there in Heaven?*

COM. ISSAC

Please Ms. Parker, We try to discourage the use of such archaic vernacular.

MAX

Kinda hard when your office is literally in an unattainable location in the sky-, but sure.

JB

-Max?!

COM. ISSAC

Ms. Parker, among other theories, we are open to the possibility that Michael Simms... May have been taken. -But what we need to focus on now is establishing some sort of data compilation for our people to assess.

JB

I'm sorry, and by "taken" you mean-

Solomon nudges Max while the others continue talking. Max looks back and gives Solomon a disapproving look.

COM. ISSAC

-Yes, Captain. Based on what we have gathered, we can't yet rule out even the most unlikely of outcomes. Since our instruments are incapable of collecting measurables we need someone who can analyze the situation, based on what little information is available, and create their own assessment. In short we need a-

MAX

-You need a space detective!

COM. ISSAC

For all intents and purposes... yes, a "space detective". Although I am hoping you will take the job a little more seriously than you do your vocabulary.

MAX

Believe me, I'm more than serious.

JB

Quick question, So why can't Atlas circumnavigate the anomaly?...

OPHELIA

...The corridor is the only way through a vast asteroid belt that, at our cruising speed, would destroy the ship should we fail to avoid.

JB

And we can't go over the asteroid and the anomaly?

OPHELIA

The time it would take would turn the Atlas Voyager into a travelling graveyard. Generations 800 years from now would die due to lack of replenished resources.

MAX

So you want me to go and investigate Michael Simms disappearance, in hopes of also discovering more about the anomaly that's blocking the ship from getting through this asteroid belt.
(Spoken with suspicion)

Com. Isaac adjusts his standing pose to be more erect (to suggest Max is not taking the matter seriously). He then looks at Ophelia who is looking back at him. Ophelia then turns to Max.

OPHELIA

If that's not too much trouble.

MAX

No not at all (mild sarcasm).
However I would prefer to work with Sol. Can't the hologram investigation wait.

JB gives Max a sigh and look of disapproval.

MAX

I mean, what's more important than this?

OPHELIA

Diversification, Ms. Parker.
Despite our current circumstances
I still have a business to run
and our law enforcement is limited.
Whoever is hijacking my holograms
I'd like to end their disruption as
soon as possible. If you're not
quite up to the challenge-

MAX

-I'm ready for any challenge-

OPHELIA

-Marvelous! Than we shall be on our
way. Captain, thank you for
reaching out. We look forward to
seeing your team in action.

COM. ISAAC

Ms. Parker, your ship leaves for
the anomaly in six hours. Hanger 11.
...Captain.

Ophelia, Com. Isaac and Agent #2 head towards the elevator. JB turns to Max as he follows behind the exiting group.

JB

What is the matter with you?

JB walks Ophelia, Com. Issac and Agent#2 back to the elevator. Max and Solomon turn around and take a step closer to examine the lack of data on the glass.

MAX

I don't like her and I don't like
her face. This just doesn't feel right?

SOLOMON

(laughs) Getting cold feet already?
I thought you would have died at the
chance to say "Space Detective"
and have people take you seriously.

MAX

No, it's just...

Max turns to look at Solomon.

MAX

...If what we saw WASN'T a
simulation-

SOLOMON

-Awww Maaax-

MAX

-No just hear me out. If what we saw WASN'T a simulation... Could we be in trouble? ...Diversify?? When the entire mission of Atlas Voyager hangs on the balance of ME finding one man in the endlessness of space?? I mean I'm good but I'm not that good. Diversify?-No! What I heard was divide and conquer.

SOLOMON

Despite your paranoia... I have to admit it does raise some red flags. A situation like this... You'd think they would've made it classified.

MAX

So everyone in the bullpen is a potential witness. I have a bad feeling. We need to stick together on this.

Max turns to Solomon with bright wide open eyes and a gasp.

MAX

...You have to get on that ship with me! Those ships carry, what- like 4 people at a time? tops? If you can get on the ship with me, without them knowing, we can watch each other's backs AND prove that this anomaly garbage was just part of a cover up for the murder.

SOLOMON

Okay. A solid plan. Or at least the best one we've got. I'll see if I can delay the investigation. I have a friend that might be able to get me on the ship.

Together Max and Solomon walk away from the glass display and towards their desks.

MAX

And did you hear how she said Msss Parker. Like I ain't-never gonna find no-body. Ugh! Pretentious!

12. INT. DAMIAN'S HQ

Damian is sitting at his desk typing on his keyboard. On his multiple monitors are command prompts and screens showing traffic camera views of his holographic simulation. He also has a program open that shows how he created it. Damian types a few more commands into the computer which opens a command prompt to shut everything down. He selects okay, then gets up and walks away from his desk. The computer shows his logo then shuts down.

13. INT. CITI DRY CLEANERS

George West is behind the counter bagging clothes. Damian walks quickly out of the back room and towards the door.

GEORGE

Hey, hold on a minute!

Damian stops in his tracks but does not turn around.

GEORGE

Did you finish your applications?
The deadline- is tomorrow.

Damian turns around, slouching to one side, and faces George with an attitude.

DAMIAN

-Come on George, you know that
stuff's just a waste of time.
I don't belong there.

GEORGE

How do you expect to keep your
status if you aren't willing to
even TRY to be a part of the
ecosystem. Now, I've seen what you
can do with that monstrosity of
a computer down there.
...You have gifts, Damian.
You could help shape our future.

DAMIAN

I am helping to shape the future!
By doing my father's work-

Damian tries to turn around and walk away but stops when George continues to speak.

GEORGE

-Don't give me that poetic jargon,
this isn't about Arthur's mission.
Have you ever considered what would
happen once the Vertical petition
has succeeded? ...or even failed?!
What then, Damian?
What's your plan then?

Damian continues walking towards the door.

GEORGE

You never used to be so angry.
What changed?

Damian stops at the door with a frown on his face as he takes a moment
to ponder. He then changes his facial expression to look remorseful.

DAMIAN

~~I'll finish them tomorrow.~~

Damian walks out the door.

14. INT. AVC HANGER BAY 11

Max along with Agent #2 are walking across the hanger bay towards
their ship that has its engines already on and doors open. Max taps
Agent #2 on the shoulder as they approach the ship. Behind her Solomon
is jogging to catch up with the group.

MAX

I thought there was supposed to be
a third man on this mission.

AGENT #2

Funny you should mention that...
There was a last minute change.

Max turns around, sees Solomon and smiles. She stops to wait for him
to catch up while Agent #2 moves on towards the ship.

MAX

You made it! Wow, your contact
really came through.

SOLOMON

You know how it goes.
A little quid-pro-quo from
some of the more unsavory
characters in AV Command.

MAX

I was told we have to use a tethered ship to avoid getting lost out in space (chuckles). Command will pilot us to the anomaly.

SOLOMON

So who's on the ship?

Max and Solomon walk towards the ship, having to speak louder as they get closer to the ship.

MAX

Ophelia's personal henchman. Apparently we're supposed to believe she's tagging along to observe first hand for Verdelle Corp.

SOLOMON

Armed?

MAX

I'm sure. But now that it's 2 against 1 in OUR favor I'm not worried about being thrown out an airlock for witnessing a murder.
(chuckles insincerely)

Solomon stops Max by grabbing her by the shoulders. He looks her in the eyes.

SOLOMON

Max before we do this you need to know, this could be real... or nothing at all... I just want to make sure you're not just looking for a thrill-

Max brushes Solomon's hands away, walks away from him and towards the ship.

MAX

-It's not about that.
Let's just go.

Solomon watches Max aggressively walk away before following her into the ship. Once Max and Solomon are on board the ship rises and heads towards a giant Airlock.

15. INT. SEARCH AND RESCUE SHIP (OV12 - EXPANSE)

Agent #2, Max and Solomon sit quietly strapped to their safety restraints. Solomon is keeping his eyes fixed on Agent #2 seated across from him. Agent #2 stares back at Solomon with a smile. She then blows a sarcastic kiss to him. Solomon responds with an even more suspicious (but not angry) stare.

SOLOMON

Hey Apollo, How much further?

APOLLO

Approaching anomaly perimeter.
Anomaly within visual range.

Max turns to Solomon.

MAX

Are we good?

Solomon keeps his eyes fixed on Agent #2. Agent #2 smiles back as a ping sounds from the light above her indicating that it is safe to remove their safety belts.

SOLOMON

We're Good. Go ahead.

Max looks towards the front of the ship. The AVC tether ship arrives at the anomaly perimeter. Max unbuckles herself and heads towards the front of the ship to get a closer look. She is silent but her face is frozen in awe.

SOLOMON

What's the word Max?
What're we dealing with?

MAX

...Sol.

Max turns back and looks at Solomon. Solomon turns to look at Max. Agent #2 stares at Max from across the ship.

MAX

...It's real.

Max turns back around to stare at the anomaly.

MAX

I've never seen anything like it
before.

Solomon takes off his safety restraints and goes to join Max at the front of the ship. He exhibits the same facial expression as Max. Agent #2 tries to look past Max and Solomon but can't so she unbuckles herself and joins Max and Solomon at the front of the ship. Once there she looks at Solomon with a more sincere look of awe. Solomon responds with a similar look of unified comradery.

SOLOMON

It's as if space itself just...
ends.

MAX

No stars, no galaxies...
nothing.

Agent #2 hits the Communication Button.

AGENT #2

(radio chime) Atlas Voyager Command
this is the AVC-Expanse OV12.
(radio chime)

A.V. COMMAND

Expanse OV12 this is Atlas Voyager
Command, go ahead.
(radio chime)

AGENT #2

We've reached the asteroid field
at the anomaly's perimeter.
Requesting permission to proceed
into the asteroid corridor.
(radio chime)

A.V. COMMAND

You're green lit to proceed
with extreme caution, Expanse.
Apollo, execute protocol 5
(radio chime)

APOLLO

Affirmative, Atlas Voyager Command.
Proceeding with Expanse Protocol 5.

The tether ship slowly advances through the corridor surrounded by meteors and towards the anomaly. Max, Solomon and Agent #2 stay at the front of the ship to keep observing.

MAX

Apollo, is this where Michael Simms
went missing?

APOLLO

Negative. The Scout Pilot Michael Simms was reported missing along the corridor's edge 14km from our current position.

MAX

Okay, take us to just a kilometer's distance from where he disappeared.

APOLLO

Caution! Destination is not permitted according to Atlas Voyager Command Expanse Protocol 5. Please select a new destination within a safe distance from the corridor rift.

MAX

I don't know! You're the pilot program! Use your judgment! ...Just don't get too close..

AGENT #2

Take us within half the distance of the Event Horizon and keep us as far away from the debris as possible.

APOLLO

Affirmative. Charting new course.

Max turns to Agent #2 on the other side of Solomon and looks at her with a mildly aggravated look.

MAX

Um excuse me!-

APOLLO

(in the background) Command suspended.

MAX

-I got this.

Agent #2 rolls her eyes and returns to her seat in the cargo bay.

APOLLO

Please reconfirm destination...

MAX

Yea no, that sounds good...
You may proceed.

APOLLO

Proceeding. (radio chime)
Atlas Voyager Command,
approaching corridor rift,
Amber Zone.

A.V. COMMAND

Copy Apollo.
(radio chime)

The ship slowly enters the edge of the corridor's tunnel. The rocks in the asteroid field move around but never enter the corridor. Solomon sees the glimmer of an object.

SOLOMON

There!

MAX

Where?

Max moves towards Solomon to try to see what he saw.

SOLOMON

Right down there. Beyond that
massive rock. Just wait.

Apollo slows the ships approach to the anomaly. Max and Solomon peer through the window waiting for a large asteroid to finish its rotation to once again reveal the shining object that Solomon saw. The asteroid finishes its rotation and reveals Simms' scout ship broken up but landed on the asteroid.

MAX

Is that the missing ship?

SOLOMON

Talk about a lead.

APOLLO

ID Confirmed.
Scout ship: Vega OV-43.
Last recorded pilot:
Michael Benjamin Simms,
Scout class: EAGLE 5.

Solomon and Max continue to look on.

APOLLO

Remote Access: Granted.
Remote piloting: offline.
Life Support: online.
Secondary systems: 86% offline.
Structural Damage: 15%

Max turns and looks at Solomon.

SOLOMON

Mrs. Verdelle was telling the truth after all. Apollo, take us in a little closer.

APOLLO

Stand by...

There is a loading sound then an error sound.

APOLLO

Navigational systems are offline. Hydro purification systems are offline.

AGENT #2

I'm sorry what now?

APOLLO

Waste management system is offline.

MAX

No! ...No, no, don't say that.

Max starts strategically pressing buttons on the keyboard that she thinks will work.

MAX

Why would you say that?!
Haven't you seen any space movie, ever? ...dumb ship!

APOLLO

Major systems diagnostic cannot be performed from this vehicle. Please consult the manual for assistance or return to your Atlas Voyager, Eclipse class vessel and report your issue with the Outer Vehicle Maintenance station.

The ship slowly accelerates towards the anomaly.

SOLOMON

Max what's happening!

MAX

I don't know!

AGENT #2

What did you do?!!

MAX

I DIDN'T DO ANYTHING!!

STOP YELLING IT'S NOT HELPING!

Solomon Steps in front of Max and presses the manual communication button.

SOLOMON

(radio chime) Atlas Command,
come in, this is Outer Vehicle 12,
do you copy? (radio chime)
(radio distortion)
... Atlas Command, do you copy?

The ship begins to shake as the anomaly breach begins to open up revealing a bright light. Agent #2, Max and Solomon hold on to the ship as it violently shakes. Many alarms and warning lights go off.

MAX

What's happening??

APOLLO

Entering the Corridor Rift.
...Red Zone!
Approaching event horizon.
High alert initiated.

All the lights in the cabin turn red.

APOLLO

Please return to your seats.

AGENT #2

YOU DEFINITELY DID SOMETHING!
WHAT'D YOU PRESS-

MAX

NOTHING! -I PRESSED NOTHING!

Solomon continues to try to reach AVC but there's no response. Max frantically presses the retract button but nothing is happening.

APOLLO

Manual Retract is, offline.

Solomon turns around to make his way towards the back of the ship and discovers Agent #2 has already disappeared. Max is right behind him. She looks around him and sees that Agent #2 is gone.

MAX

Typical!!

Max and Solomon turn around and discover that they are really close to the anomaly's breach. Max gets in the pilot's seat.

MAX

What do I do!?!?

SOLOMON

Strap in!!

Max turns around only to find Solomon has disappeared as well.

MAX

Atlas!!!... Someone!!-

The glass of the front of the ship begins to crack in the exact same pattern that it did for Michael Simms' ship. The anomaly breach pulls the ship into the light. The anomaly then closes and returns to its resting state.

16. EXT. UNKNOWN REALM

A bright light dims as Max opens her eyes. She is standing on a planet with a bright light source in front of her like a white flame. A strong wind and colourful dust is blowing directly at her out of the flame. She looks around at her surroundings and no one is around. She looks down and notices she is bare-footed. There is colourful sand blowing across her feet but beneath the colourful sand there is no ground, just space. A voice echoes from the light source.

THE VOICE

Come.

Max hears the voice and tries to move forward towards the light but finds it very difficult because of the wind. Her skin becomes more and more pale. She lifts her forearm in front of her face to try to shade the light in order to see the person speaking.

THE VOICE

Come and see!

The ground begins to shake and Max falls to her hands and knees. But she still tries to see the person that speaks beyond the light. In the midst of the light the figure in the light appears to have wings. The wind gets stronger and Max again lifts her arm in front of her face and turns her head to avoid the sand in her face. While her head is turned to the side the dust in the air begins to thin, revealing a figure twenty meters away. The figure is also standing trying to shield himself from the winds. The figure turns and looks at Max. The figure is Michael Simms.

17. INT. MAX'S BEDROOM

Max is lying in bed and suddenly opens her eyes while gasping for air and sitting up in bed.

END OF ACT #3

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END OF FILM