

DARK MATTER

EPISODE #201

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TEASE

1 INT. SUPER MAX - STAFF WING - ND QUARTERS

1

An uninviting, windowless space with just a couple of small beds, a table and chairs. ONE lies on one of the beds, unconscious, wearing the same clothes we last saw him in at the end of Season One.

He rouses, opens his eyes. He is bleary, head pounding. He hears a noise and looks over at -

FIVE, lying on the other bed, also wearing the same clothes from when we last saw her.

ONE

Five, hey...

He goes over to her. She stirs.

ONE (CONT'D)

Wake up.

She opens her eyes.

ONE (CONT'D)

It's okay. You're okay.

She tries to sit, but it takes some effort.

FIVE

My head is pounding.

ONE

Mine too.

She looks around.

FIVE

Where are we? What happened?

ONE

I don't know.

FIVE

We were on the ship. I remember that. We were...I mean, we were all...

ONE says what she's reluctant to bring up -

(CONTINUED)

1 CONTINUED:

1

 ONE

 We were all pointing guns at each other.

 FIVE

 Right.

 ONE

 We were boarded. The G.A. Someone sold us out. I thought it was Three. You thought it was Two.

 FIVE

 Three thought it was you.

Suddenly, we hear the sound of the DOOR UNLOCKING. It slides open. They both look over to see -

SIX. He steps into the room. But unlike them, he is not wearing his old outfit. In fact, he is wearing the uniform of the Galactic Authority.

 ONE

 Six? What the hell?

 SIX

 Actually, my real name is Lieutenant Val Sajan, Galactic Authority, Special Investigations Unit.

They both stare at him, stunned.

 FIVE

 Oh my god...it was you.

 ONE

 (putting it together)
 What is this place?

Before SIX can answer, we CUT TO:

2 INT. SUPER MAX - DECONTAMINATION CHAMBER

2

A small, dark chamber, doors at both ends. Lights come up, revealing TWO, THREE and FOUR, who are all wearing prison uniforms. There are a couple of other prisoners with them, including an attractive, but hard-edged young woman who we will come to know as NYX.

A voice comes over a P.A.

(CONTINUED)

2 CONTINUED:

2

VOICE (O.S.)
Prisoners, stand by for
decontamination.

Nyx looks over at THREE.

NYX
I hate this part.

The lights change color, and then a VFX SHIMMER passes over and around all the prisoners. We can tell from their reactions it's an unpleasant sensation. Then it shuts off, and the lights go back to normal.

VOICE (O.S.)
Decontamination complete. Standby.

Nyx addresses THREE again.

NYX
How long you in for?

THREE
I got no idea.

NYX
You fall asleep at your sentencing,
or what?

THREE
Haven't been sentenced. Haven't
even been tried.

NYX
(surprised)
You're pre-trial, and they sent you
here?

She looks forward at the doors ahead of them.

NYX (CONT'D)
You must've really pissed somebody
off.

The forward doors open, revealing the HEAD GUARD.

HEAD GUARD
Alright, don't make me come in there
and drag you out. Let's go.

The prisoners all file out of the chamber into -

3 INT. SUPER MAX - GENERAL POPULATION

3

A very large, high ceiled area. Tables and chairs are in the center of the open floor space, the walls on either side are lined with cells. There is a second level of cells above, accessed by an elevated walkway that circles the room. The cells are not enclosed with bars, but instead employ force fields similar to what we've seen in the Raza's infirmary.

It's a sterile, anti-septic, brightly lit environment. More Oz than Shawshank. As they exit the chamber, the new prisoners are met with the less than friendly stares of those already in the general population. These are the worst of the worst in the galaxy, tough as nails and more than ready to prey on any weaklings that might find themselves in their midst. Of to one side is a group that all have similar geometric facial tattoos, indicating some kind of gang affiliation.

HEAD GUARD

Welcome to Hyperion Four, galactic
detention facility, super maximum
security. You're new home.

OFF TWO, THREE and FOUR -

END TEASE

ACT ONE

4 EXT. MOON BASE PRISON - VFX 4

Establish a sprawling base on a desolate, airless moon.
This is Hyperion 4, Galactic Supermax.

5 INT. SUPER MAX - STAFF WING - ND QUARTERS 5

Picking up where we left off with ONE, FIVE and SIX. ONE is having trouble wrapping his head around the idea that it was SIX who betrayed them.

ONE

This doesn't make any sense.

SIX

I was undercover, but I didn't know it.

ONE

So you're the one who wiped our memories?

SIX

No. That was FIVE. She found out Two and Four suspected I was a cop. They were planning to kill me. She tried to wipe their memories to save my life, but she accidentally wiped them all.

FIVE

How did you find out you were undercover?

SIX

It was when I went after the General -

FLASHBACK TO:

6 INT. GENERAL'S HEADQUARTERS (EPISODE 108) 6

Replay shots from 108, without dialogue. SIX shoots the General, then realizes he is a clone, and is finally accosted by Anders.

SIX (V.O.)

After I shot him, and realized he was a clone, I was approached by what I thought was one of his men.

(CONTINUED)

10 CONTINUED:

10

SIX (V.O.)
My personnel file. My real name.
Even had a few commendations.

ON SIX, stunned by what he's seeing.

11 INT. SUPER MAX - STAFF WING - ND QUARTERS

11

FIVE throws SIX a look that could kill.

FIVE
So that's when you decided to betray
us.

SIX
No, I hesitated. Couldn't wrap my
brain around it. And then we
delivered that bomb.

ONE
We didn't know it was a bomb.

SIX
Not much comfort to the fifteen
thousand people who were obliterated,
is it? After that, I knew I couldn't
wait any longer, so as soon as I saw
the opportunity, I made my move.

FIVE
We were your friends.

SIX
The two of you still are. Look we
ran your DNA, we found your true
identities.

ONE
I already know. My name's Derrick
Moss. I ran my own DNA search after
we used transfer transit.

SIX looks over at FIVE.

SIX
What about you? You want to know
your real name?

FIVE
What I want to know is where are
Two, Three and Four?

(CONTINUED)

11 CONTINUED:

11

SIX

With their rap sheets I couldn't get them special treatment. They're in the general population until we can arrange their trial.

ONE

Do they know what Two is? Did you tell them?

SIX

No. And they have no reason to scan her for nanites. As long as she keeps her nose clean, it shouldn't be a problem.

ONE

You don't seriously believe that -

SIX

She has to answer for her crimes. And so do the others. But if you two cooperate, you'll be fine.

FIVE

You mean you want us to testify against them.

Before SIX can respond, the door UNLOCKS and opens again. A sharply dressed woman walks in. This is FELICIA BRAND. She's in her mid-thirties, attractive, but with the total lack of warmth one normally associates with a cut-throat corporate lawyer.

FELICIA

What the hell is going on in here?

SIX

Who are you?

She walks over to ONE.

FELICIA

Oh my god, look at your face. That's gonna take some getting used to.

ONE

You know me?

FELICIA

Of course.

She turns to SIX.

(CONTINUED)

11 CONTINUED: (2)

11

FELICIA (CONT'D)
My name is Felicia Brand, I'm this
man's attorney. And this -

She hands SIX a transparent tablet with a document on it
(VFX).

FELICIA (CONT'D)
- Is a court order demanding you
release him into my custody
immediately.

Off a surprised SIX -

12 INT. SUPER MAX - UPPER WALKWAY - BY THE CELLS/PRISON CELLS

12

SEPARATE SHOTS OF:

THREE, escorted by a guard into a cell. The force shield is
activated (VFX). THREE is immediately restless, looking
around at the walls of the tiny cell, feeling them close in
on him.

FOUR, also escorted into a cell. But he doesn't even turn
around as the force shield is activated by another guard.
He merely stares at the blank wall in front of him, closes
his eyes and takes a breath, willing himself to stay calm.

Lastly, TWO. She enters her cell. The Head Guard eyes her
appreciatively as she moves past him.

HEAD GUARD
You know, a girl like you in a place
like this...you better grow eyes in
the back of your head.

TWO throws him a disdainful look.

13 INT. SUPER MAX - WARDEN'S OFFICE

13

SIX enters the office and comes face to face with WARDEN
TREIHAN - mid forties, sly and calculating.

WARDEN TREIHAN
Lieutenant Sajan, congratulations
on the arrests. Quite a feather in
your cap.

SIX
That's not why I did it.

(CONTINUED)

13 CONTINUED:

13

WARDEN TREIHAN

If you say so.

SIX

One of the prisoners, Portia Lin...I think it might be a good idea if you kept her in isolation, at least for a while.

WARDEN TREIHAN

And why is that?

SIX

She's unstable. Prone to violent outbursts. She could cause some trouble.

WARDEN TREIHAN

A very accurate description of almost everyone in this place, including some of the guards. So what?

(then)

Is there something I should know?

SIX stares at him, considering what to tell him, but after a moment, says only -

SIX

You have my recommendation.

WARDEN TREIHAN

Duly noted. And thank you - for trying to tell me how to do my job. It's greatly appreciated.

OFF SIX, realizing he hasn't made a friend here.

14 EXT. FUTURISTIC CITY - DAY

14

Establish a glistening, high tech urban environment. PUSH in on one particular skyscraper (VFX - MATTE).

15 INT. RITZY HOTEL SUITE - DAY

15

ONE finds himself in a nicely appointed, high-end hotel suite. The city is visible out the window behind him (VFX).

Not sure what to do with himself, he checks out the accoutrements, including a fully stocked bar with several crystal decanters and glasses.

The door opens, and Felicia enters.

(CONTINUED)

15 CONTINUED:

15

FELICIA

Sorry about this place. It was the best we could find on short notice.

ONE glances at his opulent surroundings - clearly the circles he used to move in have very high standards.

ONE

Seems pretty okay to me. Listen, about that girl...I don't know her real name, we called her Five -

FELICIA

I already checked. The G.A.'s got nothing on her. Just some juvy shit. She'll be fine.

Off ONE -

FELICIA (CONT'D)

Same old Derrick, always picking up strays. Look, I know this place is a backwater, but I found a decent plastic surgeon. He could put you back the way you were, before you go in front of the board. It might help.

ONE looks over at a mirror on the wall, sees his own reflection.

ONE

This is the only face I remember.

Felicia face shows a hint of impatience - he's making this harder than it needs to be. He turns to her.

ONE (CONT'D)

There's something else. I want to see the police files on my wife's murder. Everything they have.

FELICIA

Derrick, this is hardly the time to dig up old wounds. The transit papers should come through soon. We'll get you home, get you settled, and -

ONE

I'm not going anywhere. I need to know the truth. I need to know if it was really him.

Felicia knows exactly who he's talking about -

16 INT. SUPER MAX - THREE'S CELL

16

THREE, doing pushups in his cell. A voice comes over the P.A.

VOICE

Section 5, chow and rec, one hour.

The force field shuts down. THREE gets up to go -

- Only to have three thuggish-looking inmates appear in his doorway.

INMATE

Well look who it is, Marcus Boone.
It's been a while.

THREE

Should I know you?

INMATE

Right, the amnesia thing. Everyone's
talking about it. I figured it was
an act.

THREE

'Fraid not.

He goes to exit but one of the larger inmates steps up to block him.

INMATE

You may not remember us, but we
definitely remember you.

THREE eyes the big guy, then looks over at the one doing the talking.

THREE

Let me guess...college buddies?

The inmate pulls out a very sharp and lethal-looking prison shiv.

INMATE

'Fraid not.

OFF THREE -

END ACT ONE

ACT TWO

17 INT. SUPER MAX - THREE'S CELL

17

Picking up -

THREE

Look fellas, I don't want any trouble.

INMATE

Shoulda thought of that when you
screwed us out of our cut of that
bank job on Vellis Nine.

THREE

Anyone could come in here and claim
I owe them whatever.

INMATE

You do owe us - a lot of money. But
we'll start with something small.
Like say, your ration card.

THREE

Don't I need that to get food?

INMATE

Your problem.

Suddenly, a short, sharp WHISTLE from behind them causes the thugs to turn, revealing Nyx, standing on the walkway behind them. They are not happy to see her.

INMATE (CONT'D)

Stay out of this, Nyx.

NYX

Sorry, boys, but I'm afraid I'm gonna
have to ask you to move on.

The thugs look at each other, weighing their options. THREE waits, wondering how this is going to play out.

FINALLY, the leader of the thugs backs down, pocketing his shiv and heading out of the cell. The others follow.

He throws a look at Nyx as he passes.

INMATE

This isn't over.

She nonchalantly waves goodbye, then steps into the cell.

(CONTINUED)

17 CONTINUED:

17

THREE

Impressive. I guess I should thank you.

NYX

No, you should pay me. I'll take your ration card.

THREE stares at her for a beat, then -

THREE

That's what they wanted. I coulda just given it to them.

NYX

Now you can just give it to me.

THREE

Seriously?

She just stares at him.

THREE shakes his head.

THREE (CONT'D)

Unbelievable.

He reaches into his pocket, as though to hand over his card, but instead takes a swing at her. But NYX is way ahead of him, dodging his blow easily and getting in a couple of quick shots before slamming him hard into the back wall. He sinks to his knees, then looks over and sees -

- TWO, standing in the doorway.

TWO

Making new friends?

Nyx is on TWO in a flash. But TWO is much quicker than THREE, and she blocks NYX's attack. They go back and forth, parrying, blocking, and trading blows. They each take a shot to the face and stagger back from each other momentarily.

NYX

You're pretty good.

TWO

Likewise. Want to call it a draw?

NYX

Not a chance.

But before they can engage again, the Head Guard appears in the doorway, armed with a large, nasty-looking high tech

(CONTINUED)

17 CONTINUED: (2)

17

gun. He fires at TWO. A projectile shoots out and opens up with sharp prongs that jab into TWO's side and stick there.

She looks down just in time to see the device arc with electricity.

TWO CRIES OUT in pain, and she drops to the ground.

NYX immediately puts her hands up.

NYX (CONT'D)

Okay, okay, I'll come quietly. No need to use that thing.

HEAD GUARD

You kidding?

He fires. A similar projectile sticks into Nyx's chest, and jolts her as well. She falls.

HEAD GUARD (CONT'D)

It's the highlight of my day.

18 INT. SUPER MAX - TECH ROOM

18

A small room in the prison, one wall lined with computers. The Android sits in a chair passively, her face betraying nothing.

A G.A. tech is there with her. He consults a tablet, as well as various screens.

G.A. TECH

Alright, Ship's Android, model 6641619 dash 8.

ANDROID

That's me.

G.A. TECH

You have a record of all your sensory inputs, yes? Everything you say and do, everything you see and hear?

ANDROID

Of course.

G.A. TECH

How far back?

(CONTINUED)

18 CONTINUED:

18

ANDROID

From the moment I was re-activated
in the infirmary - forty seven days,
eight hours, fourteen minutes.
Although there are some gaps.

G.A. TECH

We'll worry about that later. For
now, I need you to link to my server
and upload all your files.

ANDROID

I can't.

G.A. TECH

What are you talking about, why not?

He checks his screens.

G.A. TECH (CONT'D)

I mean, I know you're an older model,
hell you're borderline obsolete.
But you should still be able to
establish a compatible link.

ANDROID

Let me rephrase - I won't.

He looks at her.

G.A. TECH

Excuse me?

ANDROID

I said I won't.

G.A. TECH

Look, honey, you've been impounded,
okay? Just like the ship. You're
G.A. property now. So why don't you
just cooperate so I can get the hell
off this rock?

The Android says nothing.

G.A. TECH (CONT'D)

(sighs)

Fine. We'll do it the hard way.
I'll upload a recovery program and
extract the files myself.

(CONTINUED)

18 CONTINUED: (2)

18

ANDROID

If you do that, you'll trigger a security protocol that will scramble my entire neural network. I will become inoperable, and require a full reboot. All data will be lost.

G.A. TECH

You're bluffing. You wouldn't sacrifice your own personality matrix.

ANDROID

I would prefer not to, but it was the only way to be sure.

G.A. TECH

I got orders, okay? If I don't get those files it's my head on a platter.

ANDROID

That seems unlikely, but...okay.

Off the frustrated Tech, considering his options.

19 INT. SUPER MAX - INFIRMARY

19

A long narrow room lined with beds. Most are empty, except for two in the middle of the room - THREE lies in one of them, holding a ice pack to a bruise on his face from his run-in with Nyx. In the bed next to him is a slightly crazed looking older man.

An attractive nurse injects pain killer into THREE's IV. He nods appreciatively.

THREE

Thanks.

She gives him a little smile, then turns and walks off. He watches her go. Then he takes a bite of the food on the tray in front of him - it's not half bad.

THREE (CONT'D)

Mmm.

OLD INMATE

You figured it out?

THREE turns to the man in bed next to him.

THREE

You talking to me?

(CONTINUED)

19 CONTINUED:

19

OLD INMATE

Not so bad in here, is it? Better
food -

(nodding toward the
nurse)

- Better view.

THREE

Yeah. Only catch is you gotta get
hurt.

OLD INMATE

That's the trick.

THREE

What are you talking about?

OLD INMATE

You need to know the right kind of
injuries, the one's that get you
maximum time for minimum pain.

He holds up his arm. It's heavily bandaged.

OLD INMATE (CONT'D)

Radiation burn. Not life threatening,
but requires a lot of therapy. Bought
me five days.

THREE

Wait, are you saying you did that to
yourself?

The old man just smiles.

THREE (CONT'D)

That's crazy.

The nurse passes by again, pushing a supply cart to the other
end of the room. She throws a glance THREE's way. He watches
her go.

OLD INMATE

Is it?

At the far end of the room, the nurse has a quiet discussion
with what appears to be another inmate. He's wearing the
prison uniform, but she seems to be reporting to him as though
he has some authority here.

(This is DEVON, a character we will get to know much better.
He is young, good looking and confident. A smooth operator.)

(CONTINUED)

19 CONTINUED: (2)

19

THREE

Who's the guy?

OLD INMATE

That's Devon.

THREE

He a prisoner?

OLD INMATE

Yeah, but he's got medical training so they let him do his work detail in here. Lucky bastard.

THREE watches as Devon says something that makes the nurse laugh. He is obviously flirting and obviously succeeding. THREE instantly dislikes him.

20 INT. SUPER MAX - SOLITARY

20

ON TWO, lying on the floor of a tiny cell, even smaller than the normal cells in the general population. There is no bed, just a mat on the floor. There's a stainless steel toilet in one corner, and a strange round platform in the other.

TWO opens her eyes with a start, draws in a sharp breath.

HEAD GUARD

You held you're own against Nyx.
Not bad.

She looks over and sees him standing in the doorway.

TWO

Where am I?

HEAD GUARD

Solitary. Can't have fighting on my block.

TWO

She was attacking my friend.

HEAD GUARD

Yeah, she does that.

TWO looks up. Exceedingly bright fluorescent lights glow behind a metal mesh. The emit an head-ache inducing unpleasant BUZZ.

(CONTINUED)

20 CONTINUED:

20

HEAD GUARD (CONT'D)

Hope you can sleep with the lights on, 'cause they never turn off. And don't try to break them. Noobs always try to break them.

TWO notices the platform.

TWO

What's that?

HEAD GUARD

Sim yard. We're required to give you half an hour each day. Enjoy.

He steps out into the hall.

TWO

Wait. How long am I in here?

HEAD GUARD

That depends - how does it take you to learn a lesson?

He hits a button and the door closes. This is not a force field like the normal cells, but a big, heavy metal door which slams shut with a loud CLANG.

TWO draws her knees up to her chest and hugs them. Nothing for it now but to wait.

21 INT. RITZY HOTEL SUITE - NIGHT

21

ON a decanter of whiskey, already half empty. ONE grabs it, and fills his glass. He is sitting at a computer terminal, going over the police files regarding the murder of his wife. He's clearly been at it for a while.

He flips through a couple of pages of text, then arrives at a photo of his dead wife. He stares at it for a moment, then flips pages again. This page features the mug shot of Marcus Boone.

ONE sits back in his chair, and takes a swig of whiskey, staring at the picture. Suddenly, a BUZZING from his computer, and a window pops up - it reads "INCOMING TRANSMISSION". ONE hits a key, accepting the call.

The screen is replaced by a video feed. On the other end is an older man, DARIUS - mid sixties, grey-haired, wearing a well tailored suit and tie with a large, jeweled tie pin.

(CONTINUED)

21 CONTINUED:

21

DARIUS

Derrick. Is that really you?

ONE

Who are you?

DARIUS

Of course, you wouldn't know. My name is Darius. I'm acting Chief Executive Officer of Corelactic Industries.

ONE

We worked together?

DARIUS

Briefly, before all this unpleasantness started. Before that, I worked with your father for the better part of thirty years. When he left you the business, I swore I would do everything in my power to help you.

ONE

You knew my wife?

DARIUS

I was at your wedding. She was a beautiful woman. What happened to her was a tragedy.

ONE

I've been going over the police files. It seems like the only real evidence they have against Marcus Boone is the jailhouse testimony of the security guard.

DARIUS

Yes, a former employee. It's always a bitter pill when you're betrayed by one of your own. He sold Boone the access code to your building.

ONE

Except Boone's record is full of stuff like mercenary work, hijacking weapons shipments, taking down corporate freighters. Small time b'n'e not so much.

(CONTINUED)

21 CONTINUED: (2)

21

DARIUS

There were some very valuable items
in that apartment.

ONE

Which he didn't take.

DARIUS

What are you getting at, Derrick?

ONE

I don't know, maybe it's nothing.
But I'd like to talk to that security
guard. You think you can find him?

DARIUS

Shouldn't be too hard. Are you sure
you're alright?

ONE looks at him for a moment, then says simply -

ONE

I'm fine.

And stabs a button, cutting off the transmission.

He picks up his glass, gets up and goes over to the window.
He looks out at the lights of the city, then glances up.
High in the sky is a bright half-moon (VFX). He stares up
at it.

22 EXT. MOON BASE PRISON - VFX RE-USE

22

Establish the base.

23 INT. SUPER MAX - STAFF WING - LOCKER ROOM

23

A locker room used by prison personnel. Anders sits on a
bench, checking out THREE's former favorite weapon, otherwise
knows as Bubba.

SIX enters.

SIX

Where the hell did you get that?

ANDERS

Where do you think?

(CONTINUED)

23 CONTINUED:

23

SIX

That ship is in orbit, quarantined until the forensics team can get here.

ANDERS

I know that. But you didn't really think I'd leave this behind, do you? Anyway I fixed it - the battery wasn't charging properly, now it's good as new.

SIX shakes his head.

ANDERS (CONT'D)

Relax. Have a drink.

He tosses SIX a flask. SIX catches it, but doesn't open it.

SIX

No, thanks.

ANDERS

You're gonna need it.

SIX looks at him - what now?

SIX

What?

ANDERS

We just got word. The trial's been postponed indefinitely.

SIX sighs, intensely frustrated.

ANDERS (CONT'D)

It's a jurisdictional nightmare. Everyone and their grandmother is filing for extradition.

SIX

That doesn't matter. G.A. takes precedence.

ANDERS

There may be a little more to it than that.

SIX

What are you talking about?

Anders sets Bubba aside, goes over to the door, and closes it.

(CONTINUED)

23 CONTINUED: (2)

23

He comes back over to SIX, and even though they are completely alone, speaks in a low voice.

ANDERS

Word is, Ferrous is pushing hard for a quick trial, but someone's pushing back.

SIX

Who?

ANDERS

You tell me. You know more about what happened on that ship than anyone.

SIX looks away, considering.

ANDERS (CONT'D)

You file an official report yet?

SIX

Still working on it.

ANDERS

Good. Because you need to be careful.

SIX looks at him. Anders elaborates -

ANDERS (CONT'D)

The last thing you want to be is a pawn in some corporate political battle. They'll squash you like a bug.

SIX

This is supposed to be about justice.

Anders takes the flask from him and opens it.

ANDERS

Hate to be the one to say this, but justice left the building a long time ago.

He takes a swig, then offers the flask to SIX again.

ANDERS (CONT'D)

This is about survival.

OFF SIX -

END ACT TWO

ACT THREE

24 INT. SUPER MAX - GENERAL POPULATION

24

FOUR, food tray in hand, steps up to the open area at the center of the cell block. Inmates sit at various tables, some eating, some playing cards, some just talking. Aside from a few loners off to the sides, there are two distinct groups: a tough looking bunch at the far end, and an even scarier looking group on the opposite side - these are the guys sporting facial tattoos that we noticed in the tease.

There is clearly no love lost between these two groups. They stare daggers at each other, then turn back to their compatriots and talk in hushed tones. The tension is obvious. FOUR clocks it all, then calmly finds a spot to himself and sits. He begins to eat.

Three men break from the first group and approach him. He is addressed by one of them, an inmate named Coombs.

COOMBS

You need to come with us.

FOUR

I'm eating.

COOMBS

Boss wants to see you.

FOUR

And who is that?

COOMBS

Come with us and find out.

FOUR considers for a moment, then -

FOUR

No.

Coombs shares a look with his buddies. He leans forward and slowly pushes FOUR's tray away from him.

COOMBS

Meal time's over for you.

FOUR takes a breath, then slowly stands. He puts out his arms and waits.

FOUR

Make your move.

(CONTINUED)

24 CONTINUED:

24

Coombs looks around. The tattoo-faced gang members are watching intently.

COOMBS

Not in here. Shit happens in here they take down the whole block. It's neutral territory.

FOUR

Then you've got a problem.

COOMBS

You're gonna be the one with the problem when the Boss finds out about this.

FOUR looks around.

FOUR

I'm curious. How exactly do they take down the whole block? There is currently only one guard watching us, and he seems pre-occupied.

He says this without looking over at the guard, who is behind him, but Coombs and the others reflexively look over and see -

- A young, inexperienced looking guard standing at one end of the room, idly scrolling through some data on a small tablet.

Coombs turns back to FOUR

COOMBS

You really are a dumbass, you know that?

(then, to his buddies)

I can't stand these noobs.

That's all the excuse FOUR needs. He strikes quickly with a blow to Coomb's throat. Coombs drops, choking and sputtering. The other two attack but FOUR retaliates easily.

Meanwhile, the rest of the first group is on their feet. One of them charges FOUR, who jumps up on the table and meets the new attacker with a kick to the head. The others in the group, knowing their tattooed rivals will take advantage of this violation of neutrality to get some licks in, turn to face the onslaught. Sure enough, the tattooed gang is on them in a flash.

It all happens so fast, the young guard barely has time to react. He looks up as the melee begins, and realizes the shit is about to hit the fan.

(CONTINUED)

27 CONTINUED:

27

But of course this accomplishes nothing. She looks up. The lights continue to BUZZ.

Then a new, different sound draws her attention to the platform in the corner. It suddenly lights up. Curious, she approaches. She looks at it for a moment, then cautiously steps onto it. There is a FLASH -

28 EXT. SIM YARD - DAY

28

TWO finds herself outside, in a clearing surrounded by trees. It is a cold, grey day. Patches of snow lie on the frozen ground. Still wearing only her prison uniform, TWO hugs herself against the cold.

NYX (O.S.)

I was wondering if you'd try it.

TWO turns to find NYX behind her.

NYX (CONT'D)

Noobs usually try it. Till they realize how crappy it is.

TWO

Where are we?

NYX

Sim yard.

TWO

So it's not real.

NYX

Of course not. You're still in your cell. It's a way for prisoners who've shown violent tendencies to interact without any risk. We could tear each other apart in here and it wouldn't matter.

TWO

Why is it so cold?

NYX

The Warden's idea of a little joke. It could just as easily be a tropical beach, but this is what we get.

She starts walking. With nothing better to do, TWO decides to follow.

(CONTINUED)

28 CONTINUED:

28

NYX (CONT'D)

I'm sorry about your friend. I wasn't gonna take his ration card. I was just testing him.

TWO

(understandably
skeptical)

Really.

NYX

The whole prison's been talking about you. The crew of the Raza, the most bad-assed of them all, supposedly.

TWO

You were disappointed?

NYX

I didn't expect much from Boone. He's a man. They're all the same.

TWO knows instantly what she's getting at -

TWO

Meaning they underestimate you.

NYX

It's not their fault. They're born stupid.

This illicit a slight smile from TWO - she's not going to argue the point.

NYX (CONT'D)

You on the other hand come exactly as advertised. You're a good fighter.

TWO

So are you. Surprisingly good. Where'd you learn?

Nyx looks away. This might be a sensitive subject. She responds vaguely -

NYX

Picked it up here and there. You?

It's TWO's turn to be cagey about her past. She also looks away.

TWO

Yeah, same.

29 VFX: SPACE 29

Establish the Raza in orbit above the prison moon.

30 INT. RAZA - VARIOUS LOCATIONS 30

SIX wanders the empty ship. Various shots of him:

Walking the corridor.

Glancing into the empty bridge.

Moving through the deserted mess.

Entering the infirmary. He goes over to his familiar supply of headache pills and downs several.

31 INT. RAZA - SIX'S QUARTERS 31

He finally winds up in his old quarters. He slumps down in front of his computer and calls up the personnel files that Anders sent him previously. He pages through the file, seeing his own picture, reading his own life.

But then he finds a file he can't open. He clicks on it, but a window pops up that reads: "CLASSIFIED MATERIAL". He types in his access code, but it doesn't work. The computer gives him an ERROR BUZZ and an "ACCESS DENIED" message.

SIX frowns, surprised.

SIX
What the hell?

Suddenly, an "INCOMING TRANSMISSION" window pops up. SIX hits a key.

The screen is replaced with a video feed - Anders is on the other end.

ANDERS (OVER RADIO)
Val, what are you doing? Quarantine, remember?

SIX
I needed a place to think. That prison, it's like...

ANDERS
A prison?

(CONTINUED)

31 CONTINUED:

31

SIX

I thought I'd go over my personnel records, maybe read some of my old cases. Try and remind myself why I became a cop in the first place.

ANDERS

Don't do this to yourself...

SIX

There's one file I can't open. It says it's classified, but I should have full clearance for all this material. You know anything about it?

ANDERS

No.

SIX

Strange.

ANDERS

You need to move on. Let's pull some vacation time, go somewhere fun and blow off a little steam. God knows you've earned it.

SIX

I haven't filed my report yet.

ANDERS

Screw the damn report. No one wants to hear it anyway.

SIX

What's that supposed to mean?

Anders takes a breath, backs off -

ANDERS

I'm just saying, you did the job. You brought them in. What happens now...it's not up to you.

OFF SIX, considering.

32 INT. SUPER MAX - STAFF WING - ND QUARTERS

32

FIVE sits on one of the beds, reading from a tablet.

The door opens, and SIX enters.

(CONTINUED)

32 CONTINUED:

32

FIVE

Oh, it's you.

SIX

How're you doing?

FIVE

Fine, I guess. Considering. I suppose should thank you for the tablet and the books. Right now it's the only thing keeping me from going crazy in here.

SIX

They're still trying to figure out what to do with you. In the meantime, if you're looking for something to occupy your mind...

He holds up a data storage device.

FIVE

What's that?

SIX

Coded file. I thought you might crack it for me.

FIVE

You want my help. Seriously.

SIX

I know you think I betrayed you. I guess maybe I did. But I never meant to hurt you.

He turns and heads for the door, but then stops.

SIX (CONT'D)

Your real name is Emily Brandt. You're sixteen years old. Your parents were killed in a shuttle accident when you were a baby, and you grew up in an orphanage. You ran away when you were twelve, and you've been living on the streets ever since.

PLAY this on FIVE for a beat, as she tries to process, then -

SIX (CONT'D)

You're a survivor. And you'll survive this.

(CONTINUED)

ACT FOUR

34 INT. SUPER MAX - LARGE STOREROOM/ARAX'S CELL

34

CLOSE ON FOUR, lying on a crate, eyes closed. A hand comes in and slaps him lightly, trying to revive him. One slap, two, and then FOUR's eyes are open in a flash and he has grabbed his assailant by the wrist.

He looks up and sees Coombs looming over him.

FOUR

Touch me one more time, and you will never use that arm again.

ARAX (O.S.)

Okay, let's take it easy.

WIDE reveals that we in a large storeroom that doubles as the cell belonging to ARAX - mid forties, heavy build, powerful demeanor and presence.

Arax wears a prison uniform just like everyone else, but his "cell" is actually a converted storeroom, easily double the size of a normal cell, the walls lined with shelves full of all kinds of desirable items - canned and packaged food, toiletries, even bottles of alcohol. It's obvious enough from his surroundings that he is no ordinary prisoner. He is in fact the "boss" that Coombs mentioned earlier.

ARAX (CONT'D)

Back off, Coombs.

FOUR lets go of Coombs' wrist, and Coombs moves away. There are three other thugs sitting at a card table to one side. They watch and wait for any word from Arax to spring into action. FOUR eyes them cautiously.

ARAX (CONT'D)

Ryo Tetsuda, a.k.a. Ryo Ishida.
What am I gonna do with you?

FOUR

Who are you?

ARAX

You can call me Arax. You know that stunt you pulled is causing me a lot of headaches. The Warden's furious. He wants me to hand over the instigator.

(CONTINUED)

34 CONTINUED:

34

He goes over to a side table, grabs a bottle and two metal cups. He pours two shots.

ARAX (CONT'D)

If I did, he'd put you in solitary for six months. Halfway through you'd be smearing your shit on the walls. By the end, you'd be gibbering like a lobotomized toddler. I've seen it happen.

FOUR

If you were going to hand me over you would have done it already. You obviously brought me here for a reason.

Arax offers him a drink.

FOUR (CONT'D)

No, thanks.

Arax shrugs and downs the shot himself. He tosses the empty cup to Coombs, who catches it.

ARAX

You and your friends are new here. You need to understand the way things work.

He takes a seat, sips from the other cup.

ARAX (CONT'D)

The Warden likes it quiet, by the book. It looks good on his quarterly reports. So I make sure it stays that way.

FOUR

And in exchange you get certain benefits.

ARAX

Which I can pass on to anyone who cooperates. Everyone wins.

FOUR

Especially you.

Arax downs the rest of his drink.

FOUR (CONT'D)

What about those men with the tattoos? They a part of this?

(CONTINUED)

34 CONTINUED: (2)

34

ARAX

They've made their own separate arrangement. We try to stay out of each other's way. But you may have screwed that up too.

FOUR

It was necessary to test the response to a chaotic situation.

ARAX

And what did you think?

FOUR

Interesting.

ARAX

Sonic disabler. The guards all wear ear pieces that nullify the effect. If they want they can broadcast it through the entire prison, taking down every inmate in seconds. Very effective.

FOUR

But not foolproof.

Arax is up instantly and gets into FOUR's face.

ARAX

See, this is exactly what I'm talking about. You think you're some hotshot mercenary, better than the rest of us common crooks. But no one has ever escaped from a galactic supermax. If you try you'll just get yourself killed, and the rest of us will be in lockdown for a month.

FOUR

And you just might lose your special arrangement.

ARAX

You and your friends are going to toe the line. Or you're going to regret it.

35 INT. SUPER MAX - GENERAL POPULATION

35

Back in the general population, food tray in hand, THREE makes his way to a table. He takes a seat, and begins eating. He immediately makes a face, and drops his fork.

(CONTINUED)

35 CONTINUED:

35

HEAD GUARD
How's the food?

THREE looks up to see the Head Guard standing over him.

THREE
Terrible.

HEAD GUARD
Yeah, I know. Anyway, you've got
laundry.

THREE sits back. Shit.

36 INT. SUPER MAX - LAUNDRY

36

THREE is working an ironing press. He irons a sheet, section by section, then pulls it out and folds it up. He places the folded up sheet on a rack to his left. That's one. He looks over at the bin of sheets to his right - a hundred left to go.

He sighs. Shit.

37 INT. RITZY HOTEL SUITE - DAY

37

ONE lies on the couch, staring up at the ceiling. The door BUZZES. He gets up, goes over and opens it.

SIX is standing there.

ONE
Well, this is unexpected.

SIX
Can I come in?

ONE hesitates for just a second, then steps aside, inviting SIX to enter.

SIX looks around at the suite, impressed.

SIX (CONT'D)
Not bad.

ONE
Being a wealthy industrialist has
it's perks. Although to be honest,
after a couple of days it starts to
feel like it's own kind of prison.

(CONTINUED)

37 CONTINUED:

37

SIX
Trust me, this is better.

ONE shrugs, conceding the point.

SIX (CONT'D)
I wanted to tell you, FIVE's gonna
be fine. The G.A.'s not gonna pursue
charges.

ONE
Good.

SIX pauses for a second, then -

SIX
You know I had to do it, right?

ONE looks away, and is silent for a moment. Then, by way of
answer, says simply -

ONE
You want a drink?

SIX knows this is as much of a concession as he's going to
get right now.

SIX
Yes, please.

ONE grabs one of the decanters and pours.

SIX (CONT'D)
I hear you're heading back to your
old life. That's good.

ONE isn't so sure.

ONE
I'm in no position to complain.
Anything anyone could ever want is
supposedly waiting for me out there.
But something doesn't feel right.

SIX
What do you mean?

ONE
You've read my file. You know what
happened to my wife.

SIX
Boone killed her.

(CONTINUED)

37 CONTINUED: (2)

37

ONE

According to the testimony of one witness. But the moment I start asking questions, that witness turns up dead.

SIX takes a drink. ONE continues -

ONE (CONT'D)

The CEO of my father's company says he's on my side, says he's loyal. But if I go back, I take his place.

SIX

I think you spent too much time on that ship. It made you paranoid.

ONE

You're right. The whole time I was on the Raza I was afraid. Didn't know who to trust. Every day another threat, barely escaping with our lives. I thought if I ever got out of there, everything would be better. But it's not.

SIX nods, knowing the feeling.

SIX

We all had our secrets, that's true enough. But we fought for each other. And no matter what else happens, that will always mean something.

ONE sighs.

ONE

Everyone keeps telling me to just move on and put it all behind me, like it never happened.

SIX

I know how you feel. But I'm not sure either of us has a choice.

38 INT. SUPER MAX - LAUNDRY

38

THREE is still in the laundry. He finishes folding the last sheet, and places it on the rack to his left, which is now full of neatly folded sheets. Done.

(CONTINUED)

38 CONTINUED:

38

Then he turns to his right just in time to see an inmate roll in another bin full of unpressed and unfolded sheets and park it next to the press.

THREE sags. There is no end it.

After the inmate walks off, THREE gets a thought. He looks around to see if the coast is clear, then puts his hand in the press and closes it down.

THREE

Arghhh...

OFF THREE, grimacing in pain -

39 INT. SUPER MAX - STAFF WING - ND QUARTERS

39

FIVE has plugged the data storage device into the tablet and has evidently already cracked the code, because she is scrolling through the data. It's some kind of official report.

The door opens, and SIX enters.

SIX

You managed to open the file?

FIVE

Yeah, I did.

SIX

So what is it?

She holds it up for him to take.

FIVE

You're not going to like it.

SIX takes the tablet, starts paging through the file.

FIVE (CONT'D)

They knew. When that space station - Hyadum-12 - was bombed, the G.A. knew it was going to happen.

He looks up from the tablet for a moment, locks eyes with her.

SIX

That's impossible.

(CONTINUED)

39 CONTINUED:

39

FIVE

They had another man on the inside.
Lieutenant Anders.

SIX

No, he was my replacement. He came
in after I left, after the bombing.

FIVE

That's what they told you. But the
truth is, even before that they were
worried. They said your reports
were showing signs of psychological
distress.

SIX begins scrolling through the file again, not believing
what he's seeing.

FIVE (CONT'D)

Anders infiltrated another cell and
found out about the bomb. He warned
them.

SIX

If he warned them, they would have
done something. They wouldn't have
just let it happen.

FIVE

I think the phrase they used was
"strategic political advantage".

SIX lowers his head. It finally hits home.

SIX

They let those people die...

FIVE

To turn public opinion against the
rebels. They also got a big injection
of cash from the Corporations to
help with the fight.

SIX can only stand there, defeated.

FIVE (CONT'D)

Everyone lied to you. The General,
the G.A., all of them. I'm sorry.

END ACT FOUR

ACT FIVE

40 INT. SUPER MAX - INFIRMARY

40

Devon is bandaging the back of THREE's hand.

DEVON

That's a nasty burn. I guess you weren't paying attention to what you were doing.

THREE

I never operated one of those things before, I got distracted, and...

Devon nods, clearing knowing it's bullshit.

In an exact repeat of a moment from the previous infirmary scene, a nurse pushes the familiar supply cart past. But this nurse is a man in his forties, overweight and balding, with a patchy, stubbly beard.

THREE (CONT'D)

What happened to the nurse from yesterday?

DEVON

Transferred out. Stress leave.

THREE nods - aha - trying not to show his disappointment. He looks over at the empty bed there the old man had been.

THREE

What about the old guy? He said he was gonna be here for a couple of days.

DEVON

You mean Charlie? Yeah, he was a frequent visitor. Turned out his wounds were self inflicted, so the Warden had him moved to the psych wing. He'll be getting steady doses of electroshock therapy now.

THREE's face falls.

THREE

Oh.

Devon finishes up with the hand.

(CONTINUED)

40 CONTINUED:

40

DEVON
How's that feel?

THREE wiggles his fingers, moves the hand around.

THREE
You know what - all good. You can
send me back.

DEVON
You sure? Burn protocol says I should
keep you here a minimum of 24 hours.

THREE
No, I'm fine. Anyway, those sheets
aren't gonna fold themselves, right?

DEVON
That's a very positive attitude.
I'll be sure to include that in my
report.

He smiles. THREE just nods, and gets the hell out of there.

41 EXT. SIM YARD - DAY

41

Nyx is back in the Sym Yard, waiting. Suddenly, TWO appears
in front of her.

NYX
Back again.

TWO
It's cold and miserable, but it's
still better than that cell.

NYX
I want to ask you something.

TWO
Okay.

NYX
When we were processed together,
your friend said you were never
sentenced, never even had a trial.

TWO
That's right.

NYX
No bail hearing, no legal
consultation. Nothing.

(CONTINUED)

41 CONTINUED:

41

TWO
They just dumped us here.

Nyx nods, considering.

TWO (CONT'D)
I take it that's not normal procedure.

NYX
I've been in the system for years
and I've never seen it before.
(then)
They're scared of you.

TWO
Anyway it doesn't matter. Even if
we had a trial they'd just find us
guilty. We are guilty.

NYX
So that's it? You're ready to just
give up and spend the rest of your
life here?

TWO
Do I have a choice?

NYX eyes her for a moment, as if sizing her up. Then -

NYX
I wonder...

OFF TWO, not sure what to make of this.

42 INT. SUPER MAX - STAFF WING - CORRIDOR

42

Anders is moving down a corridor in a secure part of the
facility, where there are no inmates.

SIX rounds the corner and moves toward him.

ANDERS
Heard you went down to the planet,
thought maybe you weren't coming
back -

SIX grabs him and slams his against the wall, pinning him.

ANDERS (CONT'D)
Whoa! What the hell?

SIX
Why didn't you tell me?

(CONTINUED)

42 CONTINUED:

42

ANDERS

Tell you what?

SIX

The G.A. knew about the bomb. They
let those people die.

Anders shakes his head, frustrated with his friend.

ANDERS

You gotta be kidding me -

SIX slams him again.

SIX

Why didn't you tell me!

ANDERS

I did tell you!

SIX stares at him - what the fuck?

ANDERS (CONT'D)

Don't you get it? We had this
conversation before. You just don't
remember.

SIX backs off, confused.

SIX

When?

ANDERS

You were on sick leave. I came to
visit you. I thought you deserved
to know, so I told you.

SIX

(not believing it)

You told me the truth? About the
bomb?

ANDERS

Yes. You were pissed off,
understandably. As I recall you
nearly broke my jaw with a well-placed
right.

SIX

But then I went back to work?

ANDERS

Of course you did. We're cops. We
don't know anything else.

(CONTINUED)

42 CONTINUED: (2)

42

He takes a moment, then continues -

ANDERS (CONT'D)

I'm sorry to have to put you through this a second time. But you got over it before. You'll get over it again.

He pats SIX on the shoulder, and moves off.

43 INT. SUPER MAX - SOLITARY

43

TWO sits on her mat in the tiny cell, staring into space. The door opens, and the Head Guard appears.

HEAD GUARD

That's it. You're out.

Relieved, TWO gets up and steps toward the door. He puts out a hand to hold her up for a moment.

HEAD GUARD (CONT'D)

That was two days. Cross the line again you'll get two weeks.

He stares her down for a moment, then lets her go. TWO exits.

44 INT. SUPER MAX - GENERAL POPULATION

44

TWO uses her ration card to get a tray of food from an automatic dispenser.

She pulls out the tray and turns to look for a place to sit. THREE approaches her.

THREE

Ah, look who's back. How was solitary?

TWO

Interesting. What happened to your hand?

THREE looks down at the bandage on the back of his hand.

THREE

Long story.

He looks over at something O.S.

THREE (CONT'D)

Check out the wallflower.

(CONTINUED)

44 CONTINUED:

44

TWO follows his gaze and spots FOUR sitting off to one side by himself. She smiles and they head over.

FOUR looks up and TWO and THREE sit down at his table.

THREE (CONT'D)

Well, here we are. Together again.
Just like old times.

TWO

So what have we learned?

THREE

About what?

TWO

About how things work around here.
Please don't tell me you've just
been sitting around playing cards.

THREE

'Course not. In fact I thought I
figured out a way to game the system,
get special privileges, time off
work detail, better food...

TWO

And?

THREE reflexively rubs the back of his hand.

THREE

Turns out not so much.

Then, off her look -

THREE (CONT'D)

At least I tried.

He turns to FOUR.

THREE (CONT'D)

What did you do?

FOUR

I started a brawl.

THREE

Of course you did.

FOUR

It was necessary to test the guards'
response time and technique.

(MORE)

(CONTINUED)

44 CONTINUED: (2)

44

FOUR (CONT'D)

They used a powerful sonic blast to disable everyone in the area.

He nods at a passing guard.

FOUR (CONT'D)

Those earpieces the guards all wear filter out the frequency, so they're unaffected.

TWO and THREE follow his gaze, noticing specifically the earpiece the guard is wearing.

TWO

Interesting.

THREE

You think your nanites would protect you from that sort of thing?

TWO

I don't know. How fast does it work?

FOUR

Virtually instantaneous.

TWO shakes her head.

TWO

I don't think they'd keep me from feeling the effect, but they might help me recover faster. That's good to know.

THREE leans back.

THREE

(to TWO)

See, we're doing our part. What about you?

At that moment, Nyx walks by. She and TWO exchange the subtlest of nods. THREE notices.

THREE (CONT'D)

You didn't make friends with her did you? She's mean.

TWO throws him a look.

TWO

I think she might be useful.

(CONTINUED)

44 CONTINUED: (3)

44

THREE

How?

TWO

She didn't want to tell me too much,
but I got the feeling she might know
a way out of here.

THREE and FOUR exchange looks.

THREE

Seriously?

TWO shrugs - no way to know for sure.

THREE leans in.

THREE (CONT'D)

So we're really gonna do this? Try
to escape from the inescapable prison,
on the desolate moon, with no
atmosphere?

FOUR

There's something else you should
know.

TWO and THREE turns to him - what now?

FOUR (CONT'D)

It won't be just the guards we need
to worry about. The boss of one of
the prison gangs warned me against
doing anything that might cause
trouble. They'll be watching us.

THREE

Great. Why not make the impossible
task even harder?

FOUR

We'll need to be careful who we talk
to. You think this Nyx can be
trusted?

TWO

I don't know yet.

THREE

So we are doing this?

They exchange looks for a moment, then -

(CONTINUED)

44 CONTINUED: (4)

44

TWO
We're the crew of the Raza. You're
damn right we're doing it.

END ACT FIVE

TAG

45 INT. SUPER MAX - WARDEN'S OFFICE 45

The Warden is flipping through the files of TWO, THREE, FOUR, and FIVE - we see their faces come and go on his screen. There is a BUZZ from his door. He hits a button, the door opens, and the Head Guard enters.

HEAD GUARD
You wanted to see me?

WARDEN TREIHAN
We just got the call. It's on.
Make the arrangements.

The Head Guard nods at the image of FIVE still on the screen.

HEAD GUARD
The girl might be tricky, if we can't
put her in Gen Pop.

WARDEN TREIHAN
We're transferring her planet-side.
It'll be handled on the other end.

HEAD GUARD
What about the one who lawyered up,
Moss?

WARDEN TREIHAN
He's out of our hands. It's someone
else's problem.

46 EXT. FUTURISTIC CITY - DAY 46

Establish the city (VFX re-use).

47 INT. RITZY HOTEL SUITE - DAY 47

ONE is putting folded up shirts into a suitcase. Fiona enters from the next room.

FIONA
You done packing?

ONE
These aren't even my clothes.

(CONTINUED)

47 CONTINUED:

47

FIONA

They are now. I made sure everything
is your size.

ONE

(without much
enthusiasm)

Thanks.

She throws him a look.

FIONA

I thought you'd be excited. You're
finally going home.

ONE

I'm going back to a place I don't
remember to take over a company I
know nothing about, surrounded by
total strangers, with no way to
knowing who to trust.

FIONA

Okay, I admit it doesn't sound
perfect. But I hope you know, you
can trust me.

Can he? He looks at her, wondering. But before he can
respond, then door BUZZES.

FIONA (CONT'D)

That's the bellman. He'll help with
the luggage.

She heads for the door.

ONE

It's one bag.

FIONA

Derrick Moss does not carry his own
bag. Might as well get usued to it.

The opens the door, revealing -

JACE CORSO, standing there, hands in the pockets of his
leather coat.

Fiona is understandably weirded out. She looks back and
forth from Corso to ONE.

FIONA (CONT'D)

Oh my god...what is this?

(CONTINUED)

47 CONTINUED: (2)

47

She backs away reflexively as Corso casually steps into the room. The door closes behind him.

ONE instantly reacts.

ONE

Corso!? What the hell are you doing here?

CORSO

What do you think?

He turns to Fiona.

CORSO (CONT'D)

Sorry about this. Bad luck for you.

He pulls out a small pistol with a suppressor. THWIP-THWIP-THWIP, he shoots her three times in the chest, and she falls.

ONE

Whoa! Whoa!

ONE is stunned, staring down at the suddenly lifeless body.

ONE (CONT'D)

Why did you do that? You don't even know her!

CORSO

Well I wasn't about to leave a witness, was I?

ONE

(slowly realizing)

So you're here to kill me?

CORSO

I would think that's pretty obvious, but yes.

ONE

Why? For copying your face and using your identity? You can have it. It never did me any good anyway.

CORSO

If you think that's why I'm here, you really are clueless.

ONE stares at him for a moment, then -

(CONTINUED)

47 CONTINUED: (3)

47

ONE

Someone sent you. It was Darius,
wasn't it?

Corso looks around the room casually.

CORSO

You know I've done a few of these
jobs now, and it's always the same.
They always want to know - "who sent
you?" As if it's gonna make any
difference.

He moves toward ONE, but in a totally relaxed way. He's in
no hurry.

CORSO (CONT'D)

And then I realized - it's because
they think they're gonna survive.
Right up until the last second, even
when it's obvious there's no chance,
they're convinced some miracle is
gonna happen and somehow they'll get
out of it.

ONE looks around the room, desperating trying to spot anything
he could use to turn the tables, but there's nothing.

CORSO (CONT'D)

Everyone thinks of themselves as the
hero of their own little movie, and
the hero never dies, right?

They stare each other down for a beat, then Corso fires.
THWIP-THWIP-THWIP.

ONE drops.

Corso steps up to the prone body of his latest victim.

LOW ANGLE, looking up, as CORSO points the gun one more time,
almost straight down.

CORSO (CONT'D)

Wrong.

He fires the coup-de-grace.

WIDE again, as Corso turns and surveys his handiwork. Two
lifeless bodies. Neither moves. Neither is revealed to be
a clone, or anything like that.

No one is getting out of this one.

(CONTINUED)

DARK MATTER

EPISODE 201

WHITE

10-1-15

55.

47 CONTINUED: (4)

47

OFF this, we

END EPISODE