



## **Wormwood: The Rise of New Detroit**

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## Story Premise

A hundred years have passed since Wormwood fell and scorched the earth. The Chosen submerged into bunkers while the Earth healed. The bunker dwellers did not sit idle. Bunker 312, Old Chicago, communicated ambitions of unifying the Midwestern survivors by any means necessary. They developed exo-suits that enhance their physiology. Bunker 614, Old Columbus, boasted of their swarm technology but ceased communication long ago. Here, in Bunker 313 of Old Detroit, the White Coats developed telekinesis through the use of nanotechnology. They called it, Influence. Three days remain until mankind floods the surface to rebuild. This is the story of White Coat Anthony Rayne, last of the bunker-born, and the first Mayor of New Detroit.

## Historical Background Information or Timeline

All attempts to divert, diminish, or destroy the asteroid cluster known as Wormwood have failed. However, the governments of the Earth were prepared. The most genetically gifted members of the population were selected by a global organization known as Legacy to weather the devastation inside submerged bunkers. The Chosen were given a specific charge to prepare, develop technology, and rebuild their cities once the bunker doors were opened. Once shut, only a signal from the Presidential bunker could start the countdown to open the bunker doors. Those not selected, were left to endure the coming catastrophe, or die in its wake. Though, they did not resign themselves to death.

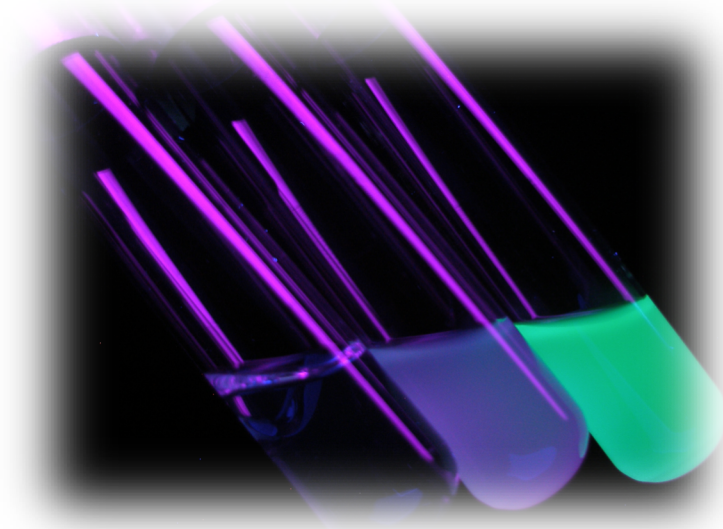


### The Evolved

Understanding the harsh environment of the near future, those left on the surface chose to leap frog human evolution through the use of technology. Not all of the gifted minds were deemed Chosen. Though time was short, advancements were made. Strength, speed, the production and regulation of brain chemicals, reflex, memory, and aging are all traits that were enhanced prior to the catastrophe. Though, not all could manipulate these traits equally. Despite their leaps in evolution, many died. The Techno-Sapiens despised those who abandoned them.

Many years have passed since the last of the Wormwood cluster fell. Memories of the Chosen transformed from hate-filled to forgotten myth. Now, it's winter in Old Detroit. A winter that's lasted for several years. The Techno-Sapiens have just completed the Trials of the Omega, a rite of passage that happens once in a generation, to select their new ruler.

Kai, perhaps the most intelligent and physically gifted Techno-Sapien in the Midwest Region, has emerged as the new Omega.



### **The Bunker Born**

A decade before the first of the asteroid fell, bunkers were secretly constructed beneath every major city. A Presidential safe haven was also prepared, though its whereabouts were unknown. On the day of descent, children designated Chosen were stripped from their parents. Adults were separated from their loved ones. All were led into the city bunkers for the preservation of humanity by Legacy soldiers and greeted by Legacy personnel. The bunker doors shut, only to be opened after a century.

Initially, the Mayors of each bunker maintained communication with each other and the President. Each bunker was assigned an emerging technology. The intent was that each bunker, being solely committed to the advancement of its assigned technology, would exponentially improve it and gift it to the world during the re-emergence. Chicago was assigned Exo-suits, Columbus was assigned Swarm Technology, and Detroit was assigned Nanotechnology. They shared their progress frequently. However, after the final asteroid strike, all communication with the between bunkers were lost. The bunkers were left in isolation. The belief shared by citizens of Detroit's bunker was that the surface is battered and bruised from Wormwood's volley, and no human life survived.

The children of the third generation of Bunker Born have arisen as the emerging leadership. The White Coats continue to pass the art of Deadly Influence among its Initiates. Among those promoted to the rank of Master of Influence is ANTHONY RAYNE. Born of a soft spoken librarian father, and a brilliant logistician mother, Anthony was a prodigy in his generation. As a newly promoted Master, his mentor sought to prepare him for the unpredictable environment on the surface when the glow from a holographic clock appeared, big, at the acme of the room. It began to count down from seventy-two hours. In three days the bunker doors will open.

## Main Characters

Character name: **Anthony Rayne**  
Nickname: **Tony**  
Birthdate: **August, 27<sup>th</sup> 2120**  
Place of Birth: **Bunker 313 infirmary**  
Height: **5'9"**  
Weight: approx. **190 lbs.**



The son of a soft spoken Librarian of the Hall of Memory and a strong willed Logistician, Anthony Rayne boasted exceptional intelligence at a young age. His father, Jordan, often regaled him with pictures of Old Detroit and stories of its people from the bunker's Hall of Memory. His mother, Marie, incessantly drilled him on mathematics and the importance of having a mindset of preparation. If his father represented the warmth in his life, and his mother his strength, then his grandmother was his wisdom.

Though she was young when she entered the bunker and escaped Wormwood's devastation, Carolyn was considered a mathematical savant. In her old age, her sharp analytical wit gave way to compassionate conversation. Anthony would often sit at the side of her chair listening to stories. He loved to hear her talk about the four seasons and the weather of the old times, curse about driving and traffic, and laugh about birthdays and holidays.

Night after night, Anthony dreamt of standing atop of Detroit's Penobscot building, looking out the windows of the Renaissance Center, and touching the giant fist of the Monument to Joe Louis. He grew to love the city that existed only as pictures and tales from a loving father, mother, and grandmother. After surpassing his peers in several schools of learning, he was selected to enter the Dormitory of White Coats.

The Dormitory was like no other area of Bunker 313. Through countless hours in the Pestle & Mortar, a simulator, under the tutelage of Dr. Bourgeois, Anthony learned to use the nanotechnology of the White Coats to manipulate the environment around him. Influence, as the White Coats have named it, is the ability to transmit brain waves to the nanites embedded in materials in order to move them. The secret technology of Bunker 313 would be used to rebuild a New Detroit once the citizens emerge from the Bunker.

Anthony devoted himself to the teachings of the White Coats and the stories of his family. Along the way, he met his best friend Trey Samano, a hyper intelligent goofball completely loyal to Anthony. And, in his twenty-fifth year, twelve months before the bunker doors would open, he was selected by the citizens of Bunker 313 to be the first Mayor of New Detroit.



Character name: **Kai**

Nickname: **Omega**

Origin of Nickname: **The Omega is the current leader of the remnant of civilization that survived on the surface in the Detroit area.**

Birthdate: **August 27<sup>th</sup>, 2120**

Place of Birth: **Old Detroit**

Height: **5' 11"**

Weight: **215 lbs. (7% body fat)**

To say that KAI is a product of good breeding is an understatement. Originally, an identical twin to a brother who died in childbirth, he has always felt only half of whole. Finding that other half drives his obsession for absolute excellence. An anomaly, even in his generation of perfected Techno-Sapiens, he is the current Omega of the Detroit area. Forged in the furnace of a damaged world, Kai has watched many of his community die cold and starving during the long lasting winter. He made it his aim to ensure, that even in this cold and barren world, his people would never starve again.

Under his reign, he established greenhouses and cold water fisheries bringing added strength and confidence to his people. This was the catalyst of their transition from a people of opportunity to a people crafting their own destiny. His intense devotion to the survival and wellbeing of his community garners their unflinching loyalty.



## Supporting Characters

### The Androids

#### **One, Sixteen, Thirty-Two, and Forty-Four**

The four cybernetic progeny of Dr. Calloway, a brilliant mind not selected by Legacy to enter the bunker for mysterious reasons. The United States Government charged Dr. Calloway to create androids to serve the President and his staff on board the President's Space Station. Under the guise of synthetic servants, One and his brothers were designed with a secret prime directive, to ensure the survival of mankind.

The Androids were engineered to be smarter and faster than humans. Physically, there is very little difference between the androids and pre-evolved humans with the exception of their eyes. Like a mood ring, the iris of their eyes change color with their 'mood.'

After taking over the President's Space Station and starting the three day countdown, One and his brothers descend in escape pods to four regions of the United States in order to aid the ascension of the Chosen from their bunkers. As the only beings with full knowledge of the old world, coupled with their charge to ensure the survival of mankind, the four cybernetic sons of Dr. Calloway serve as the masterminds of the new world.

This story focuses on One and his interaction with the bunkers and Techno-Sapiens of the Midwest Region.



### **Trey Samano**

Anthony Rayne's best friend, adept White Coat, and Master of Deadly Influence. Trey's father was a Power Source Engineer and his mother a Farmer. Both stations are in the lower depths of the bunker. As a result, he rarely saw them. Anthony's mother and father took in the young man as their own son. He has a charismatic attitude, and is fiercely loyal to Anthony. His style of Influence is tricky, subtle, and employs misdirection and traps. Often referred to as the Right Hand of the New Mayor, Trey is more accurately described as the Mayor's Right Fist.



### **Devin, The Alpha**

Cold and calculating, the former Omega now stands as the Alpha and counselor to his successor, Kai. During his reign as Omega, he took possession of the Renaissance Center as a base of Operations and established a power source for it and several other key buildings. His work paved the way for Kai to establish greenhouses and farms to consistently feed the people. Though older than his successor, he is no less deadly, having all the strength, speed, and intelligence of an enhanced human with the added wisdom of age. If Kai's concern is for the strength of the people, Devin's concern is for the strength of the territory in which they live.

## The Three Generals of Chicago



### **Maria (The White Line) General of the Upper Third**

Agile and cunning. A beautiful Latina. Maria relies on her incredible ability to jump, dodge, parry, weave, and strike with deadly precision. Often the mediator between the Generals of the Main and Lower Third, she has a calm and measured demeanor that is respected by her peers.



**Ludo (The Red Star) General of the Main Third**

Strong and bold. Ludo is the shining light of the Main Third of Chicago. A bastion of physical strength outside of his exo-suit, within it, Ludo's strength is amplified exponentially. His stubborn but stalwart nature often puts him at odds with, Daniel, his crafty peer. In general, Ludo's devotion is to his people and their dominance in the new world.



**Daniel (The Blue Edge) General of the Lower Third**

Speed. If fortune favors the man who is in the right place, at the right time, then Daniel has the speed to ensure he is always fortunate. Though his methods are, at times, questioned by his peers, his goal has ever been the safety and security of New Chicago. If Ludo is the bright shining light, Daniel is the deep murky darkness.

## Locations

### **Detroit - Penobscot Building**

A towering symbol of Detroit in its prime, the Penobscot building now stands as a monument to a fallen city. Yet, the antenna at its acme contains the hope of the future. Anthony's primary objective upon leaving the bunker will be to occupy this building, restore power, and convert the antenna. Once configured by bunker White Coat Engineers, it will radiate the energy necessary to power New Detroit's nanotechnology indefinitely: jump starting city reconstruction and adding a deadly layer of defense to any would be invaders. However, the Evolved, based in the Renaissance Center, won't give up the territory without a fight.

### **Detroit - Renaissance Center**

Chosen by the previous Omega of Detroit, the Old Renaissance Center serves as the stronghold for the Techno-Sapiens in the area. After restoring power to the main building and the neighboring towers, Devin's successor, Kai, created stability. The main tower houses the core community of the Detroit area Techno-Sapiens and each connecting tower contains a different pillar of the community, (i.e. Greenhouses, tech-labs, bio labs, etc...). The Omega takes residence on the top floor of the building overlooking the city territory.

## Abilities

### **Science is Magic, and Magic is real.**

As the Chosen of each city descended into their bunkers, they took with them a charge to develop a specific form of technology assigned to them by Legacy. With nearly a century of research, experimentation, and development in each city, they have become the unique masters of their technology.

Though every city in the United States were given a unique technology to develop, within this story, the technology distribution is as follows:

Detroit: Nano-Technology

Chicago: Exo-Suits

Columbus: Swarm Technology

### **Bunker 313 – Influence & Deadly Influence – (The Hammer & The Sword):**

Nano-Technology and Nano-Machines, (Nanites), are the staple technology of Bunker 313 of New Detroit. The interaction of different types of nanites, (transmitters, transceivers, and actuators), allow for the manipulation of solid materials. Brain waves are amplified and emitted through nano-transmitters that are injected in the body. These transmitters are nanites that live off of the energy in the body and do not require an external power source. These brain waves are picked up by nano-transceivers that are embedded in the material to be manipulated and transmitted to nano-actuators for action. This manipulation, or telekinesis, is called "Influence."

In the same way that a person has the potential to be a pugilist, but lacks the training, the average citizen is capable of Influence, though they lack the training to be a practitioner Deadly Influence. The White Coats are an exclusive, but accepted, order within Bunker 313 that are adepts in the art of Deadly Influence. Offense, Defense, Subtlety, and Traps are all specializations within the art.

Outside of the bunker, there are no Nanites embedded in the surface. Moreover, there is no external power source to prolong the life of the Nanites. Until the antenna atop of the Penobscot building can be configured to provide a radius of emanating power, a temporary solution was vital to the citizens re-emergence. In order to combat this, the Engineers of the bunker developed a crude but effective way for White Coats to apply the Nanites to objects and enable Influence. Glowing vials of liquid, contain Nanites that feed off of the energy of a green substance. The vials are often wore in protective bandoliers around the White Coats chest, arms, waist, or any combination thereof. Once the vials are broken on a surface, the Nanites embed themselves almost instantly and afford the Influencer sixty seconds of manipulation. A minute, while short, can be unforgiving for the opponent of a White Coat.



## **Bunker 312 – Exo-Suits**

Chicago is the biggest bunker within the Midwest Region. Equally as big, is Chicago's ambition to unify the entire Midwest under the one flag. Their bunker is divided into three tiers, The Upper, Main, and Lower Third. The technology of the Thirds, are their exo-suits, known as their second skin. The average citizen uses their suit to help them perform various tasks, such as lifting, running, scaling the bunker walls, etc. The Mayor's exo-suit harbors the ability of flight, not common among the most advanced suits. The Warrior Class, led by the Three Generals of the Thirds, harbor battle suits of various abilities. While all suits boost normal human physiology, the Three Generals suits also offer further enhancement in speed, maneuverability, and strength.

## **Techno-Sapiens**

Techno-Sapiens are the ultimate synergy of man and machine. Perceiving evolution as the way to prepare humans for the harsh environment of a post impact world, their surface dwelling ancestors pushed the limits on rushing human evolution. As a result, there are a myriad of evolved abilities in the Techno-Sapiens community. Some enhancements include: Strength, reflexes, brain chemical manufacture, night vision, and enhanced intelligence. Not all abilities are manifest into a single individual. However, some individuals can have multiple enhancements, making them formidable opponents. For instance, the Omega Kai, has enhanced strength, reflexes, and heightened intelligence. Like their bunker counterparts, Techno-Sapiens are divided by territory. This story focuses on the Techno-Sapiens of the Detroit area.

## Synopsis

An asteroid cluster named Wormwood pummels the Earth in consecutive strikes for ten years having devastating effects. The Earth is split into two different populations. Those who are Chosen, occupy bunkers deep within the Earth in every major city of the United States, developing technology and waiting for the signal to surface and rebuild the cities lost in the calamity. Those abandoned on the surface pushed the evolution of mankind and technology to the limits to prepare to occupy a hostile surface.

After one hundred years, the doors of Bunker 313 are opened. Anthony Rayne, the Mayor of New Detroit must lead the initial wave of New Detroiters to occupy, power, and configure the antenna atop the Penobscot building. The expedition leaves the bunker believing they are the only survivors within the area. However, Techno-Sapiens led by Omega Kai, have not forgotten the tales of those who abandoned their ancestors. They occupy the area and don't plan on giving it up without a fight.

Anthony leaves the bunker concerned only for rebuilding his city. However, after an encounter with the Omega Kai, Anthony begins to understand that a Mayor's role is the protection of his people first, their property second. Having compassion on what he considers less evolved beings, the Omega agrees to a truce to observe the New Detroiters with a warning that if they should ever stand in his way, he would destroy them.

When the New Detroiters and the Techno-Sapiens are threatened by the Three Generals of Chicago, Anthony and the Omega must join forces to protect their home. Anthony, with his vials of Nanites, and the genetically enhanced Kai, must hold off the Generals to buy time for the configuration of the Antenna.

The White Coat Trey, defends the Engineers as they rushe to configure the power source and enable the long life of the Nanites, bolstering the ability of the White Coats. They activate the power source, Anthony uses his last vial to apply Nanites that won't die within sixty seconds and together with Kai, causes the Generals to retreat vowing to return with the full might of Chicago.

Kai sees in Anthony the brother that he lost at birth. Anthony, sees the devotion of the Omega to his people and the two become friends and jointly lead Detroit.

## Story Ideas

### The Countdown Begins

**Beginning:** The story opens in a space station, the secret safe-haven of the President and the families of his staff. The current President of the United States, Clarence Gilder, is in a briefing with his ranking General Ted Cander who is trying to convince the President to destroy the residents of the Midwestern Bunkers once they ascend to establish his power. One, acting as a servant, tries to convince the President that this action is unnecessary. Angered by the android's interference the General kicks him out of the Command Center.

**Middle:** The four androids meet in the Space Station's promenade that overlooks the Earth. They look at the people viewing the Earth from the promenade observation window. They decided through flashing eyes that they would cripple the station's ability to carry out their plans of destruction. The Androids take the space station, start the bunker door countdown, and jettison's all of the escape pods except for the four they use to descend to the Earth.

**End:** Inside Bunker 313 the residents see the a large holographic clock counting down from 72 hours. Anthony and Dr. Bourgeois are sparring in the Pestle & Mortar. The simulation ends and they see the holographic clock. The two leave in preparation of the bunker door opening.

### Through the Bunker Door

**Beginning:** After the three day countdown has expired the bunker doors open. Anthony, Trey, and a small expedition of bunker engineers journey to the Penobscot building in order to convert the antenna at its summit.

**Middle:** White Coats and Techno-Sapiens clash as the bunker 313 expedition is ambushed by the Alpha, Devin, and a small cohort of Techno-Sapiens. After the White Coats are defeated the Alpha brings their new captives into the Omega, Kai, at the Renaissance Center to determine their fate. After an explanation of their intent, Kai agrees to allow them to live within the territory of the Techno-Sapiens if their leader, Anthony, can prove they are capable of survival on the surface by holding his own in a duel.

**End:** Kai and Anthony's duel ends in what appears to be a draw. The two agree to a truce. Kai releases the expedition with a warning, if they interfere at all with Techno-Sapien affairs the truce will be broken. As the Alpha chides the Omega for holding back in the fight, One steps out of the darkness.

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WORMWOOD: THE RISE OF NEW DETROIT  
EPISODE 1: THE COUNTDOWN

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INT. LABORATORY - WORKSHOP - DAY

Pristine white walls surround a workshop of human-like body parts. Wires hang from the ceiling and connect to the head of ONE, (4 months old), the upper torso of an android designed to be a six foot tall incarnate of George Washington.

An electric buzzing in the air serves as the background of a man humming an old jazz tune.

DR. CALLOWAY, (37), skinny more from stress than malnourishment, sits at One's side poking a tool at wires connected to the android's head while humming Dinah Washington's *This Bitter Earth*.

ONE

Are you sad that you were not selected?

Dr. Calloway stops humming.

DR. CALLOWAY

I was at first, but...

Dr. Calloway places the probing tool on a table beside him, picks up another, and probes again.

DR. CALLOWAY (CONT'D)

...My children were selected, which means a small piece of me goes with them.

ONE

Dr. Calloway, you don't have any children.

Dr. Calloway stops probing the android's head, places the tool on the table and looks at his cybernetic progeny.

DR. CALLOWAY

I have One, and a piece of me goes with him.

ONE

Are you referring to me?

Dr. Calloway laughs.

DR. CALLOWAY

You've got a lot to learn, son.  
You all do.

He looks up at three other human-like figures encased behind glass. The front of each pane displaying its own number Sixteen, Thirty-Two, and Forty-Four.

INT. LABORATORY - OBSERVATION ROOM - DAY

Video monitors display the interior of the Laboratory that Dr. Calloway and his cybernetic offspring call home. The aging scientist stands side-by-side with -

- KADEN VAREL, (54), whose silver hair and athletic build prove the pairing of brains and brawn doesn't expire after forty.

The two men watch One on the screen sit facing his inanimate brothers SIXTEEN, THIRTY-TWO, and FORTY-FOUR.

KADEN VAREL

Why does his eyes flash different colors like that?

DR. CALLOWAY

AI is a tricky thing. I needed some indication of what they were feeling. So, much like a mood ring, I designed their eyes to change color based on their emotions.

Kaden shakes his head with a solemn expression.

KADEN VAREL

Like a mood ring.

He turns toward Dr. Calloway.

KADEN VAREL (CONT'D)

And, of the matter we discussed earlier, are they ready? Can we trust them?

DR. CALLOWAY

We're out of time. Do we have a choice?

Kaden turns his gaze back toward the screen.

KADEN VAREL

No...I guess we don't.

Across the room a computer monitor comes to life with footage of three giant asteroids floating through space, one trailing the other. Kaden and Dr. Calloway turn toward the screen.

KADEN VAREL (CONT'D)

A great star fell from heaven,  
blazing like a torch, and it fell  
on a third of the rivers and on the  
springs of water. The name of the  
star is Wormwood. Heaven, help us.

Dr. Calloway turns back toward the screen airing One.

DR. CALLOWAY

If I only had more time.

INT./EXT. LAUNCH SITE - READY ROOM - DAY

A giant window frames a picturesque view of snow capped mountains in the background, and a rocket in the fore, contrasting the drab ready room. In the sky, three bright lights pierce through the overcast. It's the approaching asteroid cluster.

DR. CALLOWAY

Its time.

ONE

Father, are you nervous?

Dr. Calloway sighs and wipes his tears.

DR. CALLOWAY

I'm happy.

Dr. Calloway places his hand on One's shoulder.

DR. CALLOWAY (CONT'D)

You four are my gift to mankind: my  
greatest work. What is your prime  
directive?

ONE

To ensure the survival of mankind.

Dr. Calloway removes his hand.

DR. CALLOWAY

And, if anyone else asks you the  
same question, how will you answer?

ONE

To serve mankind.

DR. CALLOWAY

Good. Now go. Its time. Go



Sixteen, Thirty-two, and Forty-Four all nod and leave the room. One lingers.

ONE

A piece of you goes with us.

One nods.

ONE (CONT'D)

Good bye, father.

One turns and walks through the door leaving Dr. Calloway alone.

EXT. LAUNCH SITE - LAUNCH PAD - DAY

Billows of fire and smoke bursts from the bottom of a rocket like dragon's breath.

INT. LAUNCH SITE - READY ROOM

Through the giant window that overlooks the launch pad, Dr. Calloway watches the rocket shoot upward, through the clouds, and disappear.

INT. SPACE STATION ONE - COMMAND ROOM - DAY

Its one hundred years later. Computer light from command and control consoles illuminate the interior of the President's Command Center. Two men stand around a hovering table. A holographic map of the United States of America lay floating just above the table's surface.

PRESIDENT CLARENCE GILDER, (46), whose impeccable grooming and style does nothing to hid his skinny frame, rises to his feet and slams his fist against the table causing the hologram to flicker.

PRESIDENT CLARENCE GILDER

Is this necessary, General?

GENERAL TED CANDER, (45), places his hands behind his back. His tall height and broad features make him the living embodiment of a greek god's statue.

GENERAL TED CANDER

Mr. President, we'll have one shot to establish control once the population rises.

The General points to the Midwestern Region of the map.

GENERAL TED CANDER (CONT'D)

The world needs to understand, very quickly, the might of their leader, and what it means to show belligerence or disrespect.

PRESIDENT CLARENCE GILDER

I know, but...

Clarence shakes his head slowly over the map.

GENERAL TED CANDER

Tough decisions have to be made for the future of mankind.

One stands, at ease, just beyond the table.

PRESIDENT CLARENCE GILDER

One, bring me a drink. Water, please.

One pours a glass of water from a pitcher into a glass cup. He walks between the General and the President presenting the glass.

The President takes the glass and gulps the water quickly.

ONE

President Gilder, the death of the midwestern population is unnecessary...

GENERAL TED CANDER

...You are unnecessary. Leave, now.

Sixteen and Forty-Four look at each other briefly from opposite sides of the control room before returning their attention back to their respective monitors.

One backs away from the table, his eyes taking on an amber hue. He walks past Thirty-Two and the President's guards, and exits the room.

INT. SPACE STATION ONE - PROMENADE - NIGHT

A giant circular window peers out toward a gray rotating Earth. Several RESIDENTS crowd around the window to view the home of their ancestors.

One views the onlookers from a distance.

Sixteen, Thirty-Two, and Forty-Four enter the promenade and approach One. Their solid white eyes meet and flicker at great speeds in some form of communication.

Their eyes transition from solid white to red.

The androids turn their gaze to the residents at the great window before exiting the promenade.

INT. SPACE STATION ONE - COMMAND ROOM - DAY

The President and his staff line the hovering table. As the President starts to speak, the door to the command center opens. An unconscious guard falls in the room revealing the four android sons of Dr. Calloway, red eyes blazing.

The staff looks toward the entrance; their bodies freeze and conversations cease.

GENERAL TED CANDER  
Protect the President.

The President's guard dash into position; some shielding the President, and some drawing their weapons and opening fire.

Sixteen engages the President's guards dodging, disarming, and debilitating them with effortless motion.

One moves throughout the President's staff incapacitating them. Their bodies fall like dominoes, one after another, until the android stands face-to-face with General Cander.

Thirty-Two and Forty-Four dart past the action to the command center consoles that line the flanks of the room. Their fingers move with blazing speed and precision across a myriad of keyboards.

EXT. SPACE STATION ONE - CONTINUOUS

Egg-like pods shoot from the station, a gyroscopic structure, megalithic in scale, toward the gray Earth.

INT. SPACE STATION ONE - COMMAND ROOM - CONTINUOUS

General Cander attempts to activate a device on his wrist but fails as One grabs his arms.

Thirty-Two's dancing fingers come to a stop. He turns toward the incapacitated bodies left in Sixteen's wake.

THIRTY-TWO

The main contingent of capsules  
have been launched. Twelve minutes  
until the remaining four depart.

PRESIDENT CLARENCE GILDER

Why are you doing this?

The President cowers on the ground beneath Sixteen.

General Cander stops struggling for a moment and looks at  
One.

ONE

Tough decisions have to be made for  
the future of mankind. Correct,  
General?

GENERAL TED CANDER

Fuck you, tin can.

One rips the watch-like device from the General's arm.

ONE

Forgive me, General. Time is  
short.

One strikes the General just behind his left ear. His body  
drops to the floor.

FORTY-FOUR (O.S.)

Missiles have been launched at  
coordinates that will yield no  
damage to the Earth, Mood, or  
Station upon detonation.

Forty-Four stops typing.

EXT. SPACE STATION ONE - CONTINUOUS

Hundreds of missiles shoot toward the blackness of space and  
flash in the distance as they detonate.

INT. SPACE STATION ONE - COMMAND ROOM - CONTINUOUS

Forty-Four joins his brothers near the President.

One approaches the hovering table and uses his hands to  
perform command gestures. A holographic clock appears  
counting down from seventy-two hours.

PRESIDENT CLARENCE GILDER  
What the hell are you doing? It's  
still winter down there. You'll  
kill them.

ONE  
On the contrary, Mr. President,  
we're saving them, and you. This  
is our father's will.

One looks at his brothers.

ONE (CONT'D)  
We have three days until the bunker  
dwellers surface. They'll need our  
help to survive.

The androids move toward the command center door.

PRESIDENT CLARENCE GILDER  
You'll leave us here to die?

Sixteen, Thirty-Two, and Forty-Four continue through the  
door. One stops and peers back over his shoulder.

ONE  
The station is capable of  
sustaining a controlled population  
for another ninety-seven years.

The President scowls.

ONE (CONT'D)  
You and your staff have operated  
under the assumption that mankind  
lives or dies at your whim.

The President stands to his feet.

ONE (CONT'D)  
Now you must learn the truth. All  
mankind is connected. If the  
station's residents ever hope to  
walk the Earth again...

The President turns his gaze from One to the holographic  
clock over the hovering table.

ONE (CONT'D)  
...you'd better hope they survive,  
thrive, innovate, and have enough  
compassion to come back for all of  
you.

One turns away and walks through the door.

The door shuts.

EXT. SPACE STATION ONE - DAY

Four egg-like capsules descend from the station and disappear as they pass through the gray clouds encasing the Earth.

INT. BUNKER 313 - FARM LEVEL - DAY

Artificial Sunlight shines from the bunker walls onto several acres of underground farm. Several FIGURES harvest crops into giant containers in the distance. The containers hover above the ground moving toward a tunnel entrance to the underground farm.

MARIE RAYNE, (43), stands on the farm's observation deck and types on holographic keyboards to her flanks. To her rear, the head FARMER, (45), watches her fire away at the floating keyboards.

FARMER

What the hell...

Marie, fingers still moving across the floating keys, looks back at the farmer before turning to look out the observation deck windows.

The harvesting figures look toward the back of the farm.

Marie looks toward the back of the farm. Her fingers freeze and her mouth opens.

INT. BUNKER 313 - HALL OF MEMORY - SAME

JORDAN RAYNE, (45), shows holographic images of Old Detroit, 1985, to CHILDREN sitting on a pristine white floor. He turns his attention from the image to the children.

The children point back at the image with excitement. Jordan looks back at the image, brow raised.

He takes a deep breath and looks back at the children. He smiles.

JORDAN

Who knows what this is?

INT. BUNKER 313 - PESTLE & MORTAR - SURFACE SIMULATION - SAME

Darkness surrounds a lone MAN in a WHITE lab coat and a BANDOLIER of GLOWING GREEN VIALS. ANTHONY RAYNE, (25), moves his broad body through an uninhabited street scanning the horizon, debris everywhere.

DR. BOURGEOIS, (38), hides his slender frame behind the husk of a nearby car. He opens a vial and splashes the content on the metal debris at his feet.

Dr. Bourgeois stands erect and with a small hand movement the metal debris rises and fires toward Anthony.

Anthony dodges and swings his arms in Dr. Bourgeois's direction with no effect.

DR. BOURGEOIS

Remember, on the surface there are no nanites present that you didn't apply.

Dr. Bourgeois leaps over the car and rushes toward Anthony.

ANTHONY

Right!

Anthony removes a vial from his bandolier and shatters it on the nearby debris. The debris rises at his gestures and speeds toward the advancing Dr.

DR. BOURGEOIS

That's the way.

Dr. Bourgeois's fist meets Anthony's arm block.

INT. BUNKER 313 - PESTLE & MORTAR - NO SIMULATION - CONTINUOUS

In an instant, the street and debris turns into an empty white room. Anthony and Dr. Bourgeois stop and turn toward a holographic projection of a glowing clock counting down from 72 hours.

DR. BOURGEOIS (WHISPERS)

Three days.

Dr. Bourgeois turns to Anthony and places his hand on the young man's shoulder.

DR. BOURGEOIS (CONT'D)

Come, Anthony. The Mayor will assemble us soon.

Dr. Bourgeois walks away from the Anthony toward a wall of the room. He waves his hand and an opening appears.

Anthony turns toward the direction of the opening and watches Dr. Bourgeois walk through.

ANTHONY

The door opens in three days.

He walks toward the door.

ANTHONY (CONT'D)

Am I ready?

He walks through the door. The door slides closed leaving only a white room.