

# S U R V I V O R S

A movie script by Andreas Ingo

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(Final Draft)

OPENING CREDITS - FADE IN.

A sci-fi soundtrack with loose reference to the alien films starts to play with a dark and foreboding sound.

“S U R V I V O R S”

White text against a black star-field background with stars scrolling upon several layers from the right to the left portion of the frame.

“MADE IN BLENDER.” in red.

Ending with a blue text “A FILM BY ANDREAS INGO”.

FADE OUT.

FADE IN.

1. EXT. PLANETARY SURFACE - NIGHT

The music continues to play.

Upon a reddish planetary surface in ways resembling Mars with some huge craters and a pink forest in the background a truck space vehicle with huge communication gear upon the central body of the vehicle drives along a dusty road at night.

The sky colour is a pale yellow colour.

CLOSEUP upon a future soldier now also driver CLONE 1, 25 YEARS OLD on the space truck vehicle from the outside as windshield dryers move along the space vehicle windows with A FRENETIC PACE.

2. EXT. PLANETARY REFINERY “DELTA A-03” - NIGHT

Text comes up at the bottom of the frame: "DELTA A-03 REFINERY - INSIGNIFICANT PLANETARY SURFACE - YEAR 2120 - 00:05 HOURS LOCAL TIME"

The base is pretty rare in the way it's built along a huge mountain in gray and the mountain merge with the huge base which means the mountain in part towers above the actual building and is also visible from the INSIDE of the building in parts.

The construction design of the base is irregular. Different lights in green brightens the area close to the entrance and the lights are FLICKERING in parts. The entrance doors are half-way open. Dead bodies can be seen on the ground and we can also see an abandoned space-repair-vehicle with an open door and a dead body leaning down to the ground from the interior of the vehicle.

The industrial complex DELTA A-03 - a refinery - was meant to be heavily guarded as dead bodies of guards with weapons can be seen on the roof of the building too. Huge communication satellites, industrial signs and security consoles makes us ponder about a dark future.

Clone 1 and some other clones stand close to the entrance of the DELTA A-03 REFINERY using oxygen support units to breathe fresh air on the remote planet.

CLONE 1 (To the other soldier clones)

Let's move in clones.

Many dead bodies here at the refinery as expected.

Be careful.

Clone 1 and the other Clones resembling Clone 1 but with darker space-suits walk inside the DELTA A-03 refinery.

### 3. INT. DELTA A-03 REFINERY - ENTRANCE VAULT

The soldiers with Clone 1 in front position carefully walk forward through the DELTA A-03 interiors.

The cliff sides of the mountain merge with the futuristic industrial design in the entrance vault. The world of the remote planet and the industrial complex make a strange coherence.

An air support unit along the wall close to a human corpse has air support cables with a gas mask lining down to the floor.

More dead bodies with huge pools of red blood and scratches on the floor can be seen as one clone soldier (Clone 2) walks up to a security lock leading to a kitchen unit to walk inside as the other clones continue along their previous path.

CLONE 1 (To Clone 2)  
Investigate the kitchen area Clone 2 as planned before.  
The rest of us move forward.  
Be careful.

THE MUSIC ENDS.

FADE TO BLACK.

FADE IN.

4. INT. DELTA A-03 REFINERY - GLOBULAR ROOM STRUCTURE

Clone 1 that looks pretty muscular with a white suit and a rare ION RIFLE supported by a black backpack with military design and a headset exchange some lines with clone 3, 4 and 5.

The interior of the globular room is like a large hall with great height to the roof and what is revealed is that a huge fire has coloured the walls gray. Burned pieces of human bodies can be seen around a large cylindrical high-tech unit in the centre with arcs of supporting cables built up to the walls.

The feeling is partly burned gray and black, partly white and surreal.

CLONE 1

What else can we do than finding the way to the intelligence office clones?  
I haven't really figured out the way.  
Industrial secrecy to a large extent as expected.

CLONE 3

So that's why we didn't learn about it beforehand?

CLONE 1

That's just me Clones.  
Don't take that too serious as you will come to your own conclusions anyway.  
We move back to the kitchen area.

Three black shapes emerge from the walls of the globular structure in a perfect triangle. Shapes not clearly seen due to the speed of the ALIEN CREATURES. But part of this event with a camera that has the alien creatures out of focal depth spear

head structures can be detected on the alien creatures that are colliding with Clone 3, 4 and 5 killing them right away.

Clone 1 moves around shooting the alien creatures out of focal depth with his ION RIFLE.

A BLUE BEAM WEAPON.

A horrific carnage can be seen on screen and Clone 1 is hurt.

5. INT. DELTA A-03 REFINERY - ENTRANCE CORRIDOR

Clone 1 drags himself forward on the floor close to the dead people of the corridor entrance. Red blood from his clone body mixes with the red pools of blood from the other dead people already on the floor.

A stained entrance.

CLONE 1 (Shouting into a communication unit on his right arm)

Clone 2!

I need assistance into the kitchen unit!

I repeat - I need assistance into the kitchen unit!

The door to the kitchen unit opens. Clone 2 walks into the entrance corridor.

FADE TO -

6. INT. DELTA A-03 REFINERY - KITCHEN UNIT

Clone 1 is bleeding and is leaning up to a wall of the kitchen unit in a sitting position.

CLOSEUP of Clone 1's desperate face.

CLONE 1

Emergency help kit fast Clone 2!

CLONE 2 (O.S)

I will get it!

The kitchen area has white furniture and areas where metallic surfaces intersect with the bright futuristic design.

Seen first in a medium distance shot with a rolling fan on a table. Then casting reflections from the metallic surfaces as Clone 2 moves past one of these surfaces with a backpack in his arms.

Looking for an emergency help kit in the backpack.

7. EXT. PLANETARY SURFACE CLOSE TO THE DELTA A-03 REFINERY - SUNRISE

Alien plants in purple sway in the wind close to the DELTA A-03 REFINERY as a purple sun "Antagonion I" rises above the horizon along with a blue dot - the secondary sun "Antagonion II".

Upon a pale red landscape below the mountain a huge crater in brown can be seen.

CUT TO -

8. EXT. PLANETARY SURFACE - PINK FOREST - SUNRISE

A pink forest with alien trees roll in the wind with branches of trees looking like the pipes of a church organ.

CUT TO -

9. EXT. PLANETARY SURFACE - SUNRISE

Seen in the sky above the valley with the huge crater: The fall of a meteor in the distance setting of a dust cloud on the planetary surface.

10. EXT. DELTA A-03 REFINERY - OUTSIDE THE ENTRANCE - SUNRISE

Clone 1 is entering the area outside the entrance of the Refinery on stale legs as the sun rises creating an orange glow and it's revealed that the truck with the communication device is gone.

Closeup on Clone 1's desperate face as Clone 2 follows in Clone 1's footsteps out of focus.

CLONE 1 (To Clone 2)  
The truck rover vehicle is gone!  
How then can we return to home base?

CLONE 2 (To Clone 1 with hesitation)

Is the truck really gone?

CLONE 1

It seems like it is!

Contact home base over COM-link.

CLONE 2

Long distance COM-link was on the truck!

CLONE 1

Damn it!

We return to the kitchen unit.

11. INT. DELTA A-03 REFINERY - ENTRANCE UNIT

Clone 1 and Clone 2 enter the entrance unit once again going for the kitchen unit door and no aliens can be seen.

CLOSEUP of Clone 1's shaking right hand as he pulls in a security code into the kitchen terminal unit.

He pulls the wrong code and gets red light.

CLOSEUP on Clone 1's face.

CLONE 1

Damn it!

What is the code to the kitchen unit Clone 2?

What is the code?

CLONE 2

Let me do it!

Clone 2 walks up to the kitchen unit terminal, pulls some buttons and green light is lit on the kitchen unit terminal.

12. INT. DELTA A-03 REFINERY - KITCHEN UNIT

Clone 1 is sitting along the wall as before.

CLONE 1 (To Clone 2)

We need food Clone 2.

Is that ok for you?

CLONE 2

I'm ok.

Clone 2 moves up to a refrigerator as we discover that some kind of substance is leaking out of the refrigerator door with the refrigerator door open to one third.

An alien substance.

CLONE 2

Eeh.

Something is wrong here.

Clone 2 inspect the substance which is dark with some kind of green and yellow spores growing on the black substance.

CLOSEUP SHOT OF CLONE 2 INSPECTING THE SUBSTANCE IN A MICROSCOPE - The small spores are dead.

13. EXT. ANTAGONION SUN - DAY

Closeup of the sun Antagonion I as it radiates *furious heat waves* towards its surroundings.

It's getting hot.

14. INT. DELTA A-03 REFINERY - KITCHEN UNIT - DAY

The sunlight enters the kitchen unit of the DELTA A-03 refinery blinding Clone 1 and Clone 2.

CLONE 1 (To Clone 2)

We have to pull down the window protection shields outside the refinery or our blood will boil in a couple of hours!

CLONE 2

Can *you* do it?

CLONE 1

Let's give it a try.

15. INT. DELTA A-03 REFINERY - KITCHEN UNIT - DAY

Clone 1 pulls a lever close to the kitchen windows.

A SQUELLING SOUND is heard as the electric motors of the heat-shield protection for the kitchen unit kicks on. Moments later the heat-shields pull over the windows from outside partly darkening the kitchen area by a large amount until the windows is fully protected.

A BANG and the electric motors for the heat-shields stops.

Yellow lights are lit in the kitchen.

CLONE 1 (To Clone 2)  
Night time Clone 2.  
We made it.

FADE TO BLACK.

16. INT. DELTA A-03 REFINERY - BURIAL VAULT

The burial vault of the DELTA A-03 REFINERY is huge and looking like something pre-historical with huge coffins for deceased workers in a religious pose and the refinery personnel is using a mysterious substance to mummify the bodies to a great extent.

The cross, the Jesus figure and huge dragons decorate the interiors of this unit that is futuristic too to some extent.

Mixing pre-historic design with future technology.

A text comes up on the bottom of the screen: "DELTA A-03 REFINERY - BURIAL VAULT - DAY 3 57:07 HOURS LOCAL TIME."

We notice the body of the female worker CLONE 147, 17 YEARS OLD, dressed in a white suit with the look of a ghost. She is a little bit taller and is more slender than an average woman. She takes care of the dead bodies. Putting some kind of gel on them to make the bodies stand the erosion of the human air. Three boys walk along Clone Worker 147, this is simply CLONE 52, 53 and 55. All these boys are around 15 years of age with pale skin and brown robes.

On the back, as we see, name plates on Clone 52, 53 and 55 are GLOWING in the dark (in magenta) using elastic LSD-technology adjusting to future demands.

17. INT. DELTA A-03 REFINERY - KITCHEN UNIT

Clone 1 and Clone 2 are standing along a wall in the kitchen unit somewhat dimmed as a video transmission flickers on onto a screen almost as large as the wall. The transmission of the incoming video make the shapes of Clone 1 and Clone 2 pretty dark in comparison.

On the incoming video we can see the shape of a middle-age man ERIC CLIPPING, 53 YEARS OLD dressed in a bright suit and a blue tie. Standing still in a bright government building different in look than the refinery.

It's a multi-leveled interior image with staircases depicting a futuristic design.

ON THE IMAGE THAT IS STILL FIRST AND THEN STARTS TO MOVE AUDIO CAN BE HEARD OVER THE STILL IMAGE:

Incoming message.  
Stand by.

ERIC CLIPPING (As the video starts to render)

You're out there boys!  
We had to pull back the truck due to civil concerns.

18. INT. INSIGNIFICANT PLANET - GOVERNMENT BUILDING - DAY

The interior of the government building is the same as depicted on the video transmission. With bright staircases and all. We can see the shape of Eric Clipping standing in front of a large screen in the government building and on the screen we can see into the kitchen unit of the refinery with Clone 1 and Clone 2.

ERIC CLIPPING

Here it is:

As previously ordered you have to locate the place for industrial intelligence and find the memory banks with information unique for the refinery process.

To say it without bullshit:  
That is your ***only*** ticket home.  
We have no time for a fast rescue mission without pay.

19. INT. DELTA A-03 REFINERY - KITCHEN UNIT

ON THE VIDEO TRANSMISSION BEHIND CLONE 1 AND CLONE 2 IN THE KITCHEN UNIT OF THE REFINERY:

A female clone soldier CLONE 59, 33 YEARS OLD walks into the frame of the video transmission.

CLONE 59

We know it's getting hot out there as this planet has a slow rotation cycle making the violet sun Antagonion slowly descend in the evening.

Move fast.

Locate a seventeen year old Clone girl in a burial vault still alive at this point for guidance into the industrial intelligence with the memory banks.

Good luck!

And one more thing:

You can replay this video message as many times as you like.

Out.

20. INT. DELTA A-03 REFINERY - KITCHEN UNIT

Clone 1 puts some bandage on his left arm wounded by the confrontation with the spearhead aliens.

21. INT. DELTA A-03 REFINERY - MOVING STAIRCASE LEADING TO LEVEL 5

Clone 1 and Clone 2 has stopped at a staircase console and we can see down into a dark staircase shaft and it's revealed that it's a *moving staircase now standing still*.

Along the walls of the staircase shaft we can see glowing images depicting space-colonization along a reddish horizon and on the lower level of the refinery we can see two large signs surrounding a dark entrance with the same labels on both signs - "LEVEL 5".

A couple of dead bodies lies on the staircase.

Clone 1 activates the moving staircase and the two Clones descend on the moving staircase to level 5 passing the glowing images depicting space-colonization. With fright in their eyes and sweat on their foreheads they enter the dark entrance leading to unknown territory.

22. INT. DELTA A-03 REFINERY - CORRIDOR

Clone 1 and Clone 2 walk through a dark corridor of level 5 of the refinery. The corridor has surveillance cameras moving around their own Z-axis, self-help kits along the walls, a lot of gear like thick black cables in the roof and not much light in this passage of the corridor.

Clone 1 and Clone 2 are sneaking along.

23. INT. DELTA A-03 REFINERY - VISUAL COMMUNICATION ROOM

Clone 1 and Clone 2 stand in a visual communication room where three large screens looking like the screen in the kitchen but smaller share space along a wall. It's a high-tech environment evident in the colour scheme of the room with striped blue walls and a glassed entrance in transparent blue leading out of the room.

We can also see a sign above an exit leading to a men's room.

CLONE 2 (To Clone 1)

Could this be the industrial intelligence level Clone 1?

Could this be the end of our problems?

A temporary end I mean?

CLONE 1

Let's just go along Clone 2.

Have to go to the men's room.

CLONE 2

Alright.

24. INT. DELTA A-03 REFINERY - MEN'S ROOM

Clone 1 sits on the toilet for a while and flush the toilet when a strange sound can be heard from the room close to the men's room.

Also a scream and the sudden outbursts from an automatic weapon.

25. INT. DELTA A-03 REFINERY - VISUAL COMMUNICATION ROOM

Clone 1 enter the visual communication room once again to notice some dead shapes lying on the floor. Black alien creatures with the size of smaller dogs killed by

automatic fire. The dead aliens look a bit like smaller dogs to be exact but they are slimy and more irregular in their shape making us think of human intestines.

The door to the visual communication room is half-way open.

Clone 2 comes inside the visual communication room.

CLONE 2 (To Clone 1)  
I killed them.  
(Holding up an automatic pistol)  
We better move fast.

26. INT. ALPHA A-03 REFINERY - BURIAL VAULT

SHOT FROM THE TOP OF THE BURIAL VAULT ANGLE DOWN -

Clone 1 and Clone 2 walk upon the ground of the burial vault like small dots as music starts to play. It's an atmospheric tune resembling the music from the beginning of the film but more dramatic.

A SERIES OF SHOTS OF THE 2 MALE CLONES WALKING INTO THE BURIAL VAULT.

Angle on the female shape of Clone 147 as the three Clone boys 52, 53 and 55 help her put some human corpses into a cremation chamber. Clone 1 and 2 watch the proceedings without speaking and the bodies take fire.

The cremation chamber is huge and the blue fire with a hint of green consumes the bodies with a dramatic embrace.

CUT TO -

Clone 147 and her boys watering some plants of the burial chamber in a corner representing life in the midst of horror and death. Represented by large statues depicting the engineer inventors of the refinery.

CUT TO -

The burning bodies of the fire once again.

CUT TO -

All clones eating food along a table in a room close to the burial chamber in silence as the music ends.

FADE TO BLACK.

FADE IN.

27. INT. DELTA A-03 REFINERY - KITCHEN UNIT

Clone 1, Clone 2, Clone 147 and her boy clones are gathered in the kitchen unit with sweat in their foreheads.

CLONE 1 (To Clone 147)

How come the aliens just are running around in some places  
not in the burial vault where I found you?

CLONE 147

The aliens are trying to escape the heat  
and it's warmer in the burial vault that's why we were left alone.  
We have learned that the aliens to most part occupy the lower levels of the facility  
below the burial vault.  
Just to protect themselves from the heat.

28. INT. DELTA A-03 REFINERY - SLEEPING UNIT

Clone 1 and the other clones including female Clone 147 and the boys sleep in a sleeping unit to collect energy. A rotating fan in large size rotates around its Z-axis to pull fresh air upon the sleepers in their respective directions. The windows are sealed by the sunlight shields which make the sleeping unit dim.

The sleeping unit has some beds built upon each other close to the walls occupied by some clones. Also seen is emergency air support units, self-help kits in several places and a walkway leading to a shower room with a toilet.

Another bed standing on the floor is occupied by Clone 1.

CLOSEUP upon a grating close to the roof as some kind of foggy alien substance is flowing into the sleeping unit.

29. INT. DELTA A-03 REFINERY - NURSERY

Clone 1 is screaming as his trousers is taken away in a futuristic nursery bed to reveal a dark substance colouring his left leg and GROWING.

CUT TO -

Clone 1's leg taken away in the nursery bed.

CLOSEUP UPON CLONE 1'S BRIGHTLY LIT FACE THAT IS WOBBLING TO THE LEFT AND TO THE RIGHT IN SUSPENDED MOTION WHILE HE'S SCREAMING.

30. INT. DELTA A-03 REFINERY - ENTRANCE VAULT

Clone 147 are drying up the blood lying on the floor of the entrance vault of the DELTA A-03 REFINERY protected by Clone 2 carrying a beam weapon.

The dead human bodies previously lying on the floor are gone.

31. INT. DELTA A-03 REFINERY - TOILET

Clone 147 is sitting on the toilet with nothing special happening.

32. EXT. DELTA A-03 REFINERY - SUNSET

The violet sun is setting outside the DELTA A-03 REFINERY as some pink leaves move by caught by an alien wind.

33. INT. DELTA A-03 REFINERY - NURSERY

A ROBOTIC OPERATION DRONE is installed in the nursery room of the DELTA A-03 REFINERY. Clone 1 is lying on the bed unconscious. Many black wires are connected to the robotic operation drone lit by fluorescent lights.

Clone 53 pulls a button on the robotic operation drone to activate it.

Shining computer monitors are FLICKERING close-by.

Clone 147 strokes Clone 1's face with a moistly thin cloth as Clone 53 injects some fluid into Clone 1's unconscious body. Clone 147 removes a sheet from Clone 1's body to reveal Clone 1's wound NOW BLEEDING.

A pool of blood has stained the white sheet of the nursery bed.

CLONE 2 (Standing close by talking to Clone 147 while he is looking at the operation drone)

Do these high-tech operation drones really know what they are doing?

CLONE 147

Do we have a choice Clone 2?

Clone 2 is silent.

We watch the robotic operation drone approach Clone 1's unconscious body with an artificial leg in vertical position as it rotates its arm holding the artificial leg to find a better angle to connect the artificial leg to Clone 1's body.

CUT TO -

The merging of Clone 1's artificial leg to Clone 1's physical body. A medical procedure of some kind of futuristic welding with a blueish light flickering with a THREATENING PULSE.

TEXT  
THREE DAYS LATER.

CUT TO -

Clone 1 walking with his new artificial leg.

It's looking like a blend between a real leg and something robotic.

CLOSEUP of Clone 1's tired face.

FADE TO BLACK.

WHITE TEXT UPON A BLACK BACKGROUND:

CLONE 1

I made it.

I wasn't that much different from anyone else.

Being a leader but a simple clone anyway.

When it comes down to it I have started to become *more silent*.  
Too many thoughts and you can't focus on your task.

I think positive.

I think but just on the *necessary details*.  
*On the hard and complex details!*

Getting into action.

Building discipline.

I had no choice like the others.

FADE TO BLACK.

FADE IN.

34. INT. DELTA A-03 REFINERY - KITCHEN UNIT

Clone 1, Clone 2 and the female clone and her boys sit at a kitchen table in the kitchen unit of the refinery eating.

CLONE 1 (To female Clone 147)

No other survivors?

CLONE 147

Not any that we know of.

Also we don't know the exact way to the memory banks of the refinery intelligence office but they should be buried in the ground.

CLONE 2 (To Clone 147)

Are you sure the intelligence office is on a lower level than the burial vault?

CLONE 147

This place is huge!

You won't entirely believe it!

(Pause)

Yes it's on a lower level.

And we can reach inside using three-wheelers.

CLONE 1

To escape the alien threat that way?

Closeup on Clone 2 thinking.

35. INT. DELTA A-03 REFINERY - SLEEPING UNIT

SHOT ON CLONE 2 SITTING ON HIS BED IN THE SLEEPING UNIT READING A PAPER.

FADE INTO -

Clone 2 making his bed.

FADE INTO -

CLOSEUP on Clone 2's face as his eyelids are FLICKERING while he's sleeping.

FADE TO BLACK.

FADE IN.

36. INT. DELTA A-03 REFINERY - SURVEILLANCE-LAB

TEXT COMING IN AND OUT OF VIEW: "DELTA A-03 REFINERY - SURVEILLANCE LAB  
CLOSE TO THE KITCHEN UNIT - DAY 7, 147:03 HOURS LOCAL TIME."

The surveillance lab contains many computer monitors standing close to each other to view the different areas of the DELTA A-03 REFINERY. The surveillance-lab has a large fan in the roof that pumps fresh air into the lab necessary due to the heat generated from the computers and the monitors.

Clone 1, Clone 2 and Clone 147 are gathered in the surveillance lab that has a blueish glow due to the blueish colour emitted from the many computer monitors.

CLONE 147 (To Clone 1 and Clone 2)

Look at the image here.

(Pointing to one monitor image depicting a corridor in the refinery)

You see the corridor has burned dark for some reason.

In fact the whole problem in the refinery arose due to an explosion  
detonating in the refinery vault on level 3.

Many workers died instantly and then a fire broke loose.

The alien intruders came into account.

We think the aliens occupy the industrial intelligence level to a large extent because  
it's colder there.

It's due to the cooling units to the high-performance computers.

The aliens seek shelter from the heat.

CLONE 2

Are you sure about this?

CLONE 147

Many people talked about it before the event.  
We have seen the aliens up close.  
I wouldn't want to be outside in a season like this.

CLOSEUP on Clone 2 smiling.

37. EXT. INSIGNIFICANT PLANETARY SURFACE - DAY

A BLAZING SOUND CAN BE HEARD AS -

The sun Antagonion I shines upon a yellow river close to the DELTA A-03 REFINERY with a violent blaze with the sight of FLASHING PINK ANGELS.

CUT TO -

A violent dust cloud plagues the planetary surface below the mountain where the DELTA A-03 REFINERY is.

CUT TO -

The yellow river running close to the DELTA A-03 REFINERY STARTS TO BOIL.

38. INT. DELTA A-03 REFINERY - GARAGE UNIT

Lights flickers on.

Clone 1, Clone 2, Clone 147 and the boy clones are moving into the garage unit of the DELTA A-03 REFINERY ARMED WITH BEAM WEAPONS. The garage unit has several vehicles in a futuristic vault where expensive equipment necessary to repair the vehicles from time to time is visible.

Some vehicles stand on platforms where people can walk under the vehicles for better repair angles.

CUT TO -

Clone 1 moving his hand upon a dusty three-wheeler standing close to Clone 147 TO REVEAL A BLANK SURFACE BELOW.

CUT TO -

Clone 2 using a screwdriver to loosen a tire on a three-wheeler and put a new tire on PROTECTED BY THE OTHERS WITH BEAM WEAPONS.

As Clone 2 puts the new tire on the three-wheeler the tire is falling out of his hands.

CLONE 2  
Damn it!

FADE INTO -

Clone 1 driving one three-wheeler in the interior of the garage to test it pushing the throttle a bit.

CUT TO -

Clone 147 having a pistol in her hand as she drags it up to her nose.

CUT TO -

Clone 1 talking to the others in the garage.

CLONE 1 (To Clone 147)  
I wouldn't mind to take one of these three-wheelers to escape this place.

CLONE 147  
Remind yourself of the distance from this place to the human settlement  
on the dark side of the planet!  
You can surely think about the amount of fuel involved.

CLONE 1  
I already have.  
We must take the hard route.

39. INT. DELTA A-03 REFINERY - SURVEILLANCE-LAB

Clone 1, Clone 2 and Clone 147 look at the video monitors of the surveillance lab once again.

CLOSEUP ON ONE MONITOR AS ONE LARGE BLACK SHAPE WITH A SPHERE HEAD PASSES THE CAMERA FOLLOWED BY SEVERAL MORE IN SMALLER SIZE.

Also seen is alien structures looking like TRANSPARENT JELLY WITH A GOLDEN COLOUR. Out from the centre of the alien structures forms of alien bodies have taken shape as if they have grown out from the centre of the structures due to a physical process.

The look describe the sense of a dark surrealist painting by Salvador Dali.

CLONE 1  
A birds nest.  
Are there more of them now?

CLONE 147 (With a tired face expression)  
I don't know.

CLONE 2  
It's the industrial intelligence office.  
We have to move in there with brute force.  
Planting explosives.  
Getting out.  
Setting the explosives off.  
(Pause)  
I know of no other way.

CLONE 1  
Let's do it Clones!

FADE TO BLACK.

WHITE TEXT UPON A BLACK BACKGROUND WITH AN ADDITIONAL VOICE OVER:

As I remembered it I was not lonely.  
I was with the others still I felt as if by myself.  
A couple of boy clones and one female clone.

We did as we had been taught.

Still we had to think by ourselves.  
Bending will.

We had to build strength by deep resting periods and a good amount of eating.  
With breathing exercises.  
With silence.

With medical supplies.

Focusing on the task and equipping ourselves with heavy weapons.

Adapting.

Being survivors.

FADE TO BLACK.

FADE IN.

40. INT. DELTA A-03 REFINERY - INDUSTRIAL INTELLIGENCE LEVEL - ENTRANCE VAULT

Upon three-wheelers the clones (all of them) have gathered in a huge hall with different drive-ways leading to different directions. The floor is leaning down along the drive-ways with an angle of fifteen degrees to signal a descent into the industrial intelligence office. These drive-ways are separated by walls. The colour of this level is bright and the futuristic design of the module makes us ponder about a high-tech future: A chess-board patterned texture in blue and white on the walls, the floor and the roof makes the entrance vault stand out compared to other designs.

Clone 2 works with the three-wheelers to place beam weapons upon them. Beam-weapons and STICK-EXPLODER-WEAPONS.

CLONE 1 (To the others)

We are at the entrance to the refinery intelligence office Clones.

Shoot at first contact.

Plant explosives with the STICK-EXPLODER-WEAPONS on your designated zone inside the intelligence office.

Drive back and detonate the explosives ***outside*** the intelligence office.

Count numbers from one to sixty before you detonate.

The memory-banks of the intelligence office computers should be buried in the ground.

Maybe the aliens will get the message and we ***move back in*** for a surprise attack!

Is that clear?

SOUNDS OF THE CLONES TALKING TO EACH OTHER.

CLONE 147

You said sixty seconds before detonation?

CLONE 1

Yes.

CLOSEUP on Clone 147 thinking.

CUT TO -

SHOT FROM BEHIND THE THREE-WHEELERS on their descent down the slope into the different drive-ways of the intelligence office entrance.

DOLLY SHOT IN FRONT OF CLONE 147'S THREE-WHEELER as the patterned surrounding in blue and white make an interesting 3D-effect increasing the visual imprint of heavy movement. Clone 147 use a helmet and heavy body protection to increase her chances for success.

CLOSEUP ON CLONE 147'S FACE as the patterned blue/white texture of the walls are reflected in her helmet as she descends the slope to the intelligence office.

41. INT. DELTA A-03 REFINERY - INDUSTRIAL INTELLIGENCE OFFICE

In a maze with bright corridors Clone 147 drive in with her three-wheeler as a horde of alien beings (Spearheads) is shot down by her beam weapon using automatic fire. Clone 147 plants some explosives on alien jelly with the Stick-Exploder-Weapon that connects to the jelly inside the industrial intelligence office without exploding.

Clone 147 (To herself)  
Twenty-one, Twenty-Two, Twenty-Three.

CUT TO -

Clone 53 driving his Three-wheeler in another part of the intelligence office as he is attacked by spearhead aliens attacking from above, Clone 53 opening fire but missing and being dragged down on the floor for a kill.

CUT TO -

Clone 147 shooting upon more spearhead aliens in a new room of the intelligence office occupied by computers and computer monitors. With blueish lights flickering as the aliens emerge from the protection of the computer monitor stands.

Clone 147 (To herself while shooting)  
Fourty-one, Fourty-Two, Fifty-One.

CUT TO -

Clone 2 driving his three-wheeler to shoot upon alien beings looking like the dog aliens seen before in the visual communication room as a middle-sized spearhead alien enters frame to be shot down with an automatic beam weapon.

Clone 2 plants more explosives that sticks to the alien jelly.

CUT TO -

Clone 147 driving her three-wheeler up along the blue/white patterned slope of the intelligence office entrance as the structure behind her EXPLODES with additional damage made to the drive-way connecting to the office making pieces of the roof fall down upon Clone 147's three wheeler as another explosion detonates to push green smoke into the entrance vault.

Leaving the body of Clone 147 trapped inside the collapsed structure of the intelligence office entrance.

Spearhead aliens approach to be shot down by Clone 1's blue beam weapon.

CLONE 1 (To Clone 147)  
You detonated too fast Clone 147!  
The drive-way to the intelligence office is blocked!  
We have to think of other options.

Clone 55 drags Clone 147's body out of the rubble.

42. INT. DELTA A-03 REFINERY - KITCHEN UNIT

Clone 147 is leaning up along the wall in the kitchen unit.

She's looking like hell.

FADE TO BLACK.

43. INT. DELTA A-03 REFINERY - KITCHEN UNIT

Clone 1 is standing in the kitchen of the kitchen unit to melt frozen food in green cubical shapes.

TEXT COMING IN AND OUT OF VIEW: "DELTA A-03 REFINERY - KITCHEN UNIT - DAY 10 5:03 HOURS LOCAL TIME."

Clone 2 enters frame.

CLONE 2 (To clone 1)

Do don't it Clone 1!  
How do we know this food is not contaminated like earlier?  
We have other food to use.

(Pause)

Also there is something else I have to tell you about.

44. INT. DELTA A-03 REFINERY - NURSERY

Clone 147 lies unconscious in a nursery bed surrounded by Clone 1 and Clone 2 as a ROBOTIC SCANNER DRONE looking quite similar to the operation scanner drone use a scanner device to inspect Clone 147's naked chest with an inspector beam glowing in blueish colour rotating it's scanner device to project the scanner beam along Clone 147's body in a fluid movement up from the high portion of the chest and down to the legs.

Clone 2 walks up to a computer monitor followed by Clone 1. It's revealed that Clone 147 only has ONE lung positioned in the middle-portion of the chest.

CLONE 2 (To Clone 1)

You see Clone 1 only has *one* lung in the middle of her chest.  
That lung is larger than our lungs.  
And the lung is bleeding too.

FADE INTO -

45. INT. DELTA A-03 REFINERY - KITCHEN UNIT

Clone 1 is making food using real meat in the kitchen.

CUT TO -

Clone 147 is eating in the kitchen along a table surrounded by Clone 1 and Clone 2.

CLONE 147

I'm fine.  
The one lung can repair itself.  
I'm glad you tried to help me though.

46. INT. DELTA A-03 REFINERY - SLEEPING UNIT

Clone 147 is making her bed.

CUT TO -

Clone 147 sleeping.

CUT TO -

Clone 1 cutting his nails with a scissor.

FADE TO BLACK.

FADE IN.

47. EXT. DELTA A-03 REFINERY - OUTSIDE THE ENTRANCE - NIGHT

An alien motorcycle occupied by a MALE UNKNOWN ENTITY is entering frame.

CUT TO -

SHOT on the motorcycle standing still that is alien looking with a strange shark-like complexity in colour scheme and shape building a beautiful coherence becoming more exotic in the flickering green light outside the refinery.

CUT TO -

SHOT on the male unknown entity from the back being a muscular alien cyborg with impressive length walking into the DELTA A-03 REFINERY.

48. INT. DELTA A-03 REFINERY - ENTRANCE

P.O.V SHOT of the alien cyborg scanning the entrance unit of the DELTA A-03 REFINERY that is A VIBRANT CORRIDOR IN A SOFT COLOUR SCHEME.

Not looking like human sight.

49. INT. DELTA A-03 REFINERY - ENTRANCE

Clone 1 enters the entrance unit of the DELTA A-03 REFINERY to discover the alien cyborg.

Clone 1 shockingly hesitates not knowing if to retreat.

SHOT ON THE ALIEN CYBORG FROM THE FRONT LIT BY FLASHING ARMATURES IN WHITE:

It's a brightly red humanoid shape two and a half meters long with protruding mechanical parts integral to the humanoid shape especially on the head. It's having a skin texture building mathematical patterns upon the skin of the cyborg.

It's impressive with an alien beauty not reached by man.

50. INT. DELTA A-03 REFINERY - SURVEILLANCE-LAB

Clone 1, Clone 2, Clone 147 and the Alien Cyborg is gathered in the surveillance lab of the DELTA A-03 REFINERY. They're looking at the video monitors depicting a part of the refinery. No aliens can be seen.

We see a couple of monitors displaying static.

CLONE 2 (Going up to a couple of monitors displaying static)  
Look at these monitors. I think these plugged in to the level for industrial intelligence if I'm not mistaken.  
Our explosives shut them down.

ALIEN CYBORG  
I perfectly know it's hard to trust me but I have detailed scans of this place.  
There is another way down into the industrial intelligence level.  
The hard part is that the video transmissions I have hacked only partly have revealed what is down there.

You know these aliens are an infesting race but they're also animals.  
They're just trying to escape the heat of the sun.  
And they kill much in their way.

CLONE 2  
What proofs do you have of your own benevolence?

ALIEN CYBORG  
Nothing you could believe anyway.  
You have no direct experience of beings like me to make informed decisions.  
All I can say is you have nothing to lose.

51. INT. DELTA A-03 REFINERY - MOVING STAIRCASE LEADING TO LEVEL 5

All clones are standing on the moving staircase seen previously leading to level 5 of the refinery. The dead clone bodies are still lying on the moving staircase as seen before. The moving staircase now activated transports the clones down to level 5 WITH A WHINING SOUND.

The alien cyborg is standing close to the activation console for the moving staircase on the higher level.

52. INT. DELTA A-03 REFINERY - LEVEL 5 - DARK CORRIDOR

The clones along with the alien cyborg are moving along a dark corridor passing a pool of alien liquid in golden colour seen with searchlights of the beam weapons.

53. INT. DELTA A-03 REFINERY - WALKWAY ABOVE INDUSTRIAL INTELLIGENCE LEVEL

The humans look down into the burned maze of the industrial intelligence level full of rubble the place for the detonation of the explosives planted and detonated previously using the three-wheelers driven by Clone 147 and others.

A LOT OF SPEARHEAD ALIENS ARE WALKING BY AND SEVERAL HIVES IN GOLDEN COLOUR AND ONE RED ARE SEEN BELOW.

CLONE 1

The industrial intelligence level.  
Aliens detected!  
Shit!

54. INT. DELTA A-03 REFINERY - KITCHEN

Clone 1, Clone 2 and Clone 147 are sitting in the kitchen silent and depressed along with the living boy clones and the alien cyborg as a large fan rotates in the roof.

ALIEN CYBORG (To the others after a while)  
I have a suggestion.  
Use an attack drone to clean this place.

CLONE 1

An attack drone?

ALIEN CYBORG

A programmed robotic attack drone  
found in the high-tech-weapons unit.  
I'll help you to set him up.

CUT TO -

Clone 2 pushing the lever to deactivate the heat shield of the windows of the kitchen unit. Clone 1 is standing beside him.

CLONE 1 (To Clone 2 almost whispering)  
Shall we really go for it?

CLONE 2  
Do we really have a choice?  
I wouldn't want to walk into the industrial level  
with all those aliens running around.

CLONE 1  
But how do we know the drone can destroy the aliens?

CLONE 2  
We don't.

CLONE 1  
We better test the drone before we start.

55. INT. DELTA A-03 REFINERY - HIGH-TECH-WEAPONS STORE

Clone 1, Clone 2 and the alien cyborg enter the high-tech-weapons store of the DELTA A-03 REFINERY. Well inside many weapons occupy stands in the centre of the room. Bullet protection suits in darkly gray can be seen on hangers.

Along a wall several high-tech-attack drones are visible.

Clone 1 and Clone 2 follow the alien cyborg up to one of the attack drones.

It's a future weapons attack drone with a mechanic design, a metallic cover, heavy in weight and with a length of over two meters. It also has a couple of video cameras on its shoulders.

CUT TO -

The attack drone opening fire outside the refinery at night to shot at bear cans using a heavy machine-gun cannon hitting the targets at ease. Clone 1, Clone 2 and Clone 147 guard the position with beam weapons with the alien cyborg standing by as the attack drone walks up to the futuristic repair vehicle seen earlier.

Opening fire on the repair vehicle with speed HEAVILY INCREASING of the heavy machine gun.

The futuristic repair vehicle easily explodes in golden fire.

CLOSEUP of Clone 1 and 2 mightily impressed.

CUT TO -

56. INT. DELTA A-03 REFINERY - SURVEILLANCE UNIT

Clone 1, Clone 2 and Clone 147 watching the computer screens in the surveillance unit as the alien cyborg instructs the clones.

ALIEN CYBORG

You see.

We have to send in the attack drone but we have to *program* him first.  
We have to use the surveillance cameras and built in A.I I to make him recognize the hive and the nature of the alien threat.

CLONE 1

Is that possible?

ALIEN CYBORG

I know the computer language.  
It's all about the time invested.  
Then you don't have to risk your lives.

57. INT. DELTA A-03 REFINERY - DARK CORRIDOR

The attack drone opens fire on alien spearheads in a dark corridor killing them with automatic fire.

CUT TO -

The alien cyborg and the others watching the carnage on computer-monitors in the surveillance unit.

CUT TO -

The attack drone moving into the industrial intelligence interiors previously damaged shooting at alien targets INCREASING SPEED WITH THE HEAVY MACHINE GUN. It's the place where Clone 53 was attacked by an alien and died. He pulverizes thirty dog-sized aliens.

CUT TO -

Clone 1 and the others watching the images on the computer monitors in the surveillance unit.

CLONE 1

Can't see with clarity.

How do we know what new dangers awaits down there?

Shall we move in?

ALIEN CYBORG

We can't see everything with clarity but the programming should do for now.

We have to evaluate the images sent from the attack-drone more carefully to calculate our chances for success.

FADE INTO -

58. INT. DELTA A-03 REFINERY - SURVEILLANCE UNIT

Closeup on Clone 147 gasping.

We see video footage on the computer monitors of the surveillance unit describing a chaotic attack attempt as the attack drone opens fire on countless alien spearheads. Some dead humanoid clones can be seen in some images and sometimes alien dog sized beings move along the industrial intelligence office's walls as slime is dripping from their reflective shapes down to the floor.

Images of the attack drone passing a large alien nest in golden colour with dark forms pulsating within.

Some alien emerge from within the nest.

TRANSMISSION SUDDENLY ENDS.

CLONE 1

That's it.

Transmission ends.

59. INT. DELTA A-03 REFINERY - DARKLY LIT CORRIDOR

The clones along with the alien cyborg in the front move along a dark corridor of the industrial intelligence level of the DELTA A-03 REFINERY as sparks generated from DAMAGED ELECTRONICS looks like lightning in the dark.

Nothing special happens.

60. INT. DELTA A-03 REFINERY - INDUSTRIAL INTELLIGENCE LEVEL - MAZE

The clones are standing in the maze structure of the industrial intelligence level observing the remains of the exploded alien hive and many dead alien spearhead aliens on the floor surrounded by golden secrete.

CLONE 1  
Secure the area.

61. INT. DELTA A-03 REFINERY - INDUSTRIAL INTELLIGENCE LEVEL - CORRIDOR

Clone 147, 52 and 55 move along a dark corridor with beam weapons.

INT. DELTA A-03 REFINERY - INDUSTRIAL INTELLIGENCE LEVEL - ENTRANCE TO A  
COMPUTER ROOM

The same place where the attack drone killed the dog sized alien being crawling on the wall as Clone 1 moves into the room, looking around with a searchlight to find the attack drone standing still on the floor in a PREVIOUSLY OBSCURED PART OF THE ROOM.

Clone 1 moves up to it but no alien approach.

Clone 1 looks at the attack drone and watch golden alien secrete upon the surface of the robot.

Clone 1 looks around behind himself to be more certain.

MEDIUM-DISTANCE-SHOT OF THE ROOM looking like a futuristic computer room with stands with computer monitors, pillars and computers, printers and the like building a mathematical symmetry with a futuristic beauty.

62. INT. DELTA A-03 REFINERY - INDUSTRIAL INTELLIGENCE LEVEL - ELEVATOR LIFT TO UNDERGROUND AREAS.

The alien cyborg and the others is moving down with an elevator lift to underground areas.

63. INT. DELTA A-03 REFINERY - INDUSTRIAL INTELLIGENCE LOWER LEVEL - COMPUTER ROOM.

All clones and the alien cyborg is moving into a computer terminal vault where a cubical shape the size of a football is hovering above a stand in the centre of the room surrounded by walls with white interiors looking a bit like the Hal computer in 2001.

The alien cyborg is walking up to the cubical shape in the centre of the room and the cubical shape reminds us of a quantum computer core with a high-tech look building mathematical symmetry and glowing a bit.

ALIEN CYBORG

Here is the memory unit of the industrial intelligence complex.

The thing you came for.

Watch it.

The alien cyborg is hit by flashes of red lasers coming from the cubical shape of the memory bank. To be torn down to the floor. Going in circles. Becoming one with the red light of the memory bank as it SUDDENLY EXPLODES.

Leaving the clones empty for answers.

FADE TO BLACK.

ON BLACK: A low and atmospheric tune starts to play giving the sense of something forgotten as -

64. EXT. INSIGNIFICANT PLANETARY ATMOSPHERE - SUNSET

A large space-ship with the look of a planetary surface lander descends to the surface of the insignificant planet at sunset with the view of an alien city in the distance glowing with white lights surrounded by an alien desert.

CLONE 1 (V.O as the descent image fades to black)

I did it for the mission.

(Fade in to view a peasant area of the Insignificant planet from the air with huge wheat cutting machines running around cutting wheat.

A peasant area surrounded by brown mountains.)

I came here for the opportunity to merge with prior colonization groups.

(Fade out and fade in to an image of Clone 1 moving into a building in a rectangular colony living area surrounding a huge green and yellow centre with alien plants looking like corn on the Insignificant planet)

Being a soldier to restore order due to human differences.

(Fade to black)

But survival was never like this.

It was not like I imagined it before the mission.

65. INT. HUMAN COLONY INTERIORS ON THE INSIGNIFICANT PLANET - SURGERY ROOM - DAY

Clone 1 is having his teeth fixed by a robotic nurse.

FADE TO BLACK.

CLONE 1 (V.O)

Survival is not what it used to be.

Surrounded by other soldiers and doctors the fool was myself.

I had to adjust to that.

I had to make the bleak leap into the unknown.

Trying to catch up with fellow humans.

Adjusting to a past version of humanity.

Becoming someone I couldn't recognize.

But also having weaknesses.

Music ends.

66. EXT. DELTA A-03 REFINERY - SUNRISE

The violet Sun Antagonion I rises again along with its blue companion Antagonion II.

TEXT COMING IN AND OUT OF VIEW: "INSIGNIFICANT PLANETARY SUNRISE - DAY 13  
10:54 HOURS LOCAL TIME."

67. INT. DELTA A-03 REFINERY - KITCHEN UNIT

All clones are gathered in the kitchen and Clone 1 has grown a new beard.

Looking unhappy.

CLONE 1 (To the others)  
You know we have to stick together.  
Survival is no easy thing.

CLONE 147  
What are our chances then?

CLONE 1  
From my perspective I don't know how many aliens are running around.  
I don't know how the government will handle the situation.

68. INT. DELTA A-03 REFINERY - KITCHEN UNIT

The double-way video transmission screen flickers on in the kitchen unit with Clone 1 and Clone 2 observing the transmitted video image.

Eric Clipping now visible in the video frame stands in the same building as before lit by a bright light.

ERIC CLIPPING  
We know you have it hard out there Clones.  
As a matter of fact we have realized your mission has failed.

(Pause)

But just because you were willing to make the hard effort we will send  
the truck to pick you up in a matter of days.

We'll have to make an exception.

69. INT. INSIGNIFICANT PLANET - GOVERNMENT BUILDING - DAY

On the screen before Eric Clipping the shape of Clone 1 walks closer to the camera.

CLONE 1 (On the video screen)

Thank you Eric.

We appreciate it.

Clone 2 walks up to Clone 1 to tap him on the shoulder.

FADE TO BLACK.

FADE IN.

70. INT. DELTA A-03 REFINERY - OBSERVER UNIT - DAY

Clone 1 and Clone 2 stand in the observer unit of the DELTA A-03 REFINERY on the roof with beam weapons. A glassed observer unit overlooking the desert below with the violet sun Antagonion I sending its violet rays across the landscape and through the glass of the observer unit that is somewhat obscured by transparent industrial paintings on the glass depicting space colonization.

Clone 1 and Clone 2 have eye protections on to protect themselves from the violet light.

SOUNDS OF SHAKING can be heard from some explosions inside the facility.

CLONE 1 (To Clone 2)

You know Clone 2 this place is going down.

71. INT. DELTA A-03 REFINERY - GLOBULAR ROOM STRUCTURE

Clone 147 walks along with a beam weapon passing the large cylindrical high-tech unit in the centre of the globular room structure seen in the beginning of the film as the camera shakes and A COUPLE OF INDUSTRIAL SIGNS falls to the floor.

72. INT. DELTA A-03 REFINERY - BURIAL VAULT

Clone 147 passes the coffins in the burial vault by herself.

73. INT. DELTA A-03 REFINERY - LEVEL 1

Clone 147 has entered a new unit in LEVEL 1 of the DELTA A-03 REFINERY.

It's an industrial looking outer room structure surrounding a hollow interior of gigantic proportions not entirely possible to see due to gray walls separating the hollow interior of the inner vault with the outer room structure now clearly seen in frame.

Below Clone 147 looking like a small spot walking upon a steel grating A FOGGY MIST has obscured the floor.

The atmosphere is industrial and mysterious with a gray look reminding a bit of the half-life game.

CUT TO -

SHORT DISTANCE SHOT of Clone 1 passing the camera.

74. INT. DELTA A-03 REFINERY - CORRIDOR

Clone 147 has stopped along a grayish wall looking at an glowing industrial painting of the same type as seen in the moving elevator shaft.

CLOSEUP on the industrial looking painting FIRST BEING A STILL THEN MORPHING INTO A PAINTING WITH MOVING IMAGES.

INSIDE THE PAINTING.

We see the shape of Clone 53 playing with Clone 147 in an area outside the refinery. It's the pink forest full of alien shapes moving from tree to tree REVEALING A LARGE HERBIVORE EATING ON AN ALIEN TREE.

Eating the vegetables of the pink tree looking like church organs.

Clone 147 (V.O)  
Clone 53 and I were genetically related.  
Clone 1 killed him.

75. INT. DELTA A-03 REFINERY - KITCHEN UNIT

Clone 1 stands close to Clone 2 close to the exit to the kitchen unit.

CLONE 1 (To Clone 2)  
Where is Clone 147 Clone 2?  
I said we should stick together.

Clone 1 opens the exit door to the entrance corridor of the DELTA A-03 REFINERY to check if Clone 147 is there.

No one is seen.

76. INT. DELTA A-03 REFINERY - KITCHEN UNIT

Clone 1 and Clone 2 sit along the kitchen table along with Clone 52 and 55.

CLONE 1 (To Clone 52 and 55 with strain)  
Do you know where Clone 147 is?

CLONE 52  
No but she uses to walk outside sometimes using a space-suit.

CLONE 1 (With more strain)  
Also do you know how to cool this place down?  
It's already hit by explosions.

CLONE 52  
We don't know.

77. EXT. INSIGNIFICANT PLANETARY SURFACE - THE BACK SIDE OF THE REFINERY - DAY

It's a place outside the refinery with a lot of grotesque cliff formations leading down to the pink forest.

Clone 1 is using a space-suit to walk down the cliffs with a beam weapon.

CLOSEUP ON CLONE 1 HEAVILY BREATHING.

FADE INTO -

78. INT. DELTA A-03 REFINERY - BURIAL VAULT.

Clone 1 is walking inside the burial vault of the DELTA A-03 REFINERY to find Clone 147 standing by herself in a corridor entrance.

She's standing still almost looking like a ghost.

CUT TO -

Clone 1 talking with Clone 147 in a room in the burial chamber.

CLONE 1  
What are you doing Clone 147?  
We need your assistance.

CLONE 147  
There's something...

Clone 147 is silent and looking down.

FADE INTO -

Clone 1 standing close to Clone 147 later AS REMOTE EXPLOSIONS HIT SOME PART OF THE REFINERY AND THE CAMERA SHAKES.

CLONE 1  
How can we cool this place down?

CLONE 147  
There's a way.

79. INT. DELTA A-03 REFINERY - LEVEL 1

We're at the same place where Clone 147 was by herself in the outer room structure of level 1 surrounding a hollow interior obscured by gray walls.

All clones walk on like small spots going through a large opening leading to the hollow interior of level 1.

CUT TO -

The remaining clones standing inside the enormous hollow of the coolant unit of the DELTA A-03 REFINERY.

The coolant unit cooled by enormous cooling devices possible to reach using a railway unit connected to the roof.

Enormous fans occupy AN ENTIRE WALL OF THE COOLANT UNIT sucking the air out with heavy rotation.

SOUNDS OF HUMMING.

CLONE 147 (O.S)

We need to use the railway unit connected to the roof  
to activate the cooling devices.

DOLLY ZOOM IN ON THE RAILWAY UNIT.

CUT TO -

The clones open fire upon alien spearheads approaching from underneath the floor surrounding the coolant area in the middle of the coolant unit as some clones scream.

A gruesome battle with many kills but the clones survive.

CUT TO -

The clones using the railway unit connected to the roof to transport themselves over the cooling devices that are huge in scale.

CLONE 1 (To Clone 147)

How shall we activate the cooling system?

CLONE 147 (Tired)

It takes time to explain.

I'll do it.

CUT TO -

The railway unit standing still above one of the cooling devices as a white beam hits a plate upon one of the cooling devices coming from underneath the railway unit.

Nothing more happens.

CUT TO -

Clone 1 talking with Clone 147 in the railway unit.

CLONE 1 (To Clone 147)

Is that it?

Nothing happened.

CLONE 147 (Hesitant)

It must be some error.

CLONE 1

Don't you want to cooperate Clone 147!

Why?

CLONE 147

You killed my brother.

CLONE 1

I'm sorry Clone 147 but it happened due to chance.

ON THE COOLING UNIT as a leak makes a green fog emerge from the cooling unit.

IT'S A GREEN FOG BECOMING BLUE AND SHIFTING TO YELLOW.

CUT TO -

The clones watching the leak dying out from a high-perspective on the walkway surrounding the hollow of the coolant unit.

The place for the attack on the spearheads previously.

CLONE 147 (O.S)

Don't know why that happened.

I didn't intend it.

80. INT. DELTA A-03 REFINERY - GLOBULAR ROOM STRUCTURE

All clones walk by the large cylindrical high-tech unit in the centre of the globular room structure previously seen and shakes are felt. A fire has broken out in the unit and a lot of black smoke comes into view.

81. INT. DELTA A-03 REFINERY - KITCHEN UNIT

Clone 1 and Clone 2 standing with Clone 147 in the kitchen unit with pearls of sweat running down the clone's foreheads.

SOUNDS OF EXPLOSIONS SHAKES THE FACILITY as the electricity go out and red light is lit.

82. EXT. INSIGNIFICANT PLANET - OUTSIDE THE REFINERY - DAY

The Clones stand outside the refinery in the furious light of the violet sun Antagonion I.

A BEAT.

THE REFINERY EXPLODES BEHIND THE CLONES IN A HUGE DETONATION IN MULTIPLE COLOURS AND MULTIPLE DETONATIONS.

CUT TO -

Clone 2 talking to Clone 1 and Clone 147 outside the refinery.

CLONE 2  
Will the truck ever come?

CLONE 147  
I don't know.

CLONE 1  
At least we tried.

A SERIES OF JUMP CUTS INTO -

THREE IMAGES OF THE FUTURISTIC TRUCK VEHICLE APPROACHING IN BRIGHT COLOURS.

FADE OUT.

FADE IN.

83. EXT. HUMAN COLONY - CORNFIELD - DAY

Clone 1 walks in the cornfield previously seen to pick up some corn.

CLONE 1 (V.O)

Survival is not what it used to be.

(Clone 1 puts some corn in a holder)

It's hard to think straight while in action.

(Clone 1 walks up to some more corn and we see a CLOSEUP of his face while the camera zooms out)

To build the discipline.

To ease down and take care of body concerns when needed.

To minimize intrusive thoughts.

To cooperate within a group.

To focus on the necessary tasks with a positive attitude.

(Shot from the back of Clone 1 while he is picking corn)

Still it's better to be home than being on a mission.

(Shot from the side of Clone 1 as he puts the corn in the holder)

Survival is more about avoiding conflict than to master conflict.

(Another CLOSEUP of Clone 1's face)

To get some good sleep and some good wine.

To socialize with the people you already know.

To build a life plan beyond conflict.

(ON BLACK)

Knowing about limitations.

#### 84. INT. HUMAN COLONY - CLONE 1'S HOME - DAY

Clone 1 is standing in his own room in one of the Colonial building on the Insignificant planet. Seen in the background is a wall decorated with pink plants being the trees with branches looking like pink church organs seen nearby the refinery.

A fan is rotating in the roof and the room is pretty much occupied by computers WITH SCREENS FLICKERING.

The translucence of a window reveals an airy outside area of the human colony.

TEXT COMING IN AND OUT OF VIEW: "CLONE 1'S HOME - DAY 17 23:05 HOURS LOCAL TIME."

ZOOM IN ON THE WINDOW.

85. EXT. HUMAN COLONY - OUTSIDE CLONE 1'S HOME - DAY

Different clones in various ages and genders pass by in a garden district with A LOT OF FULLY GROWN TREES IN RED AND YELLOW in between walkways - it's a futuristic park with a glassed dome.

Some clones are using portable computers to play video games.

86. EXT. HUMAN COLONY - AT A FOUNTAIN - DAY

Clone 1 sitting on a circular arrangement surrounding a pond with a fountain.

CLONE 1 (V.O)

Clone 147 was not my friend only someone I neglected in the refinery.

Not much to do about that.

I had to move on.

I had to think about survival in a remote future.

Becoming civilized.

In a world where alien and human worlds combined.

# THE END