

PROTOCOL 7

Written by

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FADE IN:

INT. MATTER RECONSTRUCTION ROOM - NIGHT

Computer equipment and monitors positioned throughout the clean, white room.

A WOMAN, 80s, long silver hair, her naked shoulders visible beneath a satin sheet that covers her as she lays on a narrow table. She's connected to a machine attached to the table that keeps her alive.

The warm expression on her face is brought on by the machine's HUM which soothes her.

The table glides into a wall built around a large cylindrical chamber with LED lights and different meters on the outside.

The hum dissipates as it enters the chamber, followed by the faint HISS of pressurization as the chamber seals shut.

A GROUP OF ELDERS, from late 60s to late 80s, don sleek, futuristic sunglasses and watch as--

A bright white light emanates from the chamber.

A finger taps on a console screen--

It's AIIIFH, 30, a slender man with luminescent skin. An array of gadgets cover his sleek, silver uniform.

The chamber is at full power and is now too bright to see.

The elders watch in awe through their sunglasses.

SWOOP. The light extinguishes in an instant as the chamber powers down.

A small door opens in the wall of the chamber to reveal a cube with an azure sheen as wisps of vapor swirls from it.

INT. HALLWAY - DAY

Ambient lights down a sleek, white hallway lead to a room.

INT. ROOM - CONTINUOUS

Aiifh gathers an array of objects and puts them into four metal boxes. His systematic, yet hollow motions seem to be aligned with the click of each box latch as he closes them.

INT. HALLWAY - DAY

Aiifh walks down the hallway with four small, cube shaped robots, two on either side of him. Instead of legs, they glide on small wheels.

The large amber lights on their outer shell flicker in cryptic patterns, while distinct built in modules adorn various tools that cover their chassis.

With a small pair of mechanical arms, each robot carries one of the metal boxes.

INT. ROOM - DAY

The robots remove the objects from one of the boxes and set them on a table while Aiifh prepares a small bed and puts toiletries on a sink.

They do this for three more identical, adjacent rooms.

INT. CONSOLE ROOM - NIGHT

Aiifh sits at a large console full of screens, switches, and buttons. His fingers dance on an advanced keyboard with a rhythm as he writes code and tweaks various settings.

He reaches the end of the program and a prompt appears:
"Engage Protocol 1? Y/N"

As the green hue from the screen reflects in his eyes, he stares at the screen for moment. Then he types: "Y".

INT. ROOM - DAY

A MAN wakes up in one of the prepared rooms, disoriented. It takes him a minute to get up from the bed. GOSSEN, 28, mixed race, scruffy, and handsome in a rugged way, investigates the room.

INT. ROOM - CONTINUOUS

In the next adjacent room another MAN's eyes flutter open. It's ANZAR, 27. Also confused, his caramel complexion allows his bright green eyes to stand out.

INT. ROOM - CONTINUOUS

In another room, a WOMAN lifts her head from the pillow as strands of long blonde hair cascade over her shoulders. RUVVA, 26, stands up from the bed. She's tall with fair skin.

INT. ROOM - CONTINUOUS

In the last room, a dark skinned WOMAN emerges from her slumber. JENIX, 28, her beautiful, braided hair contradicts her tough exterior.

INT. GOSSEN'S ROOM - DAY

VOICE

Good morning Gossen.

Gossen looks around the room for the source of the voice.

No luck. The table in the room illuminates. The objects on the table catch his attention.

VOICE (CONT'D)

Please begin the exercises.

Gossen sits at the table and inspects the objects one by one.

The table becomes a guide of sorts as the first task appears on a built in screen.

He struggles with the first task for a bit, but figures it out and moves onto the next.

SERIES OF SHOTS - VARIOUS:

- A) INT. ANZAR'S ROOM - Anzar works on his tasks.
- B) INT. RUVVA'S ROOM - Ruvva works on her tasks.
- C) INT. JENIX'S ROOM - Jenix works on her tasks.
- D) INT. GOSSEN'S ROOM - Gossen completes his final task.
- E) INT. CONSOLE ROOM - Aiihf watches them on the console screens while he tweaks various parameters.

END SERIES OF SHOTS.

Lights out.

INT. GOSSEN'S ROOM - DAY

Ambient lights and a HARMONIOUS MELODY fill the room.

Gossen's eyes adjust to see a small compartment slide open on the wall nearest the table to offer a meal with a hot drink.

VOICE

Enjoy your breakfast Gossen. Your counselor will arrive soon.

Gossen gets up from the bed, picks up the tray of colorful, geometric shaped food, and sits at the table to eat.

Food finished, Gossen tries to go through the door of his room, but is greeted with a red light and a BUZZ. Denied.

INT. GOSSEN'S ROOM - DAY

Gossen uses the interface on the table to engage in simple games to test his reflexes, when a green light appears on the door and a crisp TONE is heard as the door slides open.

Gossen takes his hands off the game as he looks up to see--

DANOM, 84, his white hair and beard speak to his years, and his cloak adds an air of wisdom. He has kind but tired eyes.

DANOM

Hello Gossen. Pleasure to meet you.

Danom takes a seat at the table.

DANOM (CONT'D)

I'm Danom, your counselor.

Gossen tries to talk but can't.

DANOM (CONT'D)

I'm sure your lack of communication feels strange.

Danom swipes a thick bracelet that's around his wrist over the table. A holographic screen appears in the air.

VOICE

Hello Danom. How may I help?

Gossen recognizes the voice.

DANOM

Good morning Ona. I'd like to show Gossen file 295-B.

VOICE
Of course.

ON SCREEN: Generational spaceships leave Earth in droves.

ONA
A thousand years ago, humanity fled
a dying Earth.

INT. ANZAR'S ROOM - CONTINUOUS

ZAVIS, 68, mixed race, he has a goatee with salt and pepper hair. His cloak looks similar to Danom's.

He and Anzar watch the same video--

ONA
During the multi hundred year
journey to distant planets--

ON SCREEN: People cohabit and raise families.

ONA (CONT'D)
Generations of people had to start
families and teach their children
our history.

ON SCREEN: A leader in uniform stands before a crowd.

LEADER
Remember, the freedom we chase out
there, among the stars, demands
more than just survival. It asks
for our resilience, and our
courage. We must forge a future. A
future our children will call home.

INT. JENIX'S ROOM - CONTINUOUS

AYANA, 64, Asian, her long dark hair has silver streaks. She wears a more vibrant cloak than the men.

She and Jenix watch the same video--

ON SCREEN: The spaceships are in the orbit of planets.

ONA
Once the surviving ships found
habitable planets and landed--

INT. RUVVA'S ROOM - CONTINUOUS

BRAE, 62, her dark skin contrasts with short, salt-and-pepper hair. She wears a dark, burgundy cloak.

She and Ruvva watch the same video--

ON SCREEN: Bases are established and built on the planets.

ONA

They worked tirelessly to establish
a new society.

INT. GOSSEN'S ROOM - CONTINUOUS

ONA

Scientists attempted to create a
virtual environment that would
allow for organic integration--

ON SCREEN: Scientists experiment with virtual integration.

ONA (CONT'D)

But failed for centuries.

ON SCREEN: Death and despair.

ONA (CONT'D)

Until one geneticist found the
solution. Albeit with flaws--

ON SCREEN: A group of settlers put up a flag on the surface of a planet. It has an image of the blue and green Earth surrounded by different symbols of importance, and joined hands of different nationalities. A motto beneath it all in a circular fashion says: "FREEDOM DEMANDS SURVIVAL".

DANOM

Thank you Ona, that'll be all.

Danom taps the screen to set up a tutorial and gets up.

DANOM (CONT'D)

I'm sure you have many questions.

He swipes his wrist fob at the door for it to open.

DANOM (CONT'D)

Use Ona's tutelage to learn what
you wish. I will see you tomorrow.

The door shuts behind him.

Gossen scrolls through the screen's many options with his finger. He stops and chooses one: "PARAGON STATION".

INT. COUNSELOR'S MEETING ROOM - DAY

Danom, Zavis, Ayana, and Brae sit around an oval metallic table in a white room. The surplus of empty chairs reminds them of their diminished ranks.

Aiifh stands nearby.

BRAE

Her response time was phenomenal.

ZAVIS

Yes, the data shows promise.
However we've seen that before.

DANOM

Zavis is right. Until we reach
Protocol 5, we need cryogen.

GAYEL, 90s, his bony silhouette is confined to a wheelchair. A web of tubes connects him to a peculiar ventilator. He COUGHS as he picks up a device to breath in more oxygen.

AYANA

Gayel, you should stay in cryo
until we've--

DANOM

You'll be awake in no time.

GAYEL

Nonsense. If I was meant to--

Gayel coughs too much to talk. Aiifh glides in.

The counselors gaze at each other in concern.

AIIFH

Let's get you fixed up sir.

He whisks Gayel out of the room.

BRAE

We are running out of time.

INT. GOSSEN'S ROOM - NIGHT

Gossen tosses in bed as his face twitches from a dream. It escalates into a nightmare.

He tries to scream, but it's no use. No sound comes out.

His eyes snap open. He's drenched in sweat. He sits up on the bed as he catches his breath.

ONA

You were having a bad dream Gossen.
But you are safe here.

INT. CONSOLE ROOM - CONTINUOUS

Aiifh watches Gossen wash his face in the sink and dry it off with a towel on one of his many monitors.

Aiifh shifts his attention to the other monitors to see everyone else fast asleep in their beds.

Other screens that surround the console show various settings, charts, and biometrics for each person. Also their photo, age, height, weight, ethnicity, and expertise.

Anzar's screen shows he's an expert in botany and biology.

Jenix an expert in microbiology. Ruvva in robotics. And Gossen in computer engineering.

Aiifh adjusts a dial on Gossen's screen.

INT. GOSSEN'S ROOM - CONTINUOUS

Within seconds, Gossen can't keep his eyes open. He collapses back in bed, fast asleep.

INT. CONSOLE ROOM - CONTINUOUS

Aiifh navigates to a menu called: "Protocols".

He scrolls down to "Protocol 2" and selects it.

"Engage Protocol 2? Y/N". He types: "Y".

INT. COUNSEL CHAMBER - NIGHT

Danom stands in the middle of a metallic, circular room. As he looks up, there seems to be no end.

The glow of HUMAN SILHOUETTES surround the walls.

DANOM

The Omegas seem to show promise.
More so than our previous group.

LIGHT MURMURS echo from the walls.

DANOM (CONT'D)

I know you've all waited a long
time. Some more than others.

VOICE (O.S.)

Nearly a thousand years--

VOICE 2 (O.S.)

What happens if they fail.

The murmurs become CHATTER.

DANOM

I can assure you--

VOICE 3 (O.S.)

Assure us of what? You've gone
through twelve iterations of the
Omega protocols. None have--

The first voice's silhouette steps into view. KNOX, 30s, a
handsome and solemn man. His face displays a sharp wit.

KNOX

Eternus has protected us from the
passing centuries.

His human holographic form glitches.

KNOX (CONT'D)

But dilution is getting worse and--

DANOM

We have given our lives to the
cause. Where you see failure, I
find hope. Hope that we will reach
protocol seven.

The virtual BUZZ of hope fills the chamber.

INT. GOSSEN'S ROOM - NIGHT

Gossen squirms in bed as he has flashbacks while asleep.

Images of family and Earth in despair.

He wakes up in sweats and realizes it was just a dream again.

ONA
Are you alright Gossen?

Gossen walks over to the sink and washes his face. Grabs a towel to dry off. He throws the towel against the wall.

His sweater sleeve creeps enough from the throw to reveal a bracelet on his wrist now.

ONA (CONT'D)
At this stage, it is normal to feel
this way.

Gossen sits at the table and waves his wrist fob. The screen appears. He navigates to a search prompt and types in:
"Lucira Nath".

INT. CONSOLE ROOM - CONTINUOUS

Aiifh watches Gossen on screen. The others can be seen asleep in their beds on the other screens.

INT. GOSSEN'S ROOM - CONTINUOUS

Gossen reads the biography and stats of a WOMAN on the screen. He leans in to look at the digital photo of her.

Next to the photo it says: "Lucira Nath, 2537-2589".

Ona notices the look of horror on Gossen.

ONA
Who was she?

Gossen looks up at the ceiling and around the room and attempts to speak.

GOSSEN
What, year.

He puts his hand around his throat.

ONA
Excuse me?

GOSSEN
What year, now?

ONA
It is the year 3472.

Gossen's eyes explode. He charges to the door and swipes his fob. A red light appears and a BUZZ sounds each time he swipes his fob. Denied.

ONA (CONT'D)
Gossen, please calm down.

INT. CONSOLE ROOM - CONTINUOUS

Aiifh tweaks some settings on Gossen's profile.

INT. GOSSEN'S ROOM - CONTINUOUS

Gossen bangs on the door.

GOSSEN
Open!

A tranquil wave lands on Gossen, which calms him down.

He staggers over to his bed but doesn't make it.

ONA
Gossen? Are you alright?

He blacks out.

INT. HALLWAY - CONTINUOUS

Aiifh hurries down a hallway with his robots in tow.

INT. GOSSEN'S ROOM - CONTINUOUS

Aiifh picks Gossen up off the floor and puts him in bed while the robots inspect and clean up the room.

INT. HALLWAY - NIGHT

Aiifh walks down a hallway with his gang of automatons.

As he passes the console room, a smaller door close to the floor, on the side of the main door opens, which lets the robots inside.

Aiifh continues down another hallway alone.

He approaches a new section of the station.

He walks down another hallway toward a large bay door.

It slides opens as he approaches. HISS.

INT. COUNSELOR'S COMMON SPACE - NIGHT

The decorative, open space is expansive, unlike the confines of the Omegas. There's an abundance of doorways too.

The domed ceiling is made of a thick clear material, which offers a spectacular view. Several colored moons, and a majestic galaxy surround the vast space, although the ground level isn't visible.

Aiifh walks toward the left hand side of the room. He passes various workstations and leisure areas that line the walls.

He approaches a large double door as he taps on a handheld device. WHOOSH, the door swings open.

INT. CRYOGEN CHAMBER - CONTINUOUS

Aiifh strolls through the white cryogen chamber.

The room is bathed in a soft, blue glow, which provides just enough illumination for him to inspect the chambers of the counselors. They are all asleep.

There is one empty chamber with the name: "Gayel Jariden" on the side of the chamber next to a screen of settings.

INT. COUNSELOR'S COMMON SPACE - CONTINUOUS

Aiifh moves across the expanse of the grand hall.

He passes various portraits along the walls. Each one bears a name, and a date. It's a chronicle from centuries past to the current epoch.

He turns right at a sculpture of astronauts. The plaque reads: "In memory of the brave founders of Paragon Station."

He reaches a door and it opens as he approaches.

INT. HALLWAY - NIGHT

Beautiful ancient Earth art, plants, and artifacts adorn the walls and shelves of the hallway. A cozy nook to sit, lies at the end.

Aiifh takes a left at the nook and goes down one more short hallway until he reaches a door.

This time he KNOCKS.

AIIFH
Hello sir. May I enter?

No answer.

Quiet as a feather, he turns what might be the only doorknob in the entire station, and opens the door.

INT. BEDROOM - CONTINUOUS

Aiifh enters the dark bedroom. Light emanates from a blue, ambient light from the ceiling and floor.

Large windows in the back of the room allow the mix of colors from the moons to shine through.

Gayel lies in a large bed attached to large tube-filled device. It keeps him alive when he's not in cryogen.

A first edition hardback copy of "Brave New World" is in his hand. He looks to be asleep.

AIIFH
Sir, would you like me to take you
to cryo now?

Still no answer. Aiifh approaches him.

He monitors his vitals from a handheld device. It's not good.

AIIFH (CONT'D)
Oh no.

INT. GOSSEN'S ROOM - DAY

Gossen wakes up, disoriented. He tries to remember what happened the night before, but can't. He shakes it off.

ONA
Good morning Gossen.

The door to his room opens.

ONA (CONT'D)
Please follow the green pathway.

He looks down on the floor to find a thick, green light path.

INT. HALLWAY - DAY

Gossen follows the green line down the hallway. He casts his view down perpendicular hallways as he continues to follow the green line.

He comes to a dead end. The green path leads him down the left hallway, whereas the right hallway has a red line.

He stands and looks both ways, thinks for a moment, and breaks for the red line.

He reaches the end of the hallway and turns right. Here he finds a huge bay door. He walks up to in awe as he approaches the control panel on the wall next to it.

As he is about to tap on it--

AIIFH

Gossen. This area is restricted.

Aiifh and his robots shuffle Gossen away. They head toward the hallway with the green line. Gossen points backward.

GOSSEN

What is, behind door?

He's ignored. They arrive at a door. Aiifh taps his handheld device. The door swings open and--

INT. RECREATIONAL ROOM - CONTINUOUS

The room is filled with games and mini workstations. Anzar, Jenix, and Ruvva play a digital table soccer game.

Aiifh ushers Gossen in the room. The game stops.

AIIFH

This is Gossen. I'll let you introduce yourselves.

Aiifh and his robots exit, as Gossen slinks into the room.

The others walk up to him, all smiles.

INT. MATTER RECONSTRUCTION ROOM - DAY

The counselors surround the lifeless body of Gayel in the metallic room. Subtle lights cast a somber glow.

Gayel lays on the table that sits in front of the large opening in the wall of the machine.

Aiifh taps on a nearby screen several times.

AYANA

I tried to tell him.

The wall lights up and powers up.

ZAVIS

Don't blame yourself. He knew what he was doing.

Aiifh pushes a button. The table moves inside the wall.

DANOM

Let this be a warning to us all.

The counselors put on their eyewear.

Once Gayel is inside, the door shuts and the matter disintegrator shines bright.

BRAE

Yes, the Omegas must succeed.

Within seconds, Gayel is gone, and the light dissipates.

This time, there is a dark grey cube in the small opening.

Aiifh collects it as the counselors leave the room.

INT. RECREATIONAL ROOM - DAY

The Omegas play a tabletop board game together, men versus women. It's a combination of metallic cards, colorful lights, and various figurines.

RUVVA

Too slow--

Ruvva slams a card onto a yellow light. A creature appears and eats Anzar's astronaut. The women are in the lead when--

A wide, rectangular portal in the wall WHIRS open to reveal four trays of food with green drinks.

ONA

Lunch is served. Please proceed to the food dispenser.

The Omegas settle down as the game turns off.

JENIX

Was fun.

They gather the trays.

ANZAR
Wasn't fair.

They sit at a nearby table to eat. The food has different shapes and colors. Ruvva takes a sip of the green drink.

RUVVA
Not bad.

Gossen gives it a try. Raises his eyebrows, licks his lips.

GOSSEN
Green is good.

They all giggle and dig in.

INT. COUNSELOR'S COMMON SPACE - DAY

Danom walks toward the rear section of the spacious hall. Aiihf follows behind him. To his right, the gang of robots.

DANOM
Are we ready for protocol three?

Aiihf scrolls through settings on his handheld device.

AIIFH
Yes sir, it seems the Omegas are performing well.

They arrive at a lonesome door.

Aiihf taps his device. WHOOSH, the heavy, metal door opens.

INT. ETERNUS INTEGRATION ROOM - DAY

The long room is wall to wall servers as far as the eye can see. Thousands of racks, each with a different first and last initial on a label, give off a light show from the variety of colorful LEDs.

Aiihf and Danom make their way to the center of the room as Danom looks at the racks. Some have blue cubes attached to them, others have none.

He glances at Gayel's rack which is powered down, and without a blue cube.

They arrive at a large console unlike anything seen in the station thus far. Surrounded by clear tubes and strange devices, a holographic interface sits at the center.

The word: "ETERNUS" is embedded on top of the front where there are various computers and several digital displays.

Danom hooks up electrodes to his body and squeezes on a biometric helmet.

DANOM

Hopefully they latch together
without any push back.

Aiifh taps away on the console, as he powers up Eternus.

AIIFH

I'm confident they will sir.

A LOUD HUM fills the space as strange code and symbols appear on the holographic interface.

On the console, Aiifh types away and reaches a command prompt: "Engage Eternus - Y or N."

The cursor blinks a few times as he glances at Danom, who gives him a nod. Aiifh types: "Y".

INT. ETERNUS ENVIRONMENT - CONTINUOUS

A beautiful purple and blue virtual environment. Danom's virtual hand touches a circular menu. He looks much younger.

He searches through different screens and pulls up a menu of people. He swipes through until he comes to: "Knox Maerlon."

He zooms into a 25th century home surrounded by a lush forest. He breathes in the fresh air even though he knows it's not real.

He takes in the magnificent view as the Earth sun warms his skin and face. His eyes wide as an owl, he continues to breathe in the fresh air as the wind blows against him.

EXT. HOUSE - CONTINUOUS

Knox, 30s, handsome and confident, wears a colorful outfit. He pulls a bulbous potato from his bountiful garden.

DANOM (O.S.)

Looks like a full harvest this
season.

Knox tilts his hat back as Danom approaches him.

KNOX

Ha. Seasons. Forgot about those. I deactivated them about--

Knox hands Danom the potato. Danom wipes dirt from it.

DANOM

50 years ago?

Knox takes off his hat and stands up to get a good look.

KNOX

I know that face. No good news eh?

Danom sighs and shakes his head.

INT. ETERNUS ENVIRONMENT - CONTINUOUS

Aiifh monitors the Omegas on another console.

They're wrapped up in an interactive activity.

He checks their parameters, and makes some changes. Then he scrolls to the protocol menu and selects: "Protocol 3".

"Engage Protocol 3? Y/N". He types: "Y".

INT. RECREATIONAL ROOM - CONTINUOUS

The activity comes to an end as fatigue sets in. The Omegas can't suppress their yawns.

ANZAR

So tired.

The green path appears.

ONA

Please follow the green path.

Lights out.

INT. GOSSEN'S ROOM - DAY

Ambient lights rise like the sun, which wakes up Gossen.

ONA

Good morning Gossen. How are you feeling today?

Gossen rubs his eyes and sits up.

GOSSEN
I feel good Ona, thanks for asking.

Surprised he can talk, he jumps out of bed.

GOSSEN (CONT'D)
How am I able to--

ONA
Communication on Paragon station
comes with time.

The wall portal opens to serve his breakfast.

ONA (CONT'D)
Enjoy your breakfast. You have a
big day ahead.

INT. CRYOGEN CHAMBER - DAY

Aiifh taps away on a console to activate the counselors' cryogen chambers.

Cold air bursts like clouds around the chambers.

The chambers' glass covers slide down.

Aiifh saunters over to a small nearby bar to prepare four silver concoctions.

INT. HALLWAY - DAY

Gossen follows a green path down a hallway.

EXT. DOORWAY - DAY

The green line ends at a closed doorway. He notices this one looks different than the others he's seen before.

He swipes his wrist fob at a panel. The door swings open.

INT. LIVING QUARTERS ONE - DAY

Gossen enters a furnished, spacious suite.

There's a living room, kitchenette, and a bedroom all in one open space, but in different parts of the suite.

He walks in and scans the room. There are digital displays throughout the room.

He hears a SHOWER on, in the distance, behind a closed door.

He walks over to an oblong window that shows an incredible view of an alien world.

His eyes fill with the color of the trees, and fauna.

Several suns and moons in the horizon capture his attention.

A digital display to the side of the window shows the time, temperature, and Paragon station stats.

He hears the shower end as SOMEONE HUMS in the bathroom. Gossen recognizes the song. The door opens--

Ruvva comes out in a towel, still wet. Gossen sees her and turns away out of courtesy.

GOSSEN

Sorry.

RUVVA

It's okay.

He looks gazes at the window view again. She joins him.

RUVVA (CONT'D)

Quite a view right?

She heads over to a closet to get an outfit.

GOSSEN

There's something about it that's--

RUVVA

Familiar?

He nods and smiles.

INT. LIVING QUARTERS TWO - DAY

Anzar and Jenix enjoy a drink in their living room area as they sit and listen to MUSIC.

The digital interface above the table in front of them displays a track list as well as various settings to control a variety of entertainment.

JENIX

You're right, it does taste kind of like coffee. But it has--

She licks her lips.

ANZAR

A sweet taste to it.

They smile at each other.

JENIX

Yeah, sweet.

INT. COUNSELOR'S COMMON SPACE - DAY

The counselor's enjoy a meal together in a spacious dining area filled with state of the art kitchen appliances.

BRAE

He didn't take it well then?

ZAVIS

It's to be expected. Gayel was his counselor during the journey.

Aiifh pours the counselors more juice.

AYANA

Well, today's an important day.

DANOM

Indeed. I have high hopes for them.

Danom looks at an empty seat. The others notice.

DANOM (CONT'D)

What was it he used to say?

BRAE

Our greatest voyage--

Brae thinks about the rest. Zavis puts up a finger.

ZAVIS

Is that of inner discovery.

They all smile.

DANOM

Yes that's it.

Danom raises his glass.

DANOM (CONT'D)
To Gayel.

The others raise their glasses.

DANOM (CONT'D)
May your soul rest in the vastness
of the cosmos.

INT. GOSSEN & RUVVA'S QUARTERS - DAY

Gossen is captivated by a bird-lizard that sits on a branch of a tree outside the window. His fingers glide over a digital tablet as he draws the details of the creature.

He looks up for a moment to look up at the time on the digital display.

RUVVA
Wow.

Ruvva crouches down to look at the drawing, and then looks up at the animal. It flies away. Gossen writes something down.

GOSSEN
Do you remember anything from
before waking up here?

Ruvva walks over to the kitchenette.

RUVVA
What do you mean before?

She picks up a bag, opens it, and crunches down on a snack.

Gossen puts down the digital tablet and gets up.

GOSSEN
Do you know what year it is?

Ruvva feels uncomfortable.

RUVVA
Yeah, I saw during orientation--

GOSSEN
Do you know where we are?

He points outside the window.

GOSSEN (CONT'D)
Does that look like Earth to you?

The door opens, and green paths appear on the ground. This time one has: "1" on it. The other: "2".

ONA

Hello Omegas. Please follow the green path. Check your wrist fob for your assigned number.

Ruvva looks at hers to find: "2".

RUVVA

Guess we gotta go.

She takes off and looks back at Gossen.

He sighs and looks at his wrist fob: "1".

INT. HALLWAY - DAY

Gossen follows his green path and comes to a dead end.

This time, he doesn't hesitate to take the red path.

He catches a glimpse of Aiihf further down the hallway.

Gossen pauses for a moment, and then follows Aiihf.

Aiihf heads into a room. Gossen approaches the door.

He tries to access the panel on the wall with his fob.

Denied. He tries again. Denied. The door opens--

AIIFH

Gossen. This isn't your workshop.

Aiihf directs Gossen back down the hallway. His robots tug at his pants and push him at his heels.

AIIFH (CONT'D)

You can't keep Danom waiting.

GOSSEN

Waiting for--

AIIFH

His time is too valuable.

INT. COMPUTER WORKSHOP - DAY

The faint lit computer workshop has walls of racks full of supplies and computer equipment.

Toward a rear wall Danom works on a device at a table. A variety of devices surround him.

Aiifh ushers Gossen inside and leaves. Danom turns around with a smile.

DANOM

Ah, there you are. Come, come,
there is much to show you.

INT. GREENHOUSE - DAY

A bright, white room, filled from floor to ceiling with a variety of vertical farms.

ZAVIS

Now you know where your green drink
comes from.

ANZAR

What about our food?

Zavis directs Anzar to a small kitchen off to the side. It's full of spices, plants, devices, and utensils.

ZAVIS

Well this is the fun part. You can
experiment here with new flavors.

Anzar's eyes light up.

INT. BIOLOGY LAB - DAY

The small, yet adequate lab has various workstations with an assortment of tools and equipment essential for a scientist.

On one wall, there is a large, cylindrical receptacle with a sign that reads: "Organic Matter Transfer". Next to it is a series of terrariums that house beetle-like insects.

The beetles have a bioluminescent exoskeleton, multiple segmented eyes, feather-like antennae, and eight legs.

At the main workstation, the WHIR of the air flow in the vent hood calms Jenix as she works on a chemical experiment with Ayana. They both wear a lab coat and safety glasses.

JENIX

Is this good?

With a pipette, Jenix inserts a pink liquid into a flask.

AYANA

Yes, but not too much.

Ayana tilts her head toward an induction heat matrix. Which is an advanced type of electric hot plate.

AYANA (CONT'D)

Let's turn that on.

Jenix taps a button on the touchscreen to the right of the device. A circular section emits an orange glow.

AYANA (CONT'D)

Good, now set the temperature.

Jenix taps the touchscreen and sets it to "176 Fahrenheit".

Ayana taps her finger on the workstation.

Jenix just holds the flask.

AYANA (CONT'D)

It's not gonna heat itself.

Embarrassed, Jenix sets the flask over the matrix.

INT. ROBOTICS LAB - DAY

A robotic paradise. The austere space has robotic limbs, parts, and devices along the walls on racks.

Larger parts hang from the ceiling in certain areas.

One workstation is covered in grey cubes, with one that sits on a docking station. A monitor reads: "56% Integration".

CLANG, BOOM. There's a mechanical commotion in the next room.

BRAE (O.S.)

Less grapple and more pressure.

It's a massive workshop where Brae shows Ruvva how to operate a robotic builder.

BRAE (CONT'D)

That's it, now slowly pick it up.

Ruvva operates a console with manual levers but also a digital screen. Small robotic arms move at her whim.

She picks up a large metal container from the ground with the robotic arms. The digital screen shows destabilization.

BRAE (CONT'D)
You're going to lose it.

Ruvva taps the screen and moves the levers.

RUVVA
No. I got it.

INT. COMPUTER WORKSHOP - CONTINUOUS

Gossen solders a chip as he looks through a clear screen that magnifies what he sees.

DANOM
And once we figured out that the electrical signals could be stored--

GOSSEN
You were able to convert the neurons into data.

Gossen raises an eyebrow with a smirk.

DANOM
Precisely.

Gossen moves the screen and dusts off the chip with a small brush. He hands it to Danom who inspects it.

DANOM (CONT'D)
Not bad. Not bad at all.

He hands it back to Gossen and heads toward the door.

DANOM (CONT'D)
Well, I'll leave you to it.

Gossen gets up and darts toward Danom.

GOSSEN
Wait, I wanted to ask you--

Danom turns around, stoic.

GOSSEN (CONT'D)
What planet are we on? It wasn't in the orientation--

Danom walks to the door as it opens.

DANOM
What do you think the station was named after?

The door shuts as Danom exits.

GOSSEN

Ah. Paragon.

Gossen takes a breath and looks around the room. He notices where the cameras are. Ona.

He walks around to inspect different areas.

He reaches a secluded corner that has large, metal, stacked boxes that surround it. As he stands behind the boxes, he notices they obfuscate the view from Ona.

There's a door with a small wall panel. He swipes his wrist fob on it. Denied.

Curious, he goes to the workstation and takes off his fob.

With a precision tool, he unhinges the back plate which reveals an intricate electronics system.

He searches through various drawers until he finds a device with cables that are connected to a small digital display.

It's labeled: "XJ-6".

He hooks it up to the back of the fob. CLICK.

He pulls a small analog code keyboard out of a drawer and connects it to the screen.

He hacks away. The wrist fob flickers.

Gossen tweaks a few more settings and feels confident. He pockets the XJ-6 and puts the cover back on the fob.

He heads back to the door behind the boxes as he looks around the room. He swipes the fob on the panel.

Green light. SWISH. The door opens. Success.

INT. DEVICE STORAGE ROOM - CONTINUOUS

A dim light flutters on as he enters the room.

It's packed with shelves full of devices and unfinished projects. Some are labeled with project names.

He picks up different devices as he walks through the room.

One device catches his attention.

It is cylindrical, and looks like a swiss army knife, but much larger, with a digital display on the side.

He plays around with it a bit. Then puts it in his pocket.

INT. CONSOLE ROOM - CONTINUOUS

Aiifh monitors the Omegas. He can't see Gossen on the camera.

INT. COMPUTER WORKSHOP - CONTINUOUS

ONA
Omegas. Please report to your
quarters immediately.

Gossen hears Ona and heads out of the storage room.

He sees the green line and heads toward the exit.

INT. HALLWAY - CONTINUOUS

Gossen picks up the pace.

He looks down a hallway and sees Aiifh on his way toward him.

AIIFH
Excuse me, Gossen.

Gossen plays dumb and heads in the other direction.

AIIFH (O.S.) (CONT'D)
I'd like to speak with you--

INT. GOSSEN & RUVVA'S QUARTERS - CONTINUOUS

Gossen finds his room empty. He panics as he looks for a spot to hide the device, when the door opens--

It's Ruvva. Whew.

He grabs her by the arm and pulls her toward the bathroom.

GOSSEN
I need you to trust me.

Gossen puts the device in her pocket.

RUVVA
What is that?

He pushes her into the bathroom.

GOSSEN
No time. Just stay in here until I
come get you.

He turns on the sink and shuts the door when--

Aiifh comes through the door and enters the room.

GOSSEN (CONT'D)
Oh, hello Aiifh.

A drop of sweat slides down Gossen's brow as Aiifh looks around the room.

AIIFH
I just want to make sure everything
is as it should be.

Gossen walks around the room, waves his hand.

GOSSEN
Everything's good, thanks.

Aiifh hears the bathroom sink and heads in that direction.

Gossen intercepts.

GOSSEN (CONT'D)
Ruvva's in there. We should give
her some privacy right?

Aiifh relents, gives him a hard look.

AIIFH
Yes, privacy, of course.

Gossen walks toward the door with his hand out to his side to give Aiifh the hint.

GOSSEN
Thanks for checking in on us.

Aiifh follows him to the door. It opens and Aiifh leaves.

Gossen breathes a sigh of relief. He heads to the bathroom and knocks. The door opens.

RUVVA
What was that all about?

She pulls the device from her pocket. Gossen loosens up as he takes it from her.

INT. CRYOGEN CHAMBER - NIGHT

Aiifh stands at the console as he prepares the chambers for the counselors.

They climb into their respective chambers.

BRAE

The last formula didn't work quite as expected.

ZAVIS

Yes but with the new ingredient it should make them irresistible.

JENIX

Let's hope. We are only prolonging the inevitable.

DANOM

Let's have some faith.

The chambers close as Aiifh turns on the cryogen.

Cold vapor fills the chambers as the counselors fall asleep.

INT. HALLWAY - NIGHT

Aiifh walks alone down a hallway toward his console room.

INT. CONSOLE ROOM - NIGHT

Aiifh sits at his console as he monitors the Omegas.

He enters a biochemical modulation menu and his eyes scan the different options. Scientific abbreviations and codes.

Aiifh selects "B-Enhance 4R" from the available types.

He sits back and watches the Omegas on the screens.

INT. ANZAR & JENIX'S QUARTERS - NIGHT

Anzar and Jenix sit next to each other on a sofa in the living room. The digital screen on the wall has an ancient Earth variety show on.

They laugh as the people on screen act silly and make the TV audience laugh.

An invisible vapor enters the room through the vents in the ceiling of the room.

The vapor wafts through the room and reaches them. They breathe it in. It goes through their system.

As they laugh at the show, Jenix holds Anzar's hand.

Their hearts beat faster as the vapor makes its' way through their bloodstream.

Their laughter turns into an insatiable lust. Anzar's eyes show a deep desire. Jenix bites her lip.

They kiss and can't keep their hands off each other.

INT. GOSSEN & RUVVA'S ROOM - CONTINUOUS

MUSIC plays in the background as Ruvva pushes Gossen onto the bed. She means business.

She jumps on Gossen and pulls off his clothes.

Primal urges take over both of them.

INT. CONSOLE ROOM - CONTINUOUS

Aiifh watches the Omegas go at it for a bit. A slight smile creeps in the corner of his mouth.

He swings his chair over to another part of the console and checks on the counselors. Fast asleep, vitals look normal.

He stands up and heads over to the other side of the room. It's dominated by a wall of monitors, and a single keyboard attached to a small console.

Above a screen is a label: "Paragon Surveillance"

He checks the life support systems, security cameras, and every critical function in each sector of the station.

INT. PARAGON STATION - NIGHT

The dim, auburn lights in the hallways complement the gentle HUM of the power source that keeps the station operational.

INT. GOSSEN & RUVVA'S ROOM - NIGHT

Gossen wakes up and looks over at Ruvva who is fast asleep.

Not a noise as he gets out of bed and tip toes over to the window. The moons provide a radiance that penetrate the forest with enough light for Gossen to see it's stillness.

All of a sudden, the bird lizard lands on the same tree branch as before. This time he thinks to tap on his wrist fob to start a stopwatch timer.

He watches the creature's movements as the time goes by.

It takes off from the branch and Gossen stops the watch to see: "02:08". He pulls out his digital notebook.

He has "02:08" next to his drawing. Curious.

He drifts over to the bathroom and closes the door behind him. He walks around the room and inspects every corner.

There's a small circular window to the left of the mirror above the sink. He can see the alien landscape outside.

Below the window is an almost unnoticeable control panel. As Gossen inspects it, he finds what appears to be some kind of key hole.

He opens a drawer full of toiletries and picks up the cylindrical device that he took earlier.

He fiddles with it and figures out how to turn it on.

It has various orange icons on it. One of them is in the shape of a key. He clicks it.

Like a switchblade, a key SNAPS out of the front.

He inserts the key into the hole on the control panel. The key icon lights up green. He pushes the button.

CLICK. The panel unlocks.

He opens it and finds a variety of computer parts and wires.

INT. DARK ROOM - CONTINUOUS

Aiifh is awoken by an ALERT.

INT. HALLWAY - CONTINUOUS

Aiifh rushes down the hallway as he taps his device's screen.

INT. CONSOLE ROOM - CONTINUOUS

Aiifh looks at Gossen's room and can see Ruvva asleep, but doesn't see Gossen.

He toggles between cameras but the bathroom doesn't have one.

INT. GOSSEN & RUVVA'S BATHROOM - CONTINUOUS

Gossen follows the wires that lead up to the small window.

He pulls open the drawer again, and takes out the XJ-6.

He disconnects a wire from the window and connects it to the XJ-6. Disconnects another wire and connects it to the key device. Both devices light up green LEDs.

INT. CONSOLE ROOM - CONTINUOUS

Aiifh enters the protocol menu and selects: "Protocol 4".

"Engage Protocol 4? Y/N". He types: "Y".

INT. GOSSEN & RUVVA'S BATHROOM - CONTINUOUS

He looks up to find the window now has static, which makes it difficult to see outside. He gets closer to the window.

Instead of the beautiful forest and landscape he is used to, images flicker of a barren, dust-filled, windy wasteland.

He tries to focus his eyes, but can't keep them open.

He knows what this means. He unhooks his devices, plugs the wires back in, pockets the devices, and staggers to bed.

Lights out.

INT. HALLWAY - NIGHT

Aiifh and his robots patrol a series of hallways.

The station's dim, auburn lights reflect on the sheen of the robots. The WHIR of the robot wheels and their BEEPS echo through the hallways.

INT. GOSSEN & RUVVA'S ROOM - NIGHT

Aiifh's robots investigate every inch of the room.

Aiifh stands over Gossen and Ruvva who are in a deep sleep.

The robots inspect the bathroom. One of them scans the control panel. An alert appears on it's top screen.

Aiifh receives an alert on his mobile device in the bedroom.

The robot opens the control panel as Aiifh enters the bathroom. Aiifh uses a mobile scanner.

A red light appears with: "Error X452-B".

He pokes around the control panel wires and circuitry.

His eyebrows raise as he looks at the robots. Silent and still, they await his orders.

INT. COUNSELOR'S COMMON SPACE - DAWN

The transparent ceiling shows a colorful kaleidoscope of transformation as the moons become suns.

INT. COUNSELOR'S MEETING ROOM - DAY

AYANA

The last genome was almost perfect.

ZAVIS

Yet the Sigma's still--

BRAE

Lost their minds?

Aiifh serves refreshments to the counselors.

DANOM

Yes, integration is a clouded concoction of--

AYANA

Speaking of which. Jenix has made some progress on sequence 38.

AIIFH

If I may?

ZAVIS

Out with it Aiifh.

He stands at the opposite side of the table.

AIIFH

With protocol 4 engaged, we should begin to see more substantial results from their latent skills.

BRAE

It's not often we have this many skills in the same cohort.

ZAVIS

This is true. We always lack one or two vital abilities.

Danom looks through the clear walls to the meeting room and up at the colorful galaxy outside the domed ceiling.

DANOM

It's as if the stars aligned.

INT. GOSSEN & RUVVA'S ROOM - DAY

Gossen sits near the large window and draws in his digital note pad. The lizard bird sits on the same branch as always.

Ruvva sets a cup of coffee down next to him on a small table.

She notices the lizard bird.

RUVVA

Oh, there's our friend again.

Gossen pulls away his digital pen to reveal an image of the barren landscape he had seen in the bathroom window.

Ruvva leans over to take a peek.

RUVVA (CONT'D)

That's no lizard.

He puts down the digital note pad.

GOSSEN

I have the weirdest feeling. That there is no lizard.

Gossen stands up and picks up his coffee.

RUVVA

What do you mean no lizard?

The lizard flies away. She points at it.

RUVVA (CONT'D)
It just flew away.

Gossen directs Ruvva over to the sofas.

They sit and he sighs.

GOSSEN
That landscape I drew--

He takes a sip of coffee.

GOSSEN (CONT'D)
I know I've seen it. But--

Ruvva moves closer to Gossen and picks up his hand.

RUVVA
It was probably just a dream.

Gossen rests his head on his hand. He's confused.

GOSSEN
I can't remember. I'm trying to--

RUVVA
Look we've been given a second
chance. And I think we should--

Ruvva leans in and kisses Gossen.

RUVVA (CONT'D)
Take that chance.

MONTAGE - VARIOUS:

A) INT. RECREATIONAL ROOM - DAY - The Omegas compete in games and tasks.

B) INT. COMPUTER WORKSHOP - DAY - Gossen works on circuitry. Danom stops in to check on him and talk.

C) INT. GREENHOUSE - DAY - Anzar takes care of the plants, then studies a new plant strain on computer screens. Zavis stops in to check on him and talk.

D) INT. BIOLOGY LAB - DAY - Jenix concocts a chemical mixture, then looks at it through a microscope. Ayana stops in to check on her and talk.

E) INT. ROBOTICS LAB - DAY - Ruvva builds a large robot, then works with the grey cubes. Integration has reached 68%. Brae stops in to check on her and talk.

F) INT. CONSOLE ROOM - DAY - Aiihf monitors the Omegas.

E) INT. COMPUTER WORKSHOP - DAY - Danom leaves. Gossen goes to the private storage room to tweak his wrist fob.

F) INT. RECREATIONAL ROOM - DAY - The Omegas eat, talk, laugh, and watch an old Earth movie together.

G) INT. ANZAR & JENIX'S ROOM - NIGHT - The couple gets intimate by a digital fire.

H) INT. GOSSSEN & RUVVA'S ROOM - NIGHT - The couple laughs at an old Earth rom-com, then get intimate in the bedroom.

END MONTAGE.

INT. HALLWAY - NIGHT

Gossen creeps down a hallway. The dim, auburn lights lead the way. It's dead silent. He looks left and right every second.

Ona watches.

INT. CONSOLE ROOM - CONTINUOUS

Aiihf isn't at the console. The room is empty. Gossen is visible on one of the screens.

EXT. DOORWAY - CONTINUOUS

Gossen approaches a room that Aiihf enters often.

He swipes his wrist fob. Green light. Access granted.

Gossen is taken aback. Before he gets a chance to open the door he hears FOOTSTEPS--

VOICE (O.S.)

Gossen? What are you doing?

Gossen turns around to see Danom. He hides the green lit access panel with his back.

GOSSSEN

I couldn't sleep. So I thought--

Danom puts his arm around Gossen.

DANOM

Come with me.

They walk down the hallway. Gossen peeks behind his back.

The access panel turns off.

DANOM (CONT'D)
When I first awoke. I couldn't
quite figure out my purpose.

They turn down another hallway.

DANOM (CONT'D)
Eventually, I realized it was much
larger than myself. Than any of us.

They continue down another hallway.

GOSSEN
What was?

They arrive at the entrance for the counselor's common space.

DANOM
Let me show you.

INT. COUNSELOR'S COMMON SPACE - NIGHT

Gossen's face lights up as he sees the wonders of the
palatial space. The view of the galaxy blows him away.

DANOM
Beautiful isn't it.

Gossen fixates on the celestial sky as Danom walks toward the
wall of portraits. Gossen drags behind.

DANOM (CONT'D)
Each of our predecessors--

Danom waves out his hand to grab Gossen's attention.

Gossen catches up like a lost puppy.

DANOM (CONT'D)
Each of our predecessors had one
goal in mind.

Gossen looks up at the wall sized portraits, their stares
pierce through him.

DANOM (CONT'D)
To ensure the survival of humanity.

Gossen stops in front of one of the portraits. It says:
 "Lynia Tamagoth, 2812 - 2874, From Eternus to Paragon."

Gossen points to the words on the portrait.

GOSSEN
 Eternus. What's Eternus?

An ALARM goes off on Danom's wrist fob. He taps his wrist fob a few times.

DANOM
 I'm afraid I must go--

Aiifh appears out of nowhere.

AIIFH
 Time for cryo sir?

Aiifh taps on his mobile device. A small door on the ground in the wall opens, and his gang of robots pop out of it.

He leads Danom toward cryogen. Danom looks back at Gossen.

DANOM
 Just remember. Survival.

The robots surround Gossen, illuminated with green lights.

They nudge and BEEP at him to follow them.

INT. GOSSEN & RUVVA'S ROOM - NIGHT

Gossen enters his room and leaves the pushy robots behind.

He walks over to the dresser where he keeps his digital notebook and picks it up. Writes "Eternus" in it.

He puts down the notebook and walks to the exit. He opens the door and stands in the doorway. Peeks his head out to look. The coast is clear.

EXT. HALLWAY - NIGHT

No robots in sight. Silent and dark once again. He waits for a few moments.

Gossen heads to the same room from before.

Ona watches.

EXT. ROOM - NIGHT

He swipes his wrist fob. Green light. Access granted.

INT. ROOM - NIGHT

Blue neon, subtle lights allow Gossen's eyes to acclimate to the small, dark room. He moves step by step, as he moves his head side to side.

Shelves with a variety of books and robotic circuitry.

He picks up a book. It's a manual: "Integration Mechanics: A guide to organic circuitry."

He digs through the circuitry. Picks up a chip. It's small, and has a tentacle-like form. As if it attaches to something.

He puts it down and walks toward the back of the room.

Android limbs and parts hang from racks.

There is a small, mechanical workshop opposite the parts, with an older style console.

Gossen inspects everything and then stands to look at it all.

INT. GOSSEN & RUVVA'S ROOM - NIGHT

Gossen draws in his notebook by the window in a frenzy before he heads to bed.

INT. CONSOLE ROOM - NIGHT

Aiifh enters the console room and checks on the Omegas. He sees everyone is asleep.

He checks various screens and settings.

He notices a red light blink on a screen. It's labeled: "Repair Room C."

He flips a switch to see in the room. All is well.

He stands up and goes to the Paragon Surveillance area.

He taps on the interface and searches through Ona's footage in the hallways where the unauthorized access took place.

After several empty hallways, he finally sees Gossen.

He taps through screens and cameras. Watches what he does.

He sits down back at the main console and accesses Gossen's screen. He accesses his settings and makes some adjustments.

INT. GOSSEN & RUVVA'S ROOM - DAY

Ruvva sits by the window as she sips on a cup of coffee.

Gossen is still asleep.

Ruvva flips through Gossen's digital notebook.

Gossen wakes up but doesn't get up. He just lays in bed. His eyes are heavy.

GOSSEN

Hey.

Ruvva looks at him.

RUVVA

Good morning sleepyhead. Coffee?

He nods. She goes to the kitchenette and pours him a cup.

She brings it to him, then grabs the notebook and sits next to him on the bed.

He props himself up to take a sip of coffee. He's exhausted.

RUVVA (CONT'D)

So, what is all this?

She flips through screens to show him and hands it to him.

He flips through the drawings and scribbled words.

GOSSEN

I'm. I'm not sure.

As he tries to remember, his neck tingles. He touches the back of his head.

Images come back to him. Flashes of the repair parts room. The window in the bathroom. Eternus.

RUVVA

Are you alright?

He shakes it off and gives off a light smile. She takes the notebook and coffee from him, and puts them down.

She straddles him and pushes his arms down.

RUVVA (CONT'D)
I think I know what you need--

He pushes her off and gets up. She's left on the bed rejected and confused.

GOSSEN
Aren't you curious why we're here?

He picks up his notebook and walks over to the window.

GOSSEN (CONT'D)
Do you remember your life before--

A bit livid, she gets up.

RUVVA
My life was a mess. This is a dream compared to what it was.

Gossen flips through the notebook. He points to the bird.

GOSSEN
Look.

She walks over to the window with an eye roll.

RUVVA
What am I looking at.

He shows her the bird drawing and points.

GOSSEN
Just watch.

After a few moments the bird takes off.

RUVVA
The bird flew away. So what?

GOSSEN
So what? You don't think it's strange that the same exact bird, is on the same tree, at the same time, every single day for exactly two minutes?

She lets out a sigh.

RUVVA
Gossen, what are you talking about birds for? We have a second--

GOSSEN

Second chance. Yea I know. But a
second chance at what?

He flips through the book, and lands on the barren wasteland.

GOSSEN (CONT'D)

This?

She waves it off.

RUVVA

What. A bad dream?

He flips to another page.

GOSSEN

Eternus.

RUVVA

What?

He pleads with her and points to it in the book.

GOSSEN

Eternus. This means something.

She takes him to the sofas and sits him down.

RUVVA

Look, maybe it does mean something.

She takes the notepad from him and holds his hands.

RUVVA (CONT'D)

But so does this. You mean
something, to me.

GOSSEN

You mean something to me too. But
something's not--

RUVVA

Look will it make you feel better
if I ask Brae about it?

Gossen breathes a sigh of relief.

GOSSEN

You'll do that?

RUVVA

If it'll stop this nonsense, sure.

He grabs her and hugs her tight.

GOSSEN

Thank you Ruvva. This means a lot.

She giggles and kisses him. He loosens up.

RUVVA

Okay, now where were we?

She jumps on him again and takes over.

INT. HALLWAY - DAY

Anzar and Jenix walk along the green path together.

ANZAR

I'm curious to hear your thoughts.

JENIX

I'm sure it'll taste great.

EXT. RECREATIONAL ROOM - DAY

Jenix swipes her wrist fob to open the door.

The room's empty.

JENIX

Should we wait for them?

ANZAR

Or--

Anzar motions with his head to follow him.

INT. HALLWAY - DAY

Anzar and Jenix continue down a hallway. They reach the end of a hallway to find a red path.

ANZAR

Have you ever?

Jenix shakes her head.

They hear a loud metallic BOOM around the corner.

They look at each other.

JENIX

Should we--

Anzar grabs her hand and tugs her as he picks up the pace.

They make it to the corner and stop to peek.

Aiifh and his robots turn a corner away from them.

ANZAR

It's clear.

They creep their way to the large, metallic bay door.

Ona watches.

Anzar tries his wrist fob. No luck.

Jenix notices purple dust on the ground. She crouches down on one knee and uses a finger to scrape some up.

ANZAR (CONT'D)

What is that?

She pulls a small container from her pocket and scrapes more off the ground.

JENIX

Not sure. But I'm gonna find out.

She puts the dust in the container.

ANZAR

You always have one of those?

She smirks. Anzar hears BEEPS and BUZZES.

He nudges Jenix and they take off.

Around the corner Anzar peeks back.

It's Aiifh's robots. They forgot to clean the dust.

As they inspect the area one of them notices a partial footprint in the dust.

It scans the hallway with an eye laser.

Anzar and Jenix see it and pull back. Time to go.

INT. RECREATIONAL ROOM - DAY

Anzar and Jenix enter the room out of breath.

Gossen and Ruvva eat their breakfast at the table.

RUVVA
There they are.

GOSSEN
Yeah, where were you guys?

They catch their breath as they grab their breakfast.

Anzar looks around the room, and sees the camera in the corner of the ceiling.

He sits down to face Gossen, so his mouth isn't visible.

ANZAR
Jenix and I saw something.

Jenix sits next to Anzar so her mouth is out of sight too.

GOSSEN
What was it?

Anzar takes a swig of his green drink. Jenix does too.

JENIX
You guys ever go down the red path?

Gossen's neck tingles again.

The Omegas voices become muffled.

Flashes of the red path come back to Gossen.

The things he's seen come to him one after another.

Audible flashes of Aiihf when he was flanked, and Danom too.

RUVVA
Gossen?

He snaps out of it.

GOSSEN
What?

He touches the back of his neck.

RUVVA
Well what do you think?

Ruvva looks at Anzar and Jenix with concern.

ANZAR
You okay man?

INT. CRYOGEN CHAMBER - DAY

The counselors exit their chambers. Aiiifh serves their restoration drinks, and he leaves the room.

INT. RECREATIONAL ROOM - DAY

Anzar and Gossen play a two person table game while Ruvva and Brae sit across the room and talk.

ANZAR
So where did you see this, Eternus?

Gossen looks over his shoulder towards Ona's camera and around the room.

GOSSEN
Ona. You there?

ONA
Yes Gossen. How may I help you?

GOSSEN
What is Eternus?

She doesn't respond. Ruvva and Jenix stop talking. All four Omegas wait for a response.

GOSSEN (CONT'D)
Ona?

Green paths appear on the ground.

The Omegas notice them.

ONA
It is time to report to your workstations.

Anzar and Gossen walk toward the women.

ANZAR
This feels weird.

Gossen nods.

The women get up, and all four of them leave the room.

INT. COMPUTER WORKSHOP - DAY

Danom sits with Gossen at his workstation while he works.

DANOM
You picked up where we left off.

GOSSEN
Weren't you able to figure it out?

Danom stands up, walks over to a shelf, and picks up a circuit board. His age shows in the way he moves.

DANOM
Thing is. A lot of time went by in
the Exodus ships.

He holds the circuit board in his hand, turns it around.

GOSSEN
How long did it take to get here?

Danom sits back down next to Gossen. Hands him the board.

DANOM
What's that?

Early signs of dementia.

GOSSEN
How long?

Danom shakes it off and clears his throat.

DANOM
Oh yeah. Over four hundred years.

Gossen inspects the circuit board.

GOSSEN
That's a long--

DANOM
Yes, and the ships populated less
each generation.

Gossen holds up the circuit board. He looks at Danom and taps his lips with his fingers while he holds his chin.

GOSSEN
So this was the precursor to
Eternus?

Danom smiles at Gossen.

DANOM

Yes. Yes it was. You have an eye
for detail.

GOSSEN

And what exactly is, Eternus?

Danom realizes he made a mistake.

His wrist fob blinks and BEEPS. He checks it.

DANOM

I apologize. I must take leave.

INT. BIOLOGY LAB - DAY

Ayana and Jenix work on an experiment together.

AYANA

Careful.

Jenix holds a pipette full of blue liquid.

JENIX

I got it.

She releases some of the blue liquid into a large flask
filled with yellow liquid and shakes it around.

She places it on the induction heat matrix.

AYANA

Good job.

All of a sudden Jenix doesn't feel well.

JENIX

I don't--

She charges toward a waste bin and vomits.

INT. ROBOTICS LAB - DAY

Brae and Ruvva work at the table of grey cubes.

A monitor displays: "72% Integration".

Ruvva doesn't feel right.

She lunges toward a waste bin and also vomits.

INT. GREENHOUSE - DAY

Zavis collects fertilizer from a dispensary on the wall.

He carries a few sealed, foil bags over to Anzar who prepares a new section for plants.

ANZAR

So you think this will work?

Zavis opens a bag. The stench takes over their noses.

ZAVIS

What are we feeding you these days?

Anzar laughs.

ANZAR

Well it's colorful.

He puts on gloves.

ANZAR (CONT'D)

I hope this batch is less acidic.

Zavis pours fertilizer into various bays filled with pots.

ZAVIS

In the past, we found reintegration depends on the right mix of nitrogen and helium.

Anzar smooths out the fertilizer into each pot.

ANZAR

Reintegration?

Zavis picks up a tray full of baby plants and puts it down on top of the bay of pots.

ZAVIS

Think of each of these--

He picks up one of the baby pants so they can focus on it.

ZAVIS (CONT'D)

As the connection between virtual and corporeal.

Zavis hands it to Anzar to place in a pot.

ANZAR

So what is our goal exactly?

Zavis continues to hand Anzar plants to place in pots.

ANZAR (CONT'D)
I guess what I'm asking is--

ZAVIS
What is our purpose here?

ANZAR
Yeah.

INT. MEDICAL BAY - DAY

The bright, and modest sized room has a few different areas, each with a medical specialty.

Aiifh stands in front of a console with a variety of screens filled with medical interfaces.

Jenix and Ruvva each lay on a table with electrodes hooked up to their bodies.

AIIFH
I've detected multiple heart beats.

Jenix looks over at Ruvva and raises her eyebrows.

JENIX
What are you saying?

RUVVA
Are we--

AIIFH
Pregnant. Yes.

Jenix and Ruvva lay their heads back down in astonishment.

INT. RECREATIONAL ROOM - NIGHT

Gossen walks in to find Anzar alone at a table with his dinner tray in front of him.

GOSSEN
Hey, have you seen the girls?

He walks over to get his dinner.

ANZAR
I was gonna ask you the same thing.

Gossen sits his food tray across from Anzar.

GOSSEN

Ona?

ONA

Yes Gossen. How may I help you?

GOSSEN

Where are Ruvva and Jenix?

Ona searches the system and cameras.

ONA

That information is unavailable.

Gossen raises his eyebrows at Anzar.

GOSSEN

I wanna show you something.

INT. ETERNUS ENVIRONMENT - KNOX'S HOUSE - NIGHT

The home is reminiscent of a mid 20th century American home.

Littered with fancy art and artifacts from a bygone era.

Danom enjoys dinner with Knox at an ornamental, wooden table.

KNOX

We've never gotten this far.

DANOM

I have to admit, their performance thus far, is remarkable.

KNOX

So they've latched on?

DANOM

As a matter of fact yes. We are close to engaging Protocol 5.

KNOX

Protocol 5?

Knox gets up and heads in the other room.

DANOM

Where are you going?

KNOX (O.S.)

We have to celebrate!

INT. GOSSEN & RUVVA'S ROOM - NIGHT

Anzar flips through Gossen's digital notebook.

ANZAR

And you're sure you saw this?

Gossen stands by the window. He points to the bird.

Ona watches them. She meddles with the display.

GOSSEN

You see that bird?

Anzar flips to the page with the bird and the 2 minutes.

ANZAR

Yeah. Two minutes right?

They wait and watch the time on the wall.

Two minutes passes. This time a different colored bird lands on the branch next to the other bird.

Gossen shakes his head and checks his vision.

GOSSEN

Wait a minute.

He snatches the notebook from Anzar.

GOSSEN (CONT'D)

That's never happened before.

Gossen looks up at the camera. Ona stares at him.

ANZAR

What's wrong?

Gossen gets up. He signals with his head.

Anzar follows him to the sofa area.

GOSSEN

Have you ever thought about how we got here?

Gossen makes some coffee for them.

ANZAR

Well, no, not really.

GOSSEN

I do. I think about it every day.

He pours coffee for them both and hands Anzar a cup.

GOSSEN (CONT'D)

I wonder where we are. I mean, you do know it's the year 3472 right?

Anzar is in the middle of a sip.

ANZAR

Yeah I went through orien--

GOSSEN

And you're okay with all of this? We just work all day on projects we know nothing about.

ANZAR

Zavis and I worked on a new strain today. He said it has to do with--

GOSSEN

With what?

ANZAR

Reintegration.

Gossen picks up his notebook and flips to a page. He shows it to Anzar. It says "Eternus. Reintegration. Cryogen."

ANZAR (CONT'D)

What's Eternus?

INT. ETERNUS ENVIRONMENT - KNOX'S HOUSE - NIGHT

Knox and Danom enjoy a bottle of wine and ancient Earth music as they play a game of cards.

KNOX

You were never good at this.

DANOM

And you were always a smug bastard.

They laugh when the doorbell RINGS.

DANOM (CONT'D)

Expecting someone?

Knox's face and head shake say otherwise. He gets up to open the door to find--

KNOX

Taraia.

A younger version of the woman who was turned into a cube smiles at Knox. Now 30s, long, dark hair, wears a colorful dress with flowers on it, and flowers in her hair.

TARAIA
Hello Knox.

DANOM (O.S.)
Who is it?

Taraia moves her head around Knox's to try and see who it is.

TARAIA
You have company?

INT. HALLWAY - NIGHT

Gossen and Anzar walk down the hallways of Paragon station. It's dark and quiet, not a robot in sight.

ANZAR
We're almost there.

GOSSEN
Where are we going?

Ona watches them.

They reach the hallway with the bay door.

GOSSEN (CONT'D)
You've been here?

ANZAR
Where do you think we found the purple dust?

They stand in front of the massive bay door and just listen.

There's a HUM on the other side of the door.

Gossen shuffles over to the control panel. He hesitates for a moment to look down the hallways to see if anyone is there.

He brings his wrist fob close to the control panel.

ANZAR (CONT'D)
What are you doing?

Gossen looks at Anzar as he swipes the fob. Green light. Access granted. WHISH. The door creeps open. Vapor spills.

ANZAR (CONT'D)

Gossen?

Gossen looks back at Anzar before he enters the bay door.

The HUM grows louder. The small room looks like a decompression chamber with another bay door on the other end.

ANZAR (CONT'D)

You shouldn't. Gossen.

INT. GOSSEN & RUVVA'S ROOM - NIGHT

Ruvva shakes Gossen to try and wake him up. He's asleep.

RUVVA

Gossen. Wake up. Gossen.

Gossen wakes up and realizes it was a dream.

GOSSEN

Where's Anzar?

Ruvva sits down next to Gossen.

RUVVA

He said you were tired. So he let you sleep and went to see Jenix.

Ruvva bursts with joy.

RUVVA (CONT'D)

Something incredible happened.

Gossen still shakes off the dream.

GOSSEN

What?

Ruvva puts Gossen's hand on her belly.

RUVVA

I'm pregnant. We're, pregnant.

Gossen's eyes widen. He feels her belly.

She hugs him and kisses him.

INT. ETERNUS ENVIRONMENT - KNOX'S HOUSE - NIGHT

TARAIA

I never thought I'd be in here.

KNOX

Yeah. Not all of us have the luxury
and coming and going as we please.

Danom feels a bit uncomfortable. His virtual wrist fob gives
off an alert. He looks at it.

DANOM

Well I don't think it will come to
that. I just received confirmation.

TARAIA

Confirmation of?

Danom raises his glass of wine. The others follow suit.

DANOM

The Omegas are with child.

Rejoice. Clinked glasses.

KNOX

To protocol five!

INT. ETERNUS INTEGRATION ROOM - CONTINUOUS

Aiifh enters the room and walks up to the console. The screen
says: "Auto-Integration Mode."

He switches it back to manual.

He types on a screen, "Time for Cryogen sir."

INT. ETERNUS ENVIRONMENT - KNOX'S HOUSE - CONTINUOUS

Danom receives another alert. The message from Aiifh.

DANOM

I apologize. But it's time for me
to retire.

KNOX

We understand old man. You're on
borrowed time while visiting.

TARAIA

We look forward to--

Danom disintegrates into beams of light.

INT. ANZAR & JENIX'S QUARTERS - NIGHT

All four Omegas celebrate the pregnancies. Jenix and Ruvva talk on the sofas while Anzar and Gossen stand by the window.

ANZAR
Did you ever have children--

GOSSEN
Back on Earth?

He shakes his head.

GOSSEN (CONT'D)
You?

ANZAR
I had a daughter, Catalea. She was feisty, but very brave.

GOSSEN
Where is she now?

Anzar looks out at the galaxy.

ANZAR
I suppose out there. Somewhere.

Anzar pours two glasses of wine and hands one to Gossen.

They look out at the galaxy and take a sip.

GOSSEN
I've been having these dreams.

ANZAR
Dreams? About what?

Anzar gets a bit closer to Gossen.

GOSSEN
I'm not sure. I've been trying to put the pieces together.

ANZAR
Don't worry about it. They're only--

GOSSEN
What do you remember about Earth?

Anzar ponders.

ANZAR

It's fuzzy. But I remember war.
Famine. A planet that didn't want
us anymore.

GOSSEN

Right, but what about after that.
We left, on the Exodus missions.

ANZAR

Right. Exodus. The starships.

GOSSEN

You remember anything about them?

Anzar tries hard to remember. He's uncomfortable.

ANZAR

What does it matter now?

He gulps his wine, picks up the bottle and pours some more.

He moves into the middle of the room.

ANZAR (CONT'D)

We are going to be parents!

The girls get up and join him. Jenix turns on music.

They dance and laugh. Ruvva reels Gossen into the mix.

INT. CRYOGEN CHAMBER - NIGHT

Danom slips into his cryogen chamber as Aiihf prepares it
from the nearby console.

DANOM

We are counting on you Aiihf.

AIIFH

Yes, I know sir.

INT. GOSSEN & RUVVA'S ROOM - NIGHT

Gossen and Ruvva are asleep.

Gossen dreams flashes of the bay door again.

Restless, he wakes up. Looks over at Ruvva. She's peaceful.

INT. HALLWAY - NIGHT

Paragon station is quiet and dim.

Gossen creeps along the hallways.

He reaches the bay door. He can hear the HUM.

He looks around and listens. Not a soul or sound.

Ona watches and sets off a silent alert.

Gossen swipes his wrist fob on the control panel.

Green light. Access Granted. He's surprised.

The heavy door slides open. Vapor shoots out.

Gossen is about to take a step when--

ONA

Gossen. This is a restricted area.

Gossen stops in his tracks and looks up. He spots the camera.

GOSSEN

What's behind that door Ona?

He leans in to see the decompression chamber. A subtle blue light makes the room a bit visible as the vapor dissipates.

ONA

I don't have that information.
Please return to your room.

Gossen takes one step into the chamber. He stands and looks around the whole room.

ONA (CONT'D)

Gossen, please return to your room.

The room has a large control panel on the opposite end with various dials, buttons, levers and a screen that is orange.

Gossen looks behind his shoulder to find another similar control panel on the entry wall.

GOSSEN

I just want to see--

Gossen reaches for the control panel behind him when--

A hand grabs his arm. It's Aiiifh with his robots.

AIIFH

How did you get in here?

Aiifh pulls him out in one fell swoop and drags him down the hallway with his robots in tow.

GOSSEN

Why won't anyone tell me what--

Aiifh taps his mobile device with his other hand which shuts the bay door.

AIIFH

The council will be disappointed when they hear about this.

EXT. GOSSEN & RUVVA'S ROOM - NIGHT

Aiifh let's go of Gossen at his doorway.

AIIFH

You have a family to look after.

Aiifh taps on his mobile device to tweak some settings.

GOSSEN

That's exactly what I'm thinking about. My family.

A wave of exhaustion overcomes Gossen.

GOSSEN (CONT'D)

What kind of world am I raising--

AIIFH

Paragon is a paradise.

Aiifh taps open the door.

INT. GOSSEN & RUVVA'S ROOM - CONTINUOUS

Aiifh helps Gossen stagger to bed as his robots run a sweep.

GOSSEN

Why won't you let us see--

Gossen crashes in bed fast asleep. Ruvva half wakes up.

RUVVA

Gossen? What's going--

AIIFH

Go back to sleep Ruvva. There's nothing to cause alarm.

Aiifh taps on his mobile device and Ruvva falls fast asleep.

Two robots search Gossen's dresser. One of them finds his notebook. It scans the pages.

Aiifh stands over the couple for a moment and then walks over to the control panel on the wall.

He plugs in a device similar to Gossen's to access it.

In the bathroom, one robot opens and scans the drawers. It finds Gossen's hidden device and retrieves it.

On the bedroom wall, Aiifh enters a back door menu and the window transforms into a display similar to the console screens that he uses.

He enters the protocol menu. The prompt says: "Engage Protocol 5? Y/N". Aiifh types: "Y".

The robots surround Aiifh and present him with what they found with various lights, BEEPS and BUZZES.

INT. PARAGON STATION - NIGHT

All is quiet and dark. Hallway after hallway, Paragon HUMS.

A faint glow appears beneath the crack of the door to--

INT. CONSOLE ROOM - CONTINUOUS

The subtle, azure glow lights the room as Aiifh flips through Gossen's notebook. Gossen's hidden device lies nearby.

Aiifh sees the bird, the barren wasteland, Eternus, and other drawings, numbers, or words throughout the pages.

He watches Gossen sleep on one of the screens.

He pulls up his settings on another screen.

He enters a new section called: "Memory Bank".

He scrolls down to Gossen and modifies his level from 70% down to 25%.

Then he exits out of that screen and navigates to: "Communication Level". He selects: "Protocol 2".

He enters another menu called: "Skill Level", and slides the meter up from 60% up to 90%.

INT. GOSSEN & RUVVA'S ROOM - CONTINUOUS

Gossen's neck jolts him as he tosses and turns. Fast asleep, he grunts and groans and he rubs his neck.

INT. COUNSELOR'S MEETING ROOM - DAY

The counselors sit around the table with snacks and drinks.

Aiifh flips through the notebook pages as they are shown on a larger screen in front of the group.

AYANA

And you found this where?

AIIFH

In Gossen's dresser.

BRAE

Where did he hear about Eternus?

Danom chokes on the food he eats. The others look at him.

DANOM

I'm afraid I may have taken the liberty to show Gossen our hall.

ZAVIS

Why would you do such a reckless--

AYANA

Yeah, you broke the rules.

Danom gets up and grabs the notebook from Aiifh.

DANOM

Rules or not. He's obviously curious and intelligent.

He flips to the page that shows the barren wasteland.

DANOM (CONT'D)

Somehow, he has seen the real Paragon.

The others are a bit shocked.

AIIFH

That won't happen again.

Danom raises his eyebrow at Aiiifh. The ladies glare at him.

Zavis stares him down. This is the first time Aiiifh ever seemed a bit uncomfortable.

ZAVIS

Don't forget your place.

Ayana turns to Danom.

BRAE

I never understood that rule. Why can't they learn about Paragon?

AIIFH

Rule number 310-H states--

DANOM

Forget the rules. Every time I'm with Gossen, I can see the fight inside him to learn--

AYANA

The truth? We already know what happens when they learn the truth.

Zavis lets out a sigh.

ZAVIS

As much as I hate to admit it, we just can't afford to go through yet another cohort. We don't have the luxury of time on our side.

Danom flips to a page that shows various mechanical diagrams and computer chip designs.

DANOM

I agree, of course. And as you can see, we are getting close.

He flips to a screen that shows engineering formulas.

DANOM (CONT'D)

I believe Gossen is holding back in the workshop. I'm willing to give up more of my time in cryo to ensure that he succeeds.

The counselors nod in agreement.

INT. GOSSEN & RUVVA'S ROOM - DAY

Ruvva HUMS a song while in the shower.

The sound wakes up Gossen, who is disoriented. Rubs his eyes and then his neck. He is sore, and the room looks fuzzy.

He just lays in bed and tries to remember anything. He can't.

Ruvva finishes her shower and comes out wrapped in a towel.

Her belly sticks out a bit more than usual.

RUVVA

Hey sleepyhead. Want some coffee?

She walks over to the coffee machine and pours some.

She brings it to him as her hair drips a bit on the bed.

He takes the coffee and sits up a bit.

RUVVA (CONT'D)

It looks like today I get to try
and build a habitat with the PRAM.

She goes back into the bathroom.

RUVVA (O.S.) (CONT'D)

Isn't that great sweetie?

Gossen sips the coffee. He feels the back of his neck.

It's sore. He tries to speak.

GOSSEN

Yes. Great.

She comes out of the bathroom with her hair dry. Walks over to the closet and puts on some clothes.

RUVVA

I was thinking maybe today we could
invite Jenix and Anzar over for a
movie. What do you think?

Gossen tries to respond in detail. But isn't able to.

GOSSEN

I...Uh...Okay.

Ruvva closes the closet and sits down next to Gossen.

RUVVA

Are you sure you're alright?

She caresses Gossen's hair and face. Then leans in for a kiss. She lands one, but he doesn't reciprocate.

GOSSEN

I don't know.

RUVVA

You don't know what?

She feels his forehead.

RUVVA (CONT'D)

You do feel a bit warm.

She gets up and heads toward the door.

RUVVA (CONT'D)

Maybe you should stay in bed?

She opens the door to leave.

RUVVA (CONT'D)

I'll let Aiih know.

She leaves and the door closes.

Gossen sets down his coffee and gets up. He walks over to the window to see the birds on the branch.

Ona watches.

The back of his neck tingles, so he rubs it. His wrist fob gives his neck a little jolt.

The jolt jogs his memory. He remembers his notebook. He searches for it in the dresser drawers. It's not there.

He rubs his neck again and another jolt reminds him of the device in the bathroom. He goes to the bathroom and searches through the drawers for the hidden device. It's gone.

INT. BIOLOGY LAB - DAY

On the far side of the lab, Jenix looks through a microscope while a nearby computer analyzes data. It shows various chemicals and percentages.

The purple dust almost looks alive through the microscope.

Astonished, she leans back and looks at the screen to read the detailed chemical analysis: "Perchlorates: 34%, Sulfur: 21%, Silicates: 12%, Organic Compounds: 18%, Zelonium: 15%".

JENIX

Zelonium. What the hell is that--

The TONE of the entry door sounds as it opens. It's Ayana.

Jenix taps the keyboard to switch the screen off.

Ayana walks over to her station.

AYANA

Good morning Jenix.

JENIX

Hey Ayana--

Nervous, Jenix gets up and stands in front of the microscope.

JENIX (CONT'D)

H...how are you today?

Ayana senses the awkwardness.

AYANA

Ready for--

Jenix ushers Ayana over to the DNA station.

JENIX

DNA synthesis. Yeah, can't wait!

Whew.

AYANA

Go set up the sequencer and I'll get a Qhazik beetle.

Jenix heads over to the sequencer and makes a beeline for the microscope when she sees Ayana isn't in view. She snags the purple dust sample and pockets it.

INT. ROBOTICS LAB - DAY

Robotic movement and a CLANK echoes off the lab walls from the next room as one grey cube sits in the docking station. The screen next to it shows: "84% Integration".

In the workshop, Ruvva puts large, thin, metallic sections onto a small habitat frame with a powerful set of robotic arms she controls from a console.

Printed on the side of the arms is: "P.R.A.M."

RUVVA
How many of these are outside?

BRAE
Outside?

Ruvva picks up another panel and brings it over to the hab.

RUVVA
I assumed these habs were for--

Brae gets closer to the console and Ruvva.

A light blinks on the console--

BRAE
Watch that grip slippage.

Brae points to the light.

Ruvva looks at it as she places another panel on the hab.

BRAE (CONT'D)
And don't forget to deploy the--

RUVVA
Nano striders. Right. Don't wanna
compromise the seal.

Ruvva pushes a button near the light.

BRAE
Exactly.

Nanobots swarm to the metallic panels and seal them.

INT. GREENHOUSE - DAY

Anzar stands at a large dispenser on the wall across from the plants. There's a sign on it: "Compost Material".

The BUZZ lessens as it powers down. A screen says: "Decompression complete".

Various devices and control panels are on the wall.

Zavis prepares a new section by the plants.

ZAVIS
Get three of them.

Anzar opens the dispenser which emits some vapor. As the vapor dissipates, it reveals several vacuum sealed foil bags.

Anzar grabs three of them.

ANZAR

You know, I've been curious--

He brings the bags over to Zavis.

ZAVIS

About?

Zavis opens one of the bags while Anzar does the same.

The smell takes over their nostrils.

ANZAR

It actually has to do with, this--

He motions the fertilizer as he pours it into bays.

Zavis lowers his eyebrows.

ZAVIS

The compost? What about it?

ANZAR

How come I never see any purple--

ZAVIS

Purple what?

Zavis puts the bag down and lowers Anzar's.

ZAVIS (CONT'D)

Listen. You have a job to do. And everything you need--

Zavis's wrist fob BEEPS and lights up.

ANZAR

I'm sorry. I was just--

Zavis walks toward the exit.

ZAVIS

Just finish up that section. I have a meeting with the counselors.

Zavis leaves as Anzar finishes up. He walks around the room and looks at the plants as he thinks about the purple dust.

INT. COMPUTER WORKSHOP - DAY

Gossen works on a computer chip behind a screen that magnifies it. He uses a device that emits a yellow laser.

DANOM

That's it. Nice and slow.

Gossen follows the silicon pathways with the laser.

The magnified chip has a thin tube attached to each corner.

He lets go of the button on the device which retracts the laser, as he remembers the tingle in his neck.

DANOM (CONT'D)

What's wrong?

Gossen sits back from the screen and puts down the laser.

He rubs the back of his neck.

GOSSEN

Sore. Why?

Danom points to the computer chip on the table.

DANOM

That chip is the reason you and I are sitting here right now.

He picks up the laser and puts it in Gossen's hand.

DANOM (CONT'D)

I need your full attention to make sure we get this right.

He walks over to the corner of the room where there is a dispenser that says: "Organic Matter".

DANOM (CONT'D)

We always fail at this step and in order for us to--

He stops himself as he opens the dispenser and pulls out one of several canisters. He grabs two pairs of safety glasses.

GOSSEN

To what?

Danom walks back with the canister.

DANOM

Never mind. Let's see if this batch
is successful.

Danom slips on the safety glasses and hands Gossen a pair.

DANOM (CONT'D)

Here, put these on.

Danom pries open the canister with his bare hands and pulls
out a blue vial embedded within a foam interior.

DANOM (CONT'D)

Pour this in.

He hands Gossen the vial. Gossen opens the vial and pours it
into a small funnel atop a metallic box to the right of the
workstation. It has a screen with green text on the top of it
which shows: "Cerulex B-7 Synthfluid"

A red light atop the box turns green as the blue fluid runs
through the four thin tubes, right into the chip.

DANOM (CONT'D)

Power it on!

Gossen hits a switch on the left of the box. The chip lights
up with a rainbow of colors as the blue fluid goes in it.

INT. DECOMPRESSION CHAMBER - DAY

Aiifh and his robots enter the dim chamber. Purple dust and
wind abound makes it difficult to see outside.

Aiifh pushes a large red button which shuts the bay door.

ONA

Welcome back Aiifh. Stand by for
decompression.

The room fills with air and vapor as well as suction.

The other control panel turns from red to green.

ONA (CONT'D)

Decompression complete.

All clear. Aiifh opens the door with a tap.

Aiifh heads into Paragon station.

The robots stay behind to vacuum up the purple dust.

A Qhazik beetle that hitched a ride on Aiiifh's pants falls off. Aiiifh sees it scuttle away. One of his robots zooms after it and sucks it into its' chassis.

INT. RECREATIONAL ROOM - DAY

The Omegas enjoy their meals with an orange drink.

Jenix gulps the orange drink.

JENIX

This one's delicious Anzar.

Ruvva slurps it up too.

RUVVA

It sure is. How did you--

ANZAR

I finally got citrus to take root.

Gossen sits with a blank look. He's phased their conversation out. All he can think about, is the colorful chip.

He rubs the back of his neck. He digs in and feels around.

He closes his eyes and visualizes the chip while he touches the grooves in his neck.

It hits him. He's got one of these chips in his neck.

A muffled sound penetrates his ears.

RUVVA

Gossen. Gossen.

ANZAR

Hey.

Gossen comes back. He looks at the others.

JENIX

So what do you think?

Gossen sees all three of them hold the orange drinks.

He looks at his, picks it up and takes a swig.

GOSSEN

It's good.

He fakes a smile and drinks it.

Anzar's eyebrows scream concern. Same with the girls.

ANZAR

What's been going on with you?

JENIX

Yeah you don't seem--

RUVVA

He had a fever this morning--

Gossen slams down his cup.

GOSSEN

No.

He tries to speak but the words don't come out.

GOSSEN (CONT'D)

P...purple.

He shakes his head and rubs his neck.

JENIX

Purple dust?

Gossen's face lights up and he nods like a child.

ANZAR

Right. What did you find out?

JENIX

I almost got caught while I was analyzing it. But, the dust seems to have qualities of a mineral and not a soil. I didn't find any carbon in it.

RUVVA

So what does that mean?

Gossen raises his eyebrows.

JENIX

I'm, not sure. I'll have to test it some more.

INT. CRYOGEN CHAMBER - NIGHT

The counselors are fast asleep in their chambers.

Aiifh tweaks some final settings on the screen. He looks at the counselors one last time before he heads toward the exit.

INT. HALLWAY - NIGHT

Aiifh walks down the quiet and dim hallways of the Paragon station. He doesn't have his robots with him.

INT. COMPUTER WORKSHOP - NIGHT

Gossen searches through the shelves for another device in the storage room.

He finds some a small keyboard with an interface module attached, along with different cables and plugs. He opens his jacket and slides it in, then closes it up.

He continues to search and rummages through some metal containers. He pauses for a moment as he sees something.

He pulls out a strange claw shaped device. He inspects it. It has a few buttons on it and a small screen. Above the screen are the initials: "C.R.D."

He notices a green button. He presses it. It activates.

Something seems familiar. He rubs his neck.

He thinks to place the claw on his neck. It zaps him.

Thoughts fill his mind, flashes of images.

It hurts too much, so he pulls it off and looks at it.

GOSSEN

What the hell was that?

He realizes he can talk again.

Ona watches Gossen sneak out of the workshop.

INT. HALLWAY - NIGHT

Gossen power walks down a hallway.

He stops at the end and turns down another hallway.

He continues to walk down the hallway when--

CLANK. Sounded like a door.

He peeks around the corner and sees Aiifh. He wasn't spotted.

Ona watches.

INT. CONSOLE ROOM - CONTINUOUS

On the monitors, the other Omegas are fast asleep in their beds. On one monitor, Gossen walks down another hallway, not far behind Aiihf.

EXT. ROOM - NIGHT

Aiihf reaches a doorway and taps on his mobile device.

Gossen catches a glimpse of Aiihf as he enters the room.

Gossen waits.

INT. CONSOLE ROOM - CONTINUOUS

The monitor shows Gossen as he sits on the floor.

EXT. ROOM - NIGHT

CLANK. The door opens. Gossen stands up.

INT. HALLWAY - CONTINUOUS

Aiihf is headed his way. Crap. Gossen bolts.

Aiihf senses something and picks up the pace.

Gossen heads down another hallway toward the recreation room.

Aiihf gets to the hallway and sees no one there. It's quiet.

He walks down the hallway.

INT. RECREATIONAL ROOM - NIGHT

The door swings open. It's dark and quiet. Aiihf steps in. He listens and scans the room.

Gossen hides in the corner behind a large, game machine.

Sweat drips from his brow. Aiihf takes a few steps in.

Gossen holds his breath and closes his eyes.

The door goes CLANK. It's quiet. Gossen peeks his head out.

The coast is clear. Whew.

INT. HALLWAY - NIGHT

Gossen makes his way toward the room where he spotted Aiihf.

EXT. ROOM - NIGHT

Gossen swipes his wrist fob. Green light. Access granted.

Gossen's eyes widen in anticipation.

INT. ROOM - CONTINUOUS

Along the walls are various upright glass bays. The dim, blue light from the bays offers Gossen a view.

Inside the bays are humanoid beings suspended in liquid with a variety of devices, tubes and electrodes attached to them.

He looks around but doesn't see any cameras in the room.

Toward the center of the room are various console screens and controls along with a medical station filled with devices.

The screens show the vital signs of the humanoids.

In the back of the room there are a couple of medical beds.

Gossen paces himself as he processes what he sees.

He notices some shelves to the left with books and devices.

He looks at the books and sees a large one stick out: "Protocol Management".

He flips through the spiral stack of hundreds of pages.

He finds a chapter called: "Behavior Modification Protocols", and skims through it.

He flips pages and stops at a page with a diagram--

It's the claw device with the computer chip.

The caption reads: "C.R.D. - Clone Reintegration Device."

Gossen has seen a ghost. He puts the book down as he covers his mouth in horror with his hand.

He stumbles over to the empty bays and checks out the medical station. He finds various claws, computer chips, needles, and devices he's never seen before.

INT. CONSOLE ROOM - NIGHT

The door swings open as Aiihf enters. He sits at the console to check out the monitors. He notices Gossen isn't in bed.

INT. HALLWAY - NIGHT

Gossen strides down the hallway to get to his room. He continues down a series of hallways. He turns a corner--

AIIFH

Gossen. There you are.

Sweat pours down Gossen's white face. He's out of breath.

AIIFH (CONT'D)

Why aren't you in bed?

Aiihf grabs Gossen's arm and pulls him down the hallway.

GOSSEN

Not t...tired.

His ruse fools Aiihf.

AIIFH

I'll take care of that.

He taps on his mobile device. Gossen gets sleepy. Now he understands the connection between the two.

INT. GOSSEN & RUVVA'S ROOM - NIGHT

Aiihf stands over Gossen and Ruvva as they sleep.

Ruvva begins to toss and turn. Her belly grows and moves.

INT. CONSOLE ROOM

Aiihf accesses the protocol menu and selects "Protocol 6".

"Engage Protocol 6? Y/N". He types: "Y".

INT. COUNSELOR'S MEETING ROOM - DAY

The counselors sit around the table while Aiihf taps on his mobile device. He shows various settings on the screen.

AYANA

Do we know how he's been bypassing
the protocol settings?

Aiifh puts a device on the table.

AIIFH

I believe he used this.

ZAVIS

How did he get a hold of--

DANOM

I apologize. I may have been a bit
too trusting of Gossen.

Brae gives him the eyebrows.

BRAE

You're too trusting of everyone.

Danom raises his hands and eyebrows and concedes.

ZAVIS

He may not be the only one.

The counselors stare Zavis down.

JENIX

What do you mean?

ZAVIS

Well, come to think of it, Anzar
did mention something about purple
soil. I found that odd.

BRAE

You found that odd, and you're just
telling us now?

ZAVIS

I didn't think--

DANOM

Aiifh, you know what to do.

Aiifh nods and taps his screen.

INT. RECREATIONAL ROOM - DAY

The Omegas play a hologram video game, couple versus couple.

Jenix scores on Gossen and Ruvva. Her belly is much bigger than before, so is Ruvva's. It's as if they bypassed months of pregnancy time.

JENIX
That's nine to four.

ANZAR
Next point wins.

Gossen sets up the next point.

RUVVA
It's time for a come back!

Gossen fires the ball off. They battle back and forth.

All of a sudden Anzar let's go of his controls and has a blank stare on his face.

GOSSEN
Goal!

Gossen scores. He and Ruvva give each other a high five.

JENIX
Anzar. What the hell was that?

Anzar just stands there with a blank stare. He's confused.

The room gets cloudy and quiet to Anzar.

The others try to snap him out of the muffled, blurry daze.

INT. ANZAR & JENIX'S QUARTERS - NIGHT

Anzar sits on the sofa in a daze. The others surround him.

ANZAR
Don't know.

JENIX
Can you tell me what kind of plants
or food you're growing next?

Anzar just shakes his head and lowers it.

Gossen gets up.

GOSSEN
Can you guys help me for a minute?

He signals to the women to follow him.

Ona watches them.

Gossen leads them into the bathroom.

He pulls out the C.R.D.

RUVVA
What's that?

GOSSEN
We don't have a lot of time. So
just listen. Aiih is controlling
us using chips in our head.

Ruvva and Jenix look horrified.

JENIX
What do you mean?

Gossen puts his hand behind his neck.

GOSSEN
Feel around behind your neck.

Reluctant, the women drag their hands back there.

GOSSEN (CONT'D)
In my workshop, I've been building
these computer chips.

The women begin to feel the outline of the chips.

GOSSEN (CONT'D)
I didn't realize they were inside
our heads. Until I found this
C.R.D.

The women are unsettled.

RUVVA
C.R.D.?

Gossen hesitates.

GOSSEN
Clone, Reintegration Device.

The women's eyes widen like an owl.

JENIX
C...clone?

GOSSEN
I'm sorry. But we're clones.
They've been lying to us.

RUVVA
How can we be--

GOSSEN
Listen. Right now, Anzar is back to
Protocol two.

JENIX
Protocol two?

Gossen lets out a deep sigh.

GOSSEN
I'll have to explain later. Right
now Ona is watching us. And Aiiifh
could be here any second.

Jenix looks behind her back a little and lowers her voice.

JENIX
How do you know all this?

GOSSEN
You'll have to trust me. Right now,
I need you both to go out there and
act normal. Jenix, bring me Anzar.

INT. ETERNUS INTEGRATION ROOM - DAY

Aiiifh walks from server to server along the wall of the room.

Brae lays on an integration table hooked up to Eternus.

An array of lights blink as Aiiifh inspects cube server
modules. He jots down different numbers on his mobile device.

He comes to one cube server with the label: "Lucira Nath".

INT. COMPUTER WORKSHOP - DAY

Danom hovers over Gossen's shoulder as he sends blue liquid
to another computer chip.

DANOM
Let's hope we get a full
integration this time.

Gossen looks through the large magnifying device. He pokes the chip with his laser device.

GOSSEN
Integration?

Danom breathes a bit heavier than normal.

DANOM
Yes, we are almost there.

The liquid is finished. Gossen turns off the magnifier and unhooks the tubes.

Danom picks up the chip and paces himself as he takes it over to another workstation. Gossen follows right behind.

The workstation has a pile of grey cubes next to a computer and docking station. One grey cube is plugged into the dock.

Danom plugs the chip into the dock and turns it on. He looks a bit white and clammy.

The machine powers up. BUZZ. A light meter begins to go up in levels. The screen shows: "8%".

GOSSEN
What is this for?

The machine continues to BUZZ. Danom stays silent.

GOSSEN (CONT'D)
What are p...protocols?

He gets Danom's attention. Sweat glides down his face.

DANOM
Protocols?

He turns toward Gossen as the machine continues: "23%".

DANOM (CONT'D)
That's not your concern. All you need to know--

He has to catch his breath. His eyes wince.

DANOM (CONT'D)
Is that we are part of a--

GOSSEN
Greater cause.

Danom holds himself up on a shelf next to the workstation.

DANOM

Precisely.

Danom glances at the machine: "56%".

He wipes his brow with a handkerchief and caresses his chest.

The grey cube gives off a faint, blue flicker.

Danom's eyes widen in amazement.

DANOM (CONT'D)

We've never gotten this far.

Shocked, he puts his hand on Gossen's shoulder.

DANOM (CONT'D)

You should be proud.

Gossen gives off a nervous smile.

Danom clutches his chest. He's in pain.

He can't catch his breathe.

The BUZZ from the machine increases: "74%".

Danom can't keep his eyes focused on it.

He falls down. Ona sees this and scans his body from afar.

Her display shows various vital signs, and: "Cardiac Arrest."

She triggers: "CODE RED".

INT. HALLWAY - DAY

Aiifh and his robots charge down the hallway with Danom hooked up to a stretcher and medical devices.

Gossen runs next to them and helps guide the stretcher along with the robots.

EXT. COUNSELOR'S COMMON SPACE - DAY

The big bay door opens.

AIIFH

Get back to work.

Aiifh, Danom, and the robots leave Gossen behind as they enter the counselor's area.

The bay door shuts. CLANK. Gossen lets out a heavy sigh.

INT. GREENHOUSE - DAY

Anzar experiments with various plants at a workstation.

Zavis hovers over him.

ZAVIS

A bit more to lessen the toxicity.

Anzar adds an extra scoop of pulverized plants to a bowl.

ANZAR

Good?

ZAVIS

That's it. Let's give it a try.

An ALERT goes off on Zavis's wrist. It's Aiiifh about Danom.

ZAVIS (CONT'D)

Carry on without me, I have to go.

Zavis leaves the greenhouse and Anzar breathes a sigh of relief. He gets up from the workstation and goes to an area he hasn't been to before that has filing cabinets.

Ona watches him as he searches through file after file.

He stops at a file labeled: "Neurodegenerative Prevention".

He reads through pages of clinical trials about age related experiments. He looks at various diagrams of certain plant combinations and how they affect certain human diseases.

Then he sees a diagram of the C.R.D.

ONA

Is there something you need help
with Anzar?

Anzar takes the page, folds it up and closes the file.

He looks at the ceiling and fakes a stomach bug.

ANZAR

Feel sick.

He staggers out of the greenhouse.

INT. HALLWAY - CONTINUOUS

Anzar staggers down the hallway.

ONA
If you need medical--

ANZAR
No.

Ona scans his body. He seems fine.

Anzar reaches the end of the hallway and sees--

ANZAR (CONT'D)
Gossen!

Gossen sprints over to Anzar.

GOSSEN
You okay?

Gossen puts Anzar around his shoulder.

ONA
There appears to be nothing--

GOSSEN
Ona--

Gossen and Anzar stop. Gossen stares at the nearest camera.

GOSSEN (CONT'D)
Please.

Ona's heads up display powers down.

ONA
Very well.

INT. GOSSEN & RUVVA'S ROOM - DAY

In the bathroom, Gossen reads over the page Anzar took.

GOSSEN
This is the same thing I saw. I
don't quite get this part--

He points to a section on a page with the title: "Oxidative stress-induced cell death".

ANZAR
I did notice something in the lab.

Anzar strokes his chin.

GOSSEN
What?

ANZAR
Well, it's weird. The plants give
off more sulfur than oxygen.

GOSSEN
That doesn't make any sense.

Gossen looks at the C.R.D. diagram and fixes on Anzar.

GOSSEN (CONT'D)
Unless--

ANZAR
Unless what?

The door to the room SLINKS open. Gossen peaks out of the
bathroom door. It's Ruvva and Jenix.

INT. MATTER RECONSTRUCTION ROOM - DAY

Danom is hooked up to various devices to keep him alive. His
vital signs look critical on the screens.

The other three counselors surround the table he is on.

AIIFH
I've tried everything. He's not
going to make it.

Danom attempts to look at the counselors. He tries to speak
but is inaudible through the oxygen mask around his mouth.

Brae takes his hand.

BRAE
I'm sorry Danom. There's nothing
more we can do.

ZAVIS
You've cheated death for 180 years.

AYANA
We will finish this at all costs.

Aiifh begins the matter reconstruction process.

The table begins to slide into the wall as it brightens.

The counselors put on the sunglasses.
 The robotic devices unhook from Danom as he enters the wall.
 POOF. The vapor subsides and the compartment opens.
 The blue cube sits with Danom's soul inside.
 The counselors all breathe a heavy sigh and just stare at it.

AIIFH
 I'll give you a moment.

Aiifh leaves the room.

INT. GOSSEN & RUVVA'S ROOM - NIGHT

An action film plays on digital wall screen at full blast.
 The Omegas are huddled on the sofa.

JENIX
 The purple dust is full of sulfur
 compounds, just like the plants.

ANZAR
 Did you find anything else?

Jenix looks at the corner of the room at Ona's camera.
 She leans into the group and lowers her voice.

JENIX
 I found an element called Zelonium.

Ona tries to hear what they are saying, but no luck.
 Gossen faces Jenix.

GOSSEN
 What else do you do in the lab?

Jenix shrugs.

JENIX
 We just run experiments all day--

GOSSEN
 Anything with blue liquid?

RUVVA
 Blue liquid? Why does that matter?

Gossen gets closer to everyone so that his mouth is hidden.

Ona tries to remove the action movie noise with a sound algorithm, but it's too loud. Unsuccessful.

GOSSEN
Because I infuse blue liquid into
the C.R.D. in the workshop.

Everyone's aghast. Jenix gets a kick from her baby. She moans and holds her belly.

ANZAR
Are you alright?

Jenix seems uncomfortable.

JENIX
I'll be okay. But isn't it weird
how much the baby has grown?

They stare at each other as Ruvva caresses her belly too.

INT. ETERNUS ENVIRONMENT - DAY

A young Danom walks toward a modern home along a path in a field. He feels the sun hit his face as he breathes in the fresh air.

EXT. MODERN HOME - DAY

Danom gets closer to the house and sees Knox and Taraia.

KNOX
Back already?

Danom shakes his head and smirks.

DANOM
I don't plan on being here long.

TARAIA
I said the same thing about--

She can't quite remember.

DANOM
Three weeks ago.

KNOX
Time really slows down in here.

TARAIA

You can say that again. It's felt
like years.

Knox and Taraia huddle Danom and head into the house.

INT. ETERNUS ENVIRONMENT - NIGHT

Aiifh stands in front of the servers as he checks his mobile device settings. He looks at a blue cube server with the label: "Danom Kyel". All is well on the screen parameters.

INT. HALLWAY - NIGHT

Aiifh walks with his robots down the quiet, dim hallways of Paragon station.

INT. CRYOGEN CHAMBER - NIGHT

Aiifh checks the settings of the three remaining counselors.

INT. CONSOLE ROOM - NIGHT

Aiifh checks the Omegas on the screens. They are all asleep.

He walks over to a door in the back of the console room. It has a regular door knob, the second one in the whole station.

He opens the door. It's much darker in here.

A workstation is littered with computer parts, android limbs, and a variety of devices and books.

One of the books is entitled: "A.I.I.F.H. - Artificial Intelligence Indistinguishable From Human".

Aiifh stops at a large vertical bay with a variety of consoles, servers, and racks of hard drives around it.

Aiifh taps a screen to activate it. The door WHISHES open.

He steps inside.

Several electrodes shoot out and find their way towards Aiifh's head and body. Several openings appear on him as the electrodes plug into them.

He closes his eyes as the machine begins to charge him and sync his memory banks into hard drives.

An adjacent screen shows: "28% Capacity".

The electrodes fill Aiiifh with energy, which causes circuitry within his body to glow. He's not human.

INT. GOSSEN & RUVVA'S ROOM - NIGHT

Ruvva is restless as the baby kicks. Gossen opens his eyes and looks over at her.

GOSSEN
Do you need anything?

She's asleep and doesn't hear him. He looks at the time on the wall: "1:45 AM".

He slips out of bed and pours himself some water.

INT. HALLWAY - NIGHT

Gossen slinks down the halls until he reaches--

EXT. ANZAR & JENIX'S QUARTERS - NIGHT

Gossen taps on the door three times.

The door swings open to reveal Anzar.

GOSSEN
Ready to go?

INT. HALLWAY - NIGHT

The HUM of Paragon station is all you hear. The dim, auburn light of the hallways lead the way.

Ona watches them.

EXT. BAY DOOR - NIGHT

Gossen and Anzar reach the massive, bay door.

Gossen swipes his wrist fob on the control panel and the bay door swings open. WHISH. Vapor shoots out.

He steps right into the decompression chamber.

Anzar doesn't enter.

ANZAR

You know what you're doing?

Gossen shakes his head.

GOSSEN

Not at all.

Anzar takes a few steps in as Gossen swipes his wrist fob on the control panel furthest from the chamber.

The control panel has a red light and BUZZES. Access denied.

ONA

Gossen, this is a restricted area.

Gossen looks around until he sees a camera.

GOSSEN

Ona open this door.

Anzar enters the chamber and looks at the camera.

ANZAR

What's behind that door?

ONA

I don't have that information.

Gossen looks around the chamber and finds a tool compartment.

GOSSEN

Screw this.

He grabs an electric screwdriver device and works on the control panel bolts.

Ona sends an alert to Aiihf.

INT. CONSOLE ROOM - CONTINUOUS

Aiihf's eyes open as he receives the alert. He bolts.

INT. DECOMPRESSION CHAMBER - CONTINUOUS

Gossen takes off the last bolt and rips off the control panel. He plays with the wires and circuitry.

ANZAR

Are you sure we should--

Gossen stops and faces Anzar.

GOSSEN
Don't you wanna know?

Anzar sighs and nods.

ANZAR
Of course.

Gossen turns back to the console and works on the wires.

INT. HALLWAY - CONTINUOUS

Aiifh runs faster than he ever has before.

INT. DECOMPRESSION CHAMBER - CONTINUOUS

ONA
Gossen please stop. What you are
doing is dangerous.

Gossen keeps his eyes on the wires.

GOSSEN
How do you know it's dangerous? I
thought you didn't have that
information?

Gossen taps a red wire onto a circuit board and the bay door
swings open. WHOOSH.

Ona closes the interior bay door.

The room fills with purple dust and wind.

It's fierce and loud.

Gossen steps out into the storm.

ANZAR
Gossen! What are you doing?

Gossen can't hear him and continues on.

EXT. PARAGON STATION - CONTINUOUS

Gossen walks through a dust storm. He can't see a thing.

It's hard to breathe.

INT. HALLWAY - CONTINUOUS

Aiifh reaches the hallway where the bay door is.

INT. DECOMPRESSION CHAMBER - CONTINUOUS

Aiifh opens the bay door to the chamber, the dust storm flies out of the door. He enters, and hits the control panel to shut the door.

He finds Anzar there. He's got his hands over his face as he tries to deflect the dust.

AIIFH
Where's Gossen?

Anzar points outside.

EXT. PARAGON STATION - CONTINUOUS

Gossen tries to breathe as he pushes through the dust.

He gets to an area where he can see a bit more. Rocky mountains and dust-filled plains.

He can see the various moons and stars in the sky.

The trees and animals he was promised are nowhere to be seen.

He realizes Paragon is a purple, barren wasteland as he sheds tears. He falls to his knees as he gasps for air.

Aiifh emerges from the dust to find Gossen unconscious.

He picks him up and lifts him over his shoulder.

The dust obscures everything into darkness.

The darkness becomes a black terminal screen prompt. "Engage Protocol 7? Y/N". The cursor blinks until a "Y" is typed.

INT. BEDROOM - DAY

Gossen wakes up in a different bed. He looks around the room and notices it looks different than his old room.

He looks over at Ruvva. She's asleep in the opposite direction. He looks closer and notices something is off.

He touches the nape of her neck and she sighs and moans.

As she turns around Gossen sees--

GOSSEN
Lucira?

She smiles and puts her hand on his face.

LUCIRA
Yes my love. Did you sleep well?

He's in shock. She notices.

LUCIRA (CONT'D)
Gossen? Are you okay?

Worried, she sits up.

GOSSEN
How is this, possible.

Lucira gets closer to him and comforts him.

LUCIRA
You are in Eternus.

GOSSEN
Eternus. You've been here all--

LUCIRA
Yes, after the mass exodus from Earth. I volunteered for the Eternus program. I thought--

GOSSEN
What? You thought what?

LUCIRA
I thought you were dead.

It finally hits him.

GOSSEN
The war.

She nods.

GOSSEN (CONT'D)
I was injured and M.I.A. but I made it home. And you were gone. I thought the same thing.

He hugs her with all his strength and kisses her.

INT. ETERNUS INTEGRATION ROOM - CONTINUOUS

Aiifh stands in front of a section of the servers.

He looks at a blue server cube and settings with the label: "Gossen Nath". It is next to Lucira's blue server cube.

INT. CRYOGEN CHAMBER - DAY

All of the cryogen chambers are empty and powered down.

INT. PARAGON STATION - DAY

The station is quiet, the hallways empty.

INT. GOSSEN & RUVVA'S ROOM - DAY

Gossen and Ruvva are asleep in bed.

A BABY BOY sleeps in a crib near the bed.

INT. ANZAR AND JENIX'S ROOM - DAY

Anzar and Jenix are in bed with a BABY GIRL in between them. They smile at each other as she GURGLES.

INT. GOSSEN & RUVVA'S ROOM - DAY

The baby CRIES. Gossen gets up.

RUVVA

Danom, I can do it--

DANOM

Nonsense Brae, you need your rest.

Danom is in Gossen's body and Brae in Ruvva's! Danom picks up the baby and holds him close to his chest.

DANOM (CONT'D)

There there Knox. Everything is going to be fine.

He holds baby Knox by the window which now shows the actual landscape. Aiifh and his robots are seen in the distance as they terraform a section of the exterior of the station with the plants Anzar had grown.

DANOM (CONT'D)
Soon we will bring everyone back.

INT. ANZAR AND JENIX'S ROOM - DAY

Anzar rubs the belly of his baby.

ANZAR
How's my little Taraia doing?

Baby Taraia GIGGLES.

JENIX
You know Zavis, I feel--

She lays back in bed with a smile as she stretches her arms.

ZAVIS
Alive Ayana?

Zavis, in Anzar's body looks at Ayana who is in Jenix's body.
She smiles and nods.

EXT. PARAGON STATION - DAY

Outside the station, amidst the rocky, dust-filled terrain, a modest, vibrant, green oasis thrives. It stands in stark contrast to the desolation.

Aiifh uses his device to monitor the lush area as his robots continue to terraform it with plants, soil, and nutrients.

Aiifh taps on his screen to examine the air around the plants. It shows: "Oxygen: 12%".

He gazes out into the kaleidoscope of the galaxy, where stars, moons, and boundless hope twinkle.

THE END.