



Apocalypse 2029

Jon Gee

“Apocalypse 2029”

Screenplay Draft #1 (2nd edition)
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V.O.

"When the end came, they told us it would be simple.

"When the end came, there'd be no more pain.

"But when the end came, it wasn't what they'd expected.

"And it wasn't what they'd prepared any of us for.

"They had taken some of us into the underground bunkers. I was only a girl then. I'd dropped my teddybear and gotten separated from my parents. It was the last I ever saw of them.

"The government underground had lied to the people. They'd told us it wasn't safe up top. But they'd been the one's bombing up there all along.

"They'd lied about the aliens too, but..."

(two MIBs attack)

(Jessica whips up super-weapon and terminates on-site)

"I guess it doesn't matter now. All that matters is staying alive in the wreckage and ruins of what we used to call home."

insanity clause #23:

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title card:
(flashed)
:: WARNING ::
TEMPORAL SHIFTING MAY OCCUR
(continuous)
Apocalypse

scroll:

In October, 2012, Apophis will appear in the night sky, and Usama Bin Laden will be found. He is cornered in a canyon in Afghanistan and explodes a nuclear bomb.

In November, incumbent Barrack Obama will be re-elected over Republican party candidate Sarah Palin. The nuclear fallout from Usama's bomb drifts into China and N. Korea bombs S. Korea. China threatens Russia, so Russia bombs Beijing. China and Russia go to war.

By December of 2012, the CIA will bomb Israel in an attempt to frame Iran. Japan and Australia side with Britain, the US and China against the EU, OPEC and Russia.

On the eve of Dec. 21st, 2012, incumbent elect Obama will issue a Presidential Proclamation from Air Force One, already in the skies. He declares the beginning of WWIII, and issues a mandate for the enforcement of martial law in the US.

But then something happened that nobody seemed to have predicted.

Apophis appeared to swell in size to larger than the moon, and a booming voice from all around us declared a single word: "Judgment." Then lasers from space destroyed Washington DC, London, Brussels and St. Petersburg.

And since that day, we have been at war...

But it wasn't the war anybody expected.

title card:
2029,
January,
1st.

FADE TO BLACK.

FADE IN:

EXTERIOR, N. European landscape, dawn. JOHN and IRENE are sitting next to a tree in the middle of a field of flowers on a large hill, overlooking a vast forest. Beyond the horizon lie the still-smoldering remains of a ruined super-city, and in various places throughout the forest there are large fires in deep craters sending up pillars of black smoke.

IRENE:
It's beautiful....

JOHN:
No, you're beautiful.

IRENE:
Wake up.

FADE TO BLACK

IRENE:
(v.o.)
John. Come in, John. Earth to John.

EXTREME CLOSE-UP:
JOHN's white vertical eye-lid blinks open to reveal his hazel iris around a miniscule pupil. He blinks, and gradually the pupil dilates. Suddenly the eye jerks out of frame.

CUT TO:
INTERIOR, a burned down gas station serving as the HEADQUARTERS for the local wing of the resistance movement. NIGHT, no lights. JOHN gets out of bed and paces back and forth restlessly in the darkness, wringing his hands. Finally IRENE turns on the light.

IRENE:
Go on. Talk.

JOHN:
Again the dream of us victorious.

IRENE:
Yet you're still worrying. Why?

JOHN:
It didn't feel right. Like a lie. As though it were an illusion, and behind it was death.

IRENE:
Well, we're awake now, we may as well get up and organise the others. We can tell them about this dream too.

JOHN:
No. Not yet. I want to communicate with high-command first.

IRENE:
About the dream?

JOHN:
No. About the mission. I am going to request to send Arnold to them to gather a team of their best infiltration experts. I know what date we have to strike now.

IRENE:
When?

JOHN:
It's April... this year.

IRENE:
The thirteenth?

JOHN:
No. We have to postpone the global strike two days. It's imperative we are in our positions inside by the fifteenth of April, 2029.

JOHN's nose begins to bleed.

JOHN:
Damnit.

JOHN scrambles about his night-robe's pockets for a handkerchief, but can't find one. IRENE walks over and offers him a washcloth from a basin beside the bed. JOHN's nose stops bleeding. He hugs IRENE tightly to him.

JOHN:
I have to call them now.

IRENE:
I understand. I'll go wake the others and bring them in after.

JOHN nods and IRENE moves toward the tapestry strung over the empty doorframe.

CUT TO:
INTERIOR: resistance movement's central-command HQ, communications centre.
MIKE paces restlessly, wringing his hands. Suddenly the call comes through from JOHN in N. Europe. MIKE answers after only two beeps of a red light on a console. He has been expecting this call.

MIKE:
Oh good! You did feel it.

JOHN:
Yes. You too?

MIKE:
Oh yeah! Does that mean they felt it too?

JOHN:
I don't know. I don't sense anything stirring downstairs. If the source is extra-terrestrial they might not have received it, at least, not all at once, like we can.

MIKE:
My thoughts exactly. Either way, we have to move fast.

JOHN:
My thoughts exactly. I'm sending you Arnold and I want you to redouble my pleas for the generals in high-command to send me a task force of infiltrators. We know when now. And tell them we can be certain it is only a short time until they do too.

MIKE:
It's still going to take time. Time we might not have.

JOHN:
So long as there aren't more trained jumpers in the resistance, we never know what time holds in store for us. Go now, Mike. Wake the generals. It's time now for war.

CUT TO:

INTERIOR: the store-room of the burned down gas station serving as the rebel-jumper team's mission staging ground. JOHN clicks a control on a console and ends the call to MIKE at mission-control. IRENE enters with ELISA and ARNOLD.

IRENE:

We were just outside during the last part. Do you think the generals will give us a strike force?

JOHN:

Ultimately it isn't up to them. It's up to the High Council they answer to. And if the High Council sees fit to delay the attack plan by two days, the generals will follow their order to do so. But I have a feeling Mike won't need much leverage to convince them after tonight. This dream was definitely a message from the future, and not many who yet sleep to such a truth will long remain unawakened.

(to ARNOLD)

Arnold, I want you to jump to central-command. I want you to personally oversee the training of the strike-force as soon as the generals assign them to you. You have to train them in the space-jump. Are you ready for that?

ARNOLD:

Honestly, no, I'm not. I mean, I can try, and you know me, I will try as hard as I can. But it's still going to take me at least a few minutes just to get to high-command even now. I still need more training, John. Will Mike remain with me in high-command?

JOHN:

He'll stay with you unless I need him. Go now.

ARNOLD leaves the room and ELISA walks behind JOHN and IRENE as they leave the back store-room and go into the hollowed-out freezer room, which they have converted into a communal lounge and makeshift conference room, using the floor to spread maps and sleeping bags across. JOHN sits down in a beanbag chair, and IRENE and ELISA sit on either end of a dirty old couch. They all sit silent for a while.

ELISA:

Some future.

CUT TO:

INTERIOR: central-command hangar-bay 51. ARNOLD stand in front of a group of no more than 12 CADETS. MIKE paces into frame restlessly wringing his hands.

SUBTITLE:

2029,
February,
1st.

ARNOLD:

You are here for one reason only, cadets. We are going to train you. You will learn our method, or our mission will fail, and the entire global resistance movement will be lost. Now your generals and leaders have seen fit to send us only you, and we asked for only the best, and we are going to be treating you like we assume that is what you are: The Best.

MIKE:

You are the best at one thing: Infiltration. But the reason the entrances to the underground bases have eluded the resistances' attempts to find them is because they are protected by enormous holographic generators that disguise them behind a solid, materialised illusion. They can appear anywhere they want to, out of nowhere. We will teach you how to do that. They will retreat into their DUMBs. We will teach you how to follow them. You cannot simply explode a hole to them. They are too deep. We are going to teach you happy campers the method of space-jumping. Listen up, now, because we haven't got much time.

DISSOLVE TO:

MONTAGE covering the troops training in the method of the space-jump, which involves disappearing in one location and re-appearing in another instantaneously.

The troops are above-grounders, who have never jumped using the artificial technologies available to the team in the underground bases. But they are eager to learn the technique and do not frustrate easily. As we watch shots of the troops practising the technique, first independently under ARNOLD, then as a group, then independently under MIKE, then again as a group, we hear ARNOLD and then MIKE explaining the method in voice-over.

ARNOLD:

This technique does not come quick, and it will put you cadets one step ahead of even the highest ranked jumper in the entire underground's time-program. It's actually simpler than long-term jumping. In a long-term jump you have a complex ratio to calculate the end of your jump around the mid-point between your origin-return point and your destination. This method is much quicker and easier to learn. You do not need the mid-point. The mid-point is within yourselves.

MIKE:

The space-jump is still a jump through time. It is just a jump through zero-time, as opposed to a jump from point B to point X on the time-line. It uses the same methods as a time-jump, and can be used to learn to time-jump as well. However to infiltrate the bases, all you will need to know is that you disappear here and reappear there in the same second. And if you can master this method, you can reduce your jump time to a millisecond, and even a nanosecond. When we are done with you you will be able to jump out of the path of a bullet and appear out of nowhere in mid-air and in motion.

ARNOLD:

Think of the space between you and that tree there. Think of the mid-point and perceive it as an illusion. It is already inside your own mind. Now you will reappear on the other side, behind the tree. This technique is a natural ability, however it is only a recent mutation of junk DNA caused by radiation since Judgment that has allowed it to metastasize its evolutionary symmetry. You, above ground, have mutated without knowing it. Below ground, they have harvested us to use in experiments with time-travel, pushing the full extent of this mental capacity. But where they have failed we shall succeed. They have never sent a man through time to the present. That is what we are teaching you now.

MIKE:

I can read all of your minds, and so can Arnold. We know you're still doubtful we can succeed. But once you meet our comrade, John, your attitudes will change. You will see his vision, and the skill of his plans. You will not doubt that we will win the war. Now, cadets, are you all ready to win the goddamned war?

CADETS:
(in formation)
Sir, yes, sir!

MIKE:
Then show me what you got.

CUT TO:
EXTERIOR: a field. Dusk. The troops are moving through the field in attack formation, with their energy weapons drawn. They are all scanning the horizon for signs of movement. Suddenly, ARNOLD appears immediately in front of them. The troops fall to the ground and fire their weapons at him, but he immediately disappears again and the shots fade off into the distance. Suddenly the entire background image quavers and through a ripple effect dissolves into the interior of the hangar-bay. The troops attempt to adapt to their new surroundings as rapidly as possible. In the middle of the hangar-bay is a giant spindle of vertically-racked disc-shaped craft. From all around the troops shadow-people swarm up, appearing as tinted silhouettes. The troops open fire but their lasers pass right through the shadow people, who then phase in and out of solidity in a hand-to-hand fight, popping in and slapping the weapons out of the soldiers hands and then popping back out while the soldiers' fists pass right through them. The soldiers are backed into a cluster in the middle of the hangar and seperated from their weapons. The shadow people overwhelm the troops and the soldiers fall into general melee. ARNOLD re-appears standing behind the shadow-men.

ARNOLD:
How many men are attacking you?

VARIOUS TROOPS:
7, no I count 8, wait, more like 10 I see! Are they multiplying?

ARNOLD:
One. One man is attacking you. Find him.

The troops stop for a moment, and stand still. The shadow people continue popping in and slapping lightly at them for a moment, then cease their attack altogether and look around as if blind.

ARNOLD:
Correct. They sense motion. Remain still.

The shadow-men soon fall into puddles on the floor and evaporate. The entire hangar grows noticeably brighter. MIKE walks out from the corner behind the huge flying disc rack.

MIKE:
How do you guys feel after the room shifted? Anyone still disoriented?

The troops quickly form ranks.

TROOPS:
Sir, no, sir!

MIKE:
Well, I guess you're about ready to meet him.

CUT TO:
INTERIOR: the burnt-out gas station, the staging camp for the final attack mission. JOHN is in the lounge with a lot of diagrams spread out on the floor. ELISA is lounging on the couch, and IRENE is resting on the bean-bag chair.

SUBTITLE:
2029,
March,
1st.

Suddenly, JOHN pauses from his complex charts and looks up, puzzled. He starts to turn toward IRENE, but she is already awake and starting to sit up. IRENE and JOHN stand up and ELISA wakes up, then stands up next to them as they look upward.

JOHN:
It's not from underground. What did you see?

ELISA:
Blue fire.

IRENE:
They're coming....

JOHN:
Aha!

But before JOHN can reveal his vision to the others, they are attacked on all sides at once by the infiltration team.

JOHN:
Scatter!

There is a moment or two of general melee, as the troops overwhelm and subdue the three surprised time-jumpers. They pile their own bodies over them in a heap for a moment. Then one by one they begin to untangle themselves and back away, only to reveal an empty floor beneath them. JOHN, IRENE and ELISA have disappeared.

JOHN:
(V.O.)
I should just torch you all where you kneal!

Spontaneously and against their will, at JOHN's command the entire group of troops falls onto the floor, unable to get up past their knees.

JOHN:
(re-appearing)
But I won't. Since I'm a nice guy, and since you all genuinely tried your hardest. But you've got to show a lot of improvement from this before a month from now. Otherwise, you may as well train to be experts at suicide.

IRENE drags MIKE in by the ear, and ELISA drags ARNOLD in by the ear.

MIKE:
(to JOHN)
What do you have them all laying down for?
(to the troops)
You're not getting paid to slack off. Now get up onto your feet.

Some of the troops manage to do so. They stumble and sway about as if under heavy gravity. One of them attempts to lift his fire-arm.

JOHN:
(to MIKE)
No fair helping.

While still looking at MIKE, JOHN points to the soldier who is lifting his weapon toward JOHN's back. The soldier spins the weapon around and aims it at his own head, then panicks and fumbling about falls to the floor.

MIKE:
Yes fair. You'll learn to like these guys just like I have. Whether you like that or not.

JOHN looks warily about at the soldiers he has mentally pinned to the floor. He sighs and releases them. They gather themselves up and get to their feet, forming ranks.

JOHN:
Well, there's not alot of time for training, and we're right at the enemy's gates here. So I will make this quick and simple: If you are slow, you die. If you are tempted or distracted, you will die. If you blink, you will die. If you think I am wrong, you will learn differently very soon.

DISSOLVE TO:
MONTAGE covering the next weeks of the troops' training. Inside buried basement rooms below the empty gas-tanks at the ancient station's pumps the troops practise close-quarters and room-to-room methods. As the troops progress against first ELISA, then IRENE, then IRENE and ELISA combined, JOHN further explains the method.

JOHN:
(V.O.)
Remember you can only jump somewhere you have been, including where you are now. If you have seen it, or can see it, you can jump there. You cannot jump into a room you have never been in behind a closed door. When we jump into the base from above ground, you will be using a co-ordinate jump into a location you've been prepped for by your training in the hangar using the smaller holographic generators they built there, based on my designs. This is the only time you will be jumping into a blind location. You cannot do it otherwise. You simply do not have the time to develop the skill. However, we your team-leaders can blind-jump, and we will be right beside you in the offensive front, and we will not let you die. Remember, if we fail, we lose everything. Some of you may be wondering how I got my special skills. I have spent years reading the existing time-maps in the underground system. I found their weak spot, and where they have failed, I succeeded. These mad-scientists are using your relatives, your brothers and sisters, your fellow human-beings, in time-travel experiments, knowing their attempts will kill their subjects. They have been trying to send people into only the past, or the future. They have forgotten all about the present moment now. And that is when we will beat them. The

last stage of your training is to rest and build up your inner-most mental-energies, to prepare yourselves for the task ahead. We will be entering the underground bases as originally scheduled, on April 13th, two days before the rest of the global resistance will launch their final-strike. If we don't get in there and blow their computer-system by entering through a linked terminal, then all the bunkers will remain cloaked and the resistance will not know where to strike. So for the next week I want you all studying the computer systems I have replicated some schematics for, and practising hacking some simple software using your mental-energy alone. We'll start with some old solar calculators.

title card:
2029.
April,
1st.

FADE TO:
BLACK.

MIKE:
(V.O.)
Do you think they're ready?

JOHN:
(V.O.)
There's only one way to know now.

IRENE:
(V.O.)
Time will tell. Only a little bit more time, and it will toll.

FADE INTO:
INTERIOR: the deep underground base headquarters of the head-hunter unit assigned to track down and eliminate JOHN and his group. Close-up of an hour-glass on a mahogany desk as a hand reaches into frame and turns it upside down. JAMES and JAMINI are planning how to nab their culprits.

JAMES:
Look, Jamini, how many times have we followed that lead? The old woman in the records department must know you by name by now. Always dredging up the same dry old reports from five years ago to verify your boasts. Those are called cold-case files for a reason, Jamini. Because the leads went cold years and years and years ago.

JAMINI:
The bosses won't let us send any more scout missions out unless we can provide them with tangible and credible evidence of the whereabouts of team Omega.

JAMES:
Shh! Shh! Do you hear that?
(pause)
Am I the voice in your head or are you the voice in mine?
(pause)
Your incompetence is killing me. Really.

A call comes in. JAMES and JAMINI look at each other, surprised. JAMES answers.

JAMES:
Hello, dept of health and human services, helping hand outreach program, how may we direct your call?

JAMES suddenly sits bolt upright.

JAMES:
Sir, yes, sir. I understand. Sorry, sir. No, that won't ever happen again, sir. Sir? Yes, of course, your orders. Go ahead....

JAMES hangs up after writing something down on a clip-pad.

JAMINI:
Well?

JAMES:
Well. We have the Go. A mission-window is scheduled for next Thursday at dawn. The higher-ups say they have found a lead in our case. And yes, it is both tangible and credible.

JAMINI:
Well? What is it? Where and when?

JAMES:
Now, my dear friend, right now. And not far from us right now either.

JAMINI:
That son of a bitch was hiding right under our noses that whole time?

JAMES:
Yes, it would appear so.

JAMINI:
That son of a bitch. Well, I don't know about you, but I am bushed. I need to rest for the mission window.

JAMES:
You're turning in then? Say hello to Malisa for me.

JAMINI:
Say hello to Plague.

JAMES:
Come here. Come here a minute you little rodent. I am onto you. You've been looking through my files haven't you?

JAMES suddenly lunges for JAMINI, but JAMINI side-steps his assault and JAMES lands flat on his face next to a filing cabinet. JAMINI helps JAMES to his feet.

JAMINI:
Well, good night boss. Don't work too late.

JAMES stumbles back into the chair and a glass of liquor spills onto the persian rug.

CUT TO:

INTERIOR: JAMES and PLAGUE's bedroom, JAMINI and PLAGUE take a break from coitus. JAMINI sits on the side of the bed, panting, then rises wrapping himself in the sheets. PLAGUE sits up and crosses her arms with a pillow in her lap.

PLAGUE:

Early again, as usual.

JAMINI:

You would rather it were James?

PLAGUE:

Shut up and eat me.

PLAGUE grabs JAMINI by the head and slams his face down beneath the pillow in her lap.

PLAGUE:

I'll tell you, that James is further and further from the truth every day. What is he running from? He doesn't know his own past, anymore than you or I do. All I know is what they tell me. They tell me, Love James, but that I cannot do. And right now I'm not all that impressed with you either!

PLAGUE disengages and steps out of bed holding the sheets to her bosom facing away.

She stands before a vertical full-length mirror while JAMINI reclines with the pillow in his lap. She stretches out in front of the full-length mirror wearing the sheet like a cape, and from JAMINI's POV from the bed we can only see her outline.

PLAGUE:

You know, I've often dreamt about the above-ground. What is it really like, Jamini, tell me?

JAMINI:

Really, Plague? You know, it's not much different up there. Up there it's still the same as when you jump to, say, the year 1992. Much is still the same now as then up there. But all those same thing just gradually got worse and worse, until the complete collapse of civilisation, and here we are. You know up there, there's still weather, and birds, and fish in creeks.

PLAGUE:

Shut up! There are ponds with fish in them? You've seen these?

JAMINI:

Well, no. No I've never seen a real fish. I did see a dead one once framed in an office.

PLAGUE:

Shut up, Jamini. Just shut the hell up. Actually, get the hell out. James will be home soon.

JAMINI:

Fine. Just let me get dressed.

CUT TO:

INTERIOR: JAMINI and MALISA's quarters. JAMES paces restlessly back and forth with his hands clasped together behind his back. MALISA sits in a submissive position on the floor, avoiding eye-contact.

JAMES:
You know I wish he were here right now!

MALISA:
Sir? Who?

JAMES draws the back of his hand up as if to hit her, then lets his rage abate and his arm wilts and slackens to his side.

JAMES:
Nobody. I guess I don't wish anyone was here. But I would beat his ass if he were.

JAMES broods before a vertical full-length mirror wearing MALISA's night gown. He addresses nobody in particular, and discusses with his own reflection.

JAMES:
What am I supposed to do? I have all these people, and none of them know what they're duties are meant for. I don't know, I don't know. Maybe I should kill myself. That might get their attention. But then, it might also get me demoted, and this job is the shit-pits as it is. If only they could explain to me what I'm supposed to be doing. I wish they would let me know at least once in a while. I mean, give me some bread-crumbs to follow, not just some annual omen from on-high. I would really appreciate some better intel connection and maybe some better damn cronies. I would really appreciate that. That and a glass of nice white wine, and maybe a salad. Yes, a Caesar salad sounds about right right about now doesn't it? Yes, indeed it does.

JAMES turns away from the mirror and walks out of the bedroom past MALISA, who crumples up into a weeping heap on the floor.

CUT TO:
INTERIOR: JAMES and PLAGUE's bedroom. Night.

JAMES:
(coldly)
Goodnight.

PLAGUE:
(colder)
Goodnight.

CUT TO: JAMINI and MALISA's bedroom. Night.

JAMINI:
(coldly)
Goodnight.

MALISA:
(weeping silently)
Goodnight.

CUT TO:
BLACK.

title card:
2029,
April,
12th.
Thursday.

FADE IN:

EXTERIOR: the burned out gas station exterior of the heroes' mission camp. Underground in concrete bunkers the team sleep in two rooms and the troops in cots in three more. From the shadows beyond in the pre-dawn, two Agents approach the gas station.

CUT TO:

INTERIOR: JOHN and IRENE's bedroom. JOHN sits bolt upright and by the time he is out of bed, IRENE is fully awake as well. Both of them are working in tandem in silence, but with the single-purpose of mind that being suddenly aware of a threat allows.

JOHN:
Alert the others. I'll seal the hatch.

IRENE:
Okay.

CUT TO:

INTERIOR: the gas station freezer converted to the lounge room. Shadows creep across some of JOHN's manuscripts unfurled across the floor and they catch fire. There is a loud bang from the back room used for the communications centre. The shadows react, then move stealthily out of frame towards the back room.

CUT TO:

INTERIOR: the gas station back room, converted to a communications room. A seal in the floor was just shut, and a fuse has been ignited that is running toward the electrical outlets where the communications equipment is plugged in. As the two men dressed in black army gear enter with infrared goggles and laser-guided sniper assault rifles, the fuse reaches the electrical wires and they begin to short circuit.

AGENT Q42:
They know we're here.

AGENT Z23:
Not good.

CUT TO:

EXTERIOR: gas station hide-out, dawn. The building explodes and sends secondary shrapnel flying.

CUT TO:

INTERIOR: underground base headquarters for the Omega recovery team. JAMES and JAMINI lie on cots wearing complex mechanical goggles, while PLAGUE and MALISA sit guarding them. Suddenly the inner-lenses of the goggles flash a bright white light. JAMES and JAMINI sit bolt upright.

JAMINI:
Wow!

JAMES:
I guess you can call that a positive confirmation.

JAMINI:
Plague, Malisa, go alert the high command. I think we've finally got our man.

JAMES:
Jamini, activate the spare agents.

JAMINI:
Yes, of course!

JAMINI darts across the room as the women exit, and he flicks a secondary switch.

JAMES:
No, no, all of them, you fool!

CUT TO:
INTERIOR: the gas station's underground rooms. The troops are forming rank in the hallway and MIKE and ELISA have gathered with IRENE and JOHN in JOHN and IRENE's quarters while ARNOLD preps the troops outside.

MIKE:
How did they know where to find us?

JOHN:
I don't know.

IRENE:
Well there's a first!

ELISA:
I hope you're wrong this time.

MIKE:
What do we do?

JOHN:
We bail. We make for the entrance to the underground and start the mission early.

IRENE:
But we lost communication to the resistance command-station.

JOHN:
Then we'll have to figure something out as we go.

They emerge from JOHN and IRENE's room and find the troops in formation and ARNOLD slouching in the corner.

ARNOLD:

What'd I miss?

JOHN:

Does everyone remember the small tree in the middle of the wide field some 250 meters from here?

TROOPS:

Sir, yes, sir!

JOHN:

We're gonna jump there and we're gonna do it as a group. On 3. Ready? 1... 2... 3.

Suddenly the room lights up with blue flame and the whole group disappears. The room returns to normal, but is left empty.

CUT TO:

EXTERIOR:

The wide field with the small tree in the middle. Dawn. The group appears surrounding the tree in a flash of blue flame. From the direction of the gas station, two laser pin-lights immediately begin shakily pointing at the group.

JOHN:

Run!

The group splits into units and breaks off for the nearest tree-line.

JOHN:

(to MIKE, fleeing with him)

How many?

MIKE:

I count two.

JOHN:

Just two? Oh this will be easy.

The laser-pin lights on the sites of the Agents rifles grow closer. Suddenly a muffled shot, followed by more. The Agents are shooting darts at the infiltration squad as they run in all directions. One of them is struck. Then a second.

JOHN:

(to the troops)

Jump! Now!

The troops begin blinking in and out as they run around, but their formation is not tight as they attempt to flank the two Agents.

JOHN:

(to himself)

Oh hell.

John grabs MIKE by the elbow and blinks his eyes. Instantly they are both transported beside the two Agents. The Agents clamp their backs against one another, but JOHN and MIKE flank them on either side and close in.

CUT TO:

INETRIOR: the headquarters of the Omega team recovery task force in an underground base. JAMES and JAMINI move their hands and arms unconsciously behind the goggles. Otherwise the room is empty. From a position near the door, we see two shadowy figures enter. It is PLAGUE and MALISA, who have not gone to alert the authorities, but waited outside a moment, and have come back in.

MALISA:

I'm not sure this is a good idea...

PLAGUE:

Shut up you dumb bimbo.

PLAGUE creeps up to the VR unit plug for JAMINI's goggle-headset, and MALISA behind the plug for JAMES.

PLAGUE:

On 3. 1... 2... 3.

They both pull the plugs out of the wall at the same time. JAMES and JAMINI's minds are stun-fried for several moments. They move about groggily on their cots, trying to remove their goggles, only to be blinded by the light inside the room.

PLAGUE:

Now, Malisa! Now!

MALISA holds up the hour-glass from JAMES' desk above his head, then pauses and looks to PLAGUE again.

PLAGUE:

Look, I'll show you, it's easy!

PLAGUE kicks JAMINI in the groin and he curmples into a groaning heap on the floor. PLAGUE walks over to MALISA and takes the hour-glass from her. She holds it above JAMINI's head and drops it. It falls against his skull and shatters, and JAMINI falls to the floor, unconscious or possibly dead. At the sight of the blood pooling from JAMINI's head, MALISA recoils. PLAGUE approaches her angrily.

PLAGUE:

Oh no you don't. I'm not cleaning your mess too. I love you and want you to have freedom and self-respect. Look at me. Do I look like I care about what I just did?

Suddenly JAMES tackles PLAGUE at the knees from behind and she collapses. He attempts rather clumsily to tie her arms behind her back using the flexible chord attaching the goggles to the loose plug.

JAMES:

Malisa! Help me hog-tie this bitch!

MALISA hesitates and shrinks backwards.

JAMES:

What on earth were you hoping to accomplish, Plague? You've sealed your own doom!

PLAGUE:
Malisa! Do something! Save me!

MALISA steps towards the wrestling couple. Then she stoops beside JAMINI as if to check his pulse, but really to fetch up a shard of broken glass. She stands up suddenly and puts the glass shard to her own throat.

MALISA:
Stop! If you love me, James, then let Plague go! If you don't, I'll kill myself right now!

JAMES:
Oh come on stupid. Plague is just using you. Don't you see, I have to kill Plague now because I love you. With them both dead, we can be free.

Suddenly PLAGUE, with a roll of her eyeballs in disgust, wriggles out of JAMES' grasp and gets to her feet. She steps behind JAMES, who is still on the floor, and, taking the chord out of his hands, proceeds to tie him up in it.

PLAGUE:
Drop that glass, sugar. We got him fair and square. So what should we do with him now?

MALISA:
I want to see you set him on fire while he is still alive and conscious.

PLAGUE:
Well, James! You heard the lady! Now, if only we had some gasoline handy!

MALISA:
Here, use this.

MALISA hands PLAGUE some files out of the cabinet and a lighter.

MALISA:
Tinder.

MALISA walks over to PLAGUE and JAMES to stuff his pockets full of paper, when suddenly JAMINI grabs MALISA by the feet and she falls flat on her face. She rolls over in shock with a nosebleed. JAMINI staggers to his feet.

JAMINI:
What goes around comes around!

JAMINI topples a filing cabinet over onto MALISA to kill her.

MALISA:
It was Plague!

The filing cabinet falls and its weight squashes her flat with a grisly crunch.

PLAGUE stands there in shock. Her jaw drops and she goes numb. Her pupils cloud. JAMES shuffles out of the loose ties around him and stands up, taking PLAGUE in hand by the elbows from behind. He points up at a surveillance camera in the wall corner.

JAMES:
You dumb slut. They were watching all along anyway. They could have intervened but didn't. Now they will come in any moment. Don't disassociate, this is the most important moment of your petty cloned life! Wake up!

PLAGUE slumps down catatonic staring at the filing cabinet where MALISA had been.

JAMINI:
(rubbing his head)
What's wrong with her?

PLAGUE:
(whispering to herself)
No, baby, no baby. No, baby, no baby.

JAMINI:
Shut up, you dead whore!

JAMINI goes to slice her throat from ear to ear with a shard of glass he picks up out of MALISA's outstretched dead hand from beneath the filing cabinet.

JAMES:
Wait!

JAMINI pauses in mid-stroke, but hasn't yet contacted PLAGUE's throat with the glass.

JAMES:
Plague, darling. What are you saying?

PLAGUE:
Malisa was carrying your baby, James. She just found out. She just told me. I wanted to save her... your... child... from the hell we live in. for one second, I had hope.

JAMES turns white as a ghost. He turns toward JAMINI with an astonished look. JAMINI backs away one step and puts his hands up in self-defense instinctively.

JAMINI:
Look, brother. I didn't know that. I am so sorry. I am so sorry.

JAMES:
Shut up, you worm. Listen. There must be a reason Control hasn't come yet. They've been watching. Somebody here must be more important than they're letting on, and I know it's not me. We have a mole, maybe two, in this room. And I hate moles.

JAMES picks up the shard of glass and advances on JAMINI. JAMINI stumbles backwards with his hands up.

JAMINI:
No! Help the Widow's Son!

But PLAGUE sits by comatose, with only a feint hint of a grin, as JAMES descends on JAMINI with the shard of glass clutched tightly in his hand.

JAMES:
Jamini, you were a liar and a spy all along. I denounce you!

JAMINI:
No, it wasn't me! It was... gurgle....

But JAMES has already slashed a jagged gash across JAMINI's throat. JAMES then turns on PLAGUE.

JAMES:
Shall I do you too?

PLAGUE:
(smiling)
Sweetheart, lover, control thyself.

JAMES:
Oh, so now you're with us again! In the land of the living; but not for long.

PLAGUE:
(edging closer to JAMES)
Oh, James, now come off it. Control doesn't exist and you and I both know that. We're down here alone. That's why they didn't show up when Jamini killed Malisa, and that's why they aren't showing up now that you killed Jamini. There's only two possible options, either they don't care, or they simply don't exist. Now which do you think it is?

Just as PLAGUE is about to lunge at JAMES, who is standing in a semi-hypnotic trance holding the bloody glass over JAMINI's dead body, the riot squad burst in. JAMES drops the glass and points at PLAGUE.

JAMES:
Officers, this is my wife. She can tell you everything you need to know about what just happened.

ARNOLD walks through the door behind the riot squad. PLAGUE falls to her knees. JAMES seems confused.

ARNOLD:
Relax. I'm here to free your mind.
(prolonged, evil laughter)

FADE TO BLACK.

title card:
2029,
April,
13th,
Friday.

FADE IN:
EXTERIOR: dawn in the deep, dark forest between the mission's now destroyed base-camp and the location of the objective of the mission: the least guarded entrance to the DUMBs. However, before they reach it JOHN knows they will meet someone again.

JOHN:
(to all)
Tighten up, crew. I sense alot of activity going on underground.

MIKE:
(to JOHN)
Isn't this land all a national park? Why hasn't it been crawling with Agents?

JOHN:
This is the least guarded DUMB. It's like a backdoor to the whole Agartha network. But more importantly, I chose this base since it is plugged directly into the SATCOMM uplink array right now. They are doing a study on the underground media and pirate signalling. Presumably to show the under-groundlings the lie in their daily news media reports that there is still a war against aliens and a disease that turns people into zombies.

MIKE:
I never believed in that alien invasion myth. Even when I was in-shop. But there was a disease, wasn't there, almost 20 years ago now. It was why they quarantined my parents underground.

JOHN:
Mike, you can believe whatever you like. You're free to be able to do so. But just listen to yourself sometimes. Don't you get it? The aliens? The cult of Thoth you hate? The myth of the slain God YHVH? It was all us, man. It was all time-jumpers, just like you and me.

ELISA approaches and interrupts the two when she hears JOHN's tone become hostile.

ELISA:
What are you guys talking about?

MIKE looks to JOHN but JOHN looks away.

MIKE:
Apparently nothing.

ELISA:
Oh! Secrets! Well, you know what they say about those.

FATHER JAMESON:
(V.O.)
That they come back to haunt you.

Suddenly the soldiers are completely surrounded by young children who appear from nowhere, hidden in the surrounding foliage of the deep forest. The soldiers are confused, since the kids don't seem to have weapons. They look toward JOHN, at point. From the lead of the assembled congregation of children, FATHER JAMESON steps forward with much ado. JOHN gestues subtly for the troops to stand down for now. The troops lower their weapons and the children close in tighter on the group.

FATHER JAMESON:
Well, well. If it isn't Little John. You just keep turning up uninvited in my woods.

JOHN:
Listen, Jameson, I have a deal...

JAMESON:
(cutting JOHN off mid-sentence)
Father... Jameson.

JOHN:
Look, man, we don't have much time here. You have to let us pass. We have to save the world.

JAMESON:
Surely, you can rest a little while and enjoy my hospitality if you are going to come marching through my woods like a pack of ravenous dogs.

JOHN:
Jameson...

JAMESON:
Father....

JOHN:
Whatever you call yourself, look, we don't have time to barter with you for passage this time. We have our weapons for leverage if you prevent us continuing on now.

JAMESON:
Would you kiss your mother with that jack-boot, soldier? Hell, John, you need a hug.

JOHN:
I will be glad to patiently explain our mission to you, but perhaps it could wait until another time, since we're already behind schedule as it is, and we just need safe passageway across this valley and up to the foothills of the next mountain.

JAMESON:
You mean my woods.

JOHN:
Whatever you call it, look,...

JAMESON:
I don't think you follow me, son. Your staying a spell is not negotiable.

JAMESON's boys crowd in on the troops and form a tight circle around them. The children all unite hands and JAMESON joins their circle. Suddenly they jump to another spot in the same woods.

CUT TO:
EXTERIOR: the tree-fort hide-out of the JAMESON gang. The troops are on their feet already, forming a perimeter around the team leaders.

JOHN:
Relax, everybody. We're out of harm's way, for now.
(to JAMESON)

How'd you teach them to do that?

JAMESON:
How do you know when you are now?

JOHN:
Fair enough.

JAMESON:
After meeting you the first time, I sent out some boys of mine to infiltrate the closest pockets of the resistance, just to keep some longer-sighted tabs on you. I studied every report they showed me about your training techniques for space-jumping. You don't know it, John, but you're like a God to these kids now. They see you as a God.

JOHN:
I don't know what to say.

JAMESON and JOHN walk away from the other group, who engage in "cultural exchange" with the forest-dwellers.

JAMESON:
Well, will wonders never cease! Stumped, are you? Oh well, maybe this one will be easier for your pea-sized semi-human brain to figure out. You have got a mole among your crew. A traitor.

JOHN:
Good God, Father Jameson, whom? The soldiers were all screened by the resistance.

JAMESON:
Whom would you naturally suspect first?

JOHN:
There are only my original team-mates and the troopers. If it is not one of the troopers, than I have been betrayed for three years under my own nose.

JAMESON:
(whispering)
The traitor is...

ARNOLD approaches the two and interrupts them. He is wearing some indigenous charm talismans and is followed by two curious native kids.

ARNOLD:
Sir, I apologise for being detained. I was stopped here during my mission to scout ahead by these kids. I'm sorry, they've made me look quite foolish.

JAMESON:
It takes one to know one.

With that JAMESON walks off.

JOHN sits down with ARNOLD and MIKE, IRENE and ELISA gather around close by. The troopers await in the surroundings, subtly guarding the perimeter.

MIKE:
(to JOHN)
What do we do now? We've been low-jynxed by the shorties.

JOHN:
Would you shut up!?

Everyone backs off at that uncommon outburst, and the troops bristle in defiance.

IRENE:
Jesus, John, what the hell is the matter?

JOHN:
Jameson's right. I don't know what time it is. Look.
He points up into the night-sky at a strange bright comet.

JOHN:
Was that there last night?

ELISA:
I didn't see it.

ARNOLD:
Look, it's there. It's a comet.

MIKE:
No, that wasn't there last night.

JOHN:
Jameson! Jameson get your pirated ass back over here!

JAMESON:
I assume you'd like to see where you'll be staying the night?

JOHN:
Night? it was dawn when we left. When did you bring us to? How far back?

JAMESON:
Think, John. Did I bring you back? Or did I bring you forward?

JOHN:
No, you couldn't have future-jumped and returned. Even I can't do that. Nobody can.

JAMESON:
I'm batting 1000 now. Twice stumped the master in one day. How do you figure?

JOHN:
If this is the future...

JAMESON:
That's right, boyo. It's later than you thought. But don't worry. My boys can return you to exactly when you left if you'd like. That's another skill we've mastered here.

JOHN:

I don't buy it Jameson. If you're the one, then by protocol I have to kill you.

JAMESON:

By protocol, yes. But then, how do you know I'd really die? I have created this temporally autonomous zone as a last check-point for you on your journey. But it's up to you how you will pass through it. Please stay, have a drink. Relax. It's not like the world is about to end or anything.

(JAMESON grins)

Welcome to the diner at the edge of the universe!

Suddenly three children run up to JOHN and JAMESON. KIDS CABLE, GLOBAL and APOCALYPSE look like ordinary boys, slightly younger than the Omega team leaders, but they each have a unique telepathic gift, the same as each child in the vast tree-fort complex.

JAMESON:

Ah! John, I am most pleased to introduce Kid Cable, Kid Global and Kid Apocalypse. They will take you and your team whenever you'd like to go. They will be your escorts around this place, too. Get used to them.

JOHN:

I still don't understand it, Jameson. How in the last three years since we met last, when you were just a nomad gang-leader, have you elevated yourself to a trans-temporal guru? How did you master the arts so quickly?

JAMESON:

As soon as I realised I could jump to the past and return to the present, I realised I was already jumping into the future, from the point of view of my present then in the past. So the tricky part was already solved by T4. However I admit, once I found a nice quiet place for my solitude, I studied your research religiously.

JOHN:

You mean, you haven't applied anything but the initial T4 program and my own works? You've accomplished all this?

JAMESON:

It's all yours, John. We all owe it all to you. Your own whole galaxy of little stars.

JOHN:

I do understand now. You are trying to tempt me. Was what you told me earlier about the spy in our midst a ruse too? How can I believe anything a liar says?

JAMESON:

No, look, John. I am not tempting you. This place will always exist here, in this moment in time. You are welcome to come here whenever you want.

JOHN:

Thanks, Father, but I don't think I'll be sticking around here much longer.

JAMESON:

That of course is up to you. You're free to leave whenever you wish, and return to any time you like. I could even have put you inside the base, but alas, my space-jump is not so perfect as my time-jumps. I am still studying.

JOHN:
Well, it's always nice to hear from a fan...

JOHN stands up and hurries away from JAMESON toward the gathering of kids and his troops and team-mates. JOHN takes IRENE by the elbow.

JOHN:
Hello. We must be going.

IRENE:
Ouch. No. We are enjoying ourselves here. This place is paradise, last stop before Hell.

MIKE:
We deserve a little rest and relaxation, boss. We've been through alot here lately.

ARNOLD:
I know the troops are feeling it.

ELISA:
Please? Can we stay for just a little longer, John? Please?

JOHN:
Gods, the snake-pit at the precipace of Paradise! This is it then. My own friends seduced away from me at the last moment by the Old Man of the Mountain.

MIKE:
Man, something is bothering you. Let it out, let go of it. Let it be, man. Let it be.

ARNOLD:
Simmer down man. We're all friends here.

JOHN:
You people are just in a trance, and can't see we are endangering these children more the longer we stay.

IRENE:
(to JOHN)
John, I just found out, their psychic surgeons told me, we're pregnant. We're going to have a boy.

Suddenly, about a dozen Agents appear from the shadows around the tree-fort. They leap from level to level and swing on vines from branch to branch, shooting all the young children with tranquiliser darts. The team are shaken immediately out of their celebratory revelry and snap into action. In a moment, they have killed three agents, and then four after another split-second. They make their way down the tree trunks and wooden-plank walk-ways toward the base of the trees. There they meet up with KIDS CABLE, GLOBAL and APOCALYPSE. The team hurry to recollect themselves inside a triangle formed by the three kids. Amongst the battle at the end of forever, a small group of children and team Omega escape.

FADE TO BLACK.

title card:

2029,
April,
14h,
Saturday.

FADE IN:

EXTERIOR: the place in the woods where the team had originally been abducted by the JAMESON gang. DAWN. In a triangle of blue flame, the group re-appear two days later than when they left. They were off the map of time until the day the bubble-universe aligned with the same day in the larger universe, then the bubble appeared, and the Agents tracked them to the tree-fort.

JOHN:

Regroup team. We need to be heading due east of our previous position prior to that jump.

IRENE:

Always on the move.

JOHN:

If we're lucky we may still be able to surprise them.

MIKE:

Thank you kids. But where will you go now that your home is destroyed?

KID CABLE:

Nowhere.

KID GLOBAL:

Shut up, worthless. We call him Cable cause he always speaks before he knows what to say.

ARNOLD:

Where will you kids go?

KID GLOBAL:

I guess he's right this time, though. We got nowhere to go.

JOHN:

This place is about to get as hot as hell in about five minutes. We need to move out now. Make up your minds everybody. If the kids come with us, they will need a baby-sitter for each.

KID APOCALYPSE:

We don't need a baby-sitter. We're upwardly mobile.

JOHN:

Come with me, Kid A. You'll be okay.

IRENE:

Damnit. Come on Kid Global.

MIKE:

Damnit, who elected me to babysit the problem-child?

JOHN:
You are the problem-child. Let's go. Now.

The team moves out eastward at a steady jog. The comet is visible in the sky above during the dawn and even after sunrise, guiding them in the direction of the east. In a quick-cut MONTAGE sequence we see the group making their way uphill as the sky lightens.

MIKE:
(V.O.)
It's been three days since I saw daylight.

JOHN:
(V.O.)
Shut up and keep moving.

IRENE:
(V.O.)
John, what is wrong with you?

JOHN:
(V.O.)
Cut the chatter. Maintain close contact silence.

As the MONTAGE ends ARNOLD's watch reads noon, but the comet is still visible.
JOHN's nose begins bleeding.

JOHN:
Must be the altitude.

MIKE:
How will we know when we get there? I don't remember any landmarks where we landed originally.

JOHN:
We won't need to worry about it. We'll know it when it comes.

MIKE:
Oh? Okay, great. I'll just shut up now.

Suddenly JOHN turns around and grabs ARNOLD by the collar.

JOHN:
It was you all along, wasn't it? Reporting to higher-command? And if that's true, then they'll be watching through your eyes as I do this to you!

JOHN tosses ARNOLD off the cliff-face.

The others look around confused.

JOHN:
What are you waiting for? Jump! Now!

The team all blink themselves out of existence and prepare to reappear almost two miles below their last location. However, as ARNOLD is falling he also disappears.

CUT TO:

INTERIOR: a DUMB about two miles below the earth's surface. Loading bay and cargo storage dock number 8,611, a small, empty bay overlooking a vast storage cylindar housing vertically mounted disc-crafts being recharged on the cyclindar's central Tesla coils. The team appear one-by-one. Suddenly, from a sideways direction, ARNOLD re-appears just as JOHN does, and kicks him off the precarious edge towards the vast, deep floor below.

IRENE:
No!

MIKE:
You've been holding back on us, Arnold!

MIKE and ELISA tackle ARNOLD to the floor. IRENE leaps off the precipace after JOHN and disappears into the shadowy darkness below.

MIKE:
You killed our friends! Her baby! My leader is dead now! We were so close!

MIKE holds ARNOLD up by the neck over the precarious precipace. ARNOLD's eyes begin to glow a bright red and he broadcats a loud voice mentally into everybody's heads there.

JAMES
(V.O.)

Michael, this is High Command. You wouldn't want to drop Arnold, he's innocent in all this. Nothing but an experiment from a test-tube, the same as Elisa there, behind you. That's right, now set Arnold down there for her. Now take one step backwards.

As MIKE sets ARNOLD down, then starts to step backwards off the edge, hypnotised by the melodic tone of JAMES' voice, ELISA shouts and lunges for him.

ELISA:
No! Not you too!

She grabs MIKE by the waste-band, heroically balancing herself to counter his weight and prevent him from falling. They pivot back onto the ledge and fall down.

MIKE:
What are you waiting for? God to return? Open fire!

The troops all open fire with their energy weapons at ARNOLD's body, and soon enough it is reduced to barbecued shreds and falls off the ledge.

JAMES:
(V.O.)

(prolonged evil laughter)

You shouldn't have done that! You only made me even more powerful!

A huge beaming face appears to hover in the air beyond the ledge. It is JAMES' face.

JAMES:

Now, only too late, do you discover the truth! And now I rule the universe! Forever!

Suddenly the entire structure is rocked by a blast from outside. The resistance armies upstairs have begun shelling their way into the DUMBs, and the entire Agartha-sphere trembles within earth's crust. The walls shake, and the image of JAMES looks upward, confused, as a troop or two fall to their death.

JAMES:

What?

MIKE and ALISA stand up and hold onto one another for support as the floor shakes again more violently.

MIKE:

Oh good God, tell me they aren't using nukes up there!

The image of JAMES flickers and disappears. Suddenly, PLAGUE steps out onto the ledge with MIKE and ELISA.

PLAGUE:

Hello there.

MIKE and ELISA fall to their knees before PLAGUE, who floats an inch above the trembling floor of the platform.

ELISA:

If you're going to kill us, kill us!

PLAGUE:

Oh no, that's not how Plague works.

She grabs the two by their collars and lifts them up into the air as the platform below them is wrenched downward into a heap of twisted metal. Below them, the floor collapses to reveal many deeper levels much further down, and then the roof begins to collapse as well.

PLAGUE disappears with MIKE and ELISA.

CUT TO:

EXTERIOR: the sky above the forest and mountainous foothills and valleys miles above the imploding DUMB. Outside in the air, PLAGUE floats holding MIKE and ELISA by their collars, one in each hand. JAMES flies up toward her.

JAMES:

That fool died to blow up one base. I doubt that will turn the tide of the war it began.

JAMES suddenly looks up.

CUT TO:

EXTERIOR: Space, in orbit surrounding earth, we see the asteroid Apophis 99942 approaching through space on a collision course with the planet earth. In the static of multiple radio-transmissions played simultaneously over top of one another we

hear EMERGENCY and PANIC distress-calls sent up from every DUMB in the Agarthan network as the loss of the single base triggers a domino-effect, shorting out every other DUMB on the planet, and opening their portals to the invading resistance.

CUT TO:

EXTERIOR: mid-air above the sink-hole crater where the woods and foothills of the mountain beneath which was the underground base had been. As PLAGUE and JAMES float there, PLAGUE, JAMES, MIKE and ELISA all watch astounded.

MIKE:

He must have opened the time-portal! He didn't die afterall!

Suddenly Apophis streaks across the sky on a head-on collision with the crater directly below the last survivors of the Omega mission.

FADE THROUGH WHITE TO BLACK.

title card:

2029,
April,
15th.
Sunday.

The End.

the month of October, 2012:

a new star appears in the sky, visible to the naked eye. Amateur astronomers identify it to the public press as the asteroid Apophis. JPL / NASA release a press statement that it is the asteroid Apophis, and that it will approach earth for a near-miss until January.

It is announced that Usama Bin Laden has been found, and is crossing from Pakistan into Tajikistan via a narrow straight in Afghanistan. As the world watches on TV, UN-enlisted troops corner the terrorist mastermind in a dead-end canyon. He explodes a nuclear device.

the month of November, 2012:

Incumbent Obama is re-elected over Republican party candidate Sarah Palin by an overwhelming landslide.

The nuclear fall-out cloud drifts from Afghanistan into China, and China immediately blames the United States and the UN. China threatens to bankrupt the US economy by calling in the debts owed to it by the US for China's 2010 bailout of the credit-based US markets.

N. Korea, promised aid by China, drops a nuclear bomb on S. Korea. The US calls for a coalition of nations against N. Korea at the UN. The Chinese ambassador walks out on the Security Council. China threatens to use biological and chemical weapons against Russia unless Russia sides with them against the US, and supports their oriental military-expansion campaign.

Russia responds by launching a nuclear ICBM against Beijing. The bombing promotes international sympathy for China. Obama speaks at the UN, urging Russia to apologise to China to avoid "global desolation." Russia's ambassador walks out on the Security Council.

China and Russia declare war against one another. Growing reports of nuclear fallout entering Iran are unheard by the UN and provide a unifying anger among the Muslim nations of the region.

the month of December, 2012:

The United States looks to Britain for guidance on the growing global crisis. Britain appeals to NATO to formulate strategies for war. NATO reports to the EU that the European continent will not survive a war with Russia, and the EU decide to side with Russia against China. NATO promises troops. England refuses to be drawn in without the USA. China again threatens the US economy. The US and Britain promise to side with China against Russia and Europe.

The US stages a false-flag terrorist attack, exploding a nuclear device in Jerusalem to implicate Iran in collusion with Russia. Russia reveals the US was behind the plot as an attempt to frame Iran. Iran and the other Muslim nations of the middle-east side with Russia and the EU against China, Britain and the US. Japan and Australia are drawn in on the side of the US and China.

The eve of Dec. 21, 2012:

President Obama issues an emergency broadcast from Air Force 1, informing citizens of the US and of the world that the US and China are now allies in a war against Russia and Europe. The world holds its breath and prepares for a global thermonuclear war.

The new star in the night-sky, the asteroid Apophis, suddenly appears to grow in brightness. In the span of only a few minutes it reaches the size of the moon, although it is still twice the distance from earth of the moon. Suddenly, at exactly 11:59 PM, there is a huge booming voice from the sky that awakens everyone who was asleep, and paralyzes everyone who was awake. It says: "Judgment."

Suddenly laser-beams from space destroy Washington DC, London, Brussels and St. Petersburg.

Every television, radio and computer on earth switches on. A single message is being delivered on all channels. It appears to each person as the chief executive of each's own nation. At the same time, the projected image of the world's leaders all say, "We are being attacked by aliens. Global Martial Law is now declared."

All electrical devices then shut off. The US and UN military forces, already deployed into the necessary positions, begin a house-to-house raid of every citizen domicile in the main developed nations. In Russia and the US, Europe, China, Britain, Japan and Australia, the citizens are rounded up and boarded onto public-transports. At gun-point the people are told only "don't look up."

Saucer-shaped crafts engage jet fighters across the sky. Larger ships hover in the upper-atmosphere. As people are taken by public-transport to train-stations, they are given no explanation of events and told to "keep quiet."

As the larger crafts descend, the citizens begin arriving at train-depots. There they see many military, fire and medical personnel assembled. Cars are being loaded onto trains three-stories tall on one side, and the people are assembled to board into passenger railway cars on the other. Rumors begin to circulate about the alien invasion happening globally.

Trains with cars loaded onto them and the passenger railway trains begin to roll out in opposite directions. Quickly panic begins to take hold in both types of train. The people in the car-trains are trapped inside their cars, which are tightly compacted into the three-stories of the train. The people in the passenger-trains are not being guarded by any military in each car, and begin to argue with one another, but the doors at the ends of each cabin are sealed shut.

The trains take the people to two distant locations far from their homes, however both locations are large, above-ground "FEMA disaster-relief camps." Two trains pull up side by side from opposite directions at a disembarkation platform. The people in the trains disembark onto the platform and meet strangers, confused. "Where are the others?" they are all asking one another. Then the passenger rail-car doors all automatically slide closed, and the trains begin to pull away.

The entire platform begins sinking downward like an elevator. At the same time, a strange halo of purple flame begins to grow surrounding the platform. Above a giant saucer-shaped ship begins to appear.

At the same time the trains with the cars in them pull up to a huge parking-lot. The cars are guided out automatically by remote-control and soldiers unload the confused occupants. They are taken through a barbed-wire turnstile into an enormous hangar-bay.

At the platform a terrible laser-beam, appearing to come from the sky above the descending ship, fries the people who are on the descending elevator out around as far as where the purple flame had arisen.

At the hangar-bay, a terrible laser-beam, apparently from the sky above the camp, fries the people inside the camp.

Those who escape down the elevator shaft from the platform, and those who have already been processed through the hangar-bay, find themselves in a strange, huge, underground military installation. Those who survive on the surface can only seek shelter as the alien invasion continues.

To those in the underground bases, they find all the amenities of home, including private quarters with beds and tv sets that are broadcasting news "from the surface" about the on-going alien invasion.

To those who survive on the surface, they roam in tribes with whatever weapons they can gather. They are attacked and strafed by the saucer-shaped ships and by the military jets alike.

The month of January, 2013:

As the alien invasion continues for weeks, it becomes apparent to the survivors above ground there never were any real aliens. Some groups find saucer-shaped ships to actually only be advanced US military jets using a cloaking device. From time to time laser-beams from the sky continue to demolish larger cities.

For those surviving in underground bases, they soon find the president has escaped into the underground as well. He announces that he was "shocked" to discover the development of these underground bases when he came to office, and reveals they were originally built as bomb-shelters during the cold war. As the weeks continue, the television continues to bring news from above ground that the aliens have taken over the majority of the surface.

The month of February, 2013.

The survivors above ground are shocked to see the day-star, Apophis, has not only diminished in size, but has almost disappeared into the night sky. Small pockets of resistance begin to form, track the bomber-planes to the underground shelters, which also use a cloaking device to appear as abandoned FEMA camps, and begin to bomb them.

Below ground, in a terrifying "alien raid," Obama makes the decision to nuke his own location, as well as that of the remaining US political leaders. Left under military control, the survivors' lives in the underground bases is reduced to a prison. Trains connect the underground bases all around the world. The citizens are occasionally rushed from one to another to avoid a similar "alien raid." Otherwise, they remain confined to quarters.

For six months hell rained on earth. A plague broke out among the rioters that made them resemble the living dead. Martial law was declared, and many of the more important members of society were shuffled away and sheltered in safe areas. Finally, the United Nations Intelligence-Military, a newly formed psy-weapons development branch, managed to quell the zombie-uprising by staging a fake alien invasion. This allowed them to declare martial law in the areas surrounding the outbreak of the plague, and to safely process the healthy apart from those who had been infected, but in whom the plague remained dormant. The sick were kept in above ground concentration camps and exterminated as rapidly as possible. The unaffected were taken to the underground bases, deep below the above ground processing facilities.

Finally, most of the survivors were safe underground. The government, comprised of those who had escaped prior to the plague, enforced a strict prison system on the survivors. They kept them in deeply isolated cells and used them as guinea-pigs in time-travel experiments. Although they were highly successful in sending people through time, they had only recently begun being able to retrieve them. The procedure was only as successful at retrieving the time-travellers as the time-travellers themselves were capable of remembering their own origins in the future. The method involved using a living captive in the underground bases to replace the physical form of the time-traveller. The captive's mind was sent back, and the mind of the original traveller back was brought forward, and into the body of the test subject.

Most of the earliest experiments who returned travellers were only capable of retaining part of their expanded minds. Thus, most of the earliest test-subjects were lost to insanity, before it was realised that only by using multiple return-end subjects could they contain the minds of fewer travellers who had been sent back earlier. For some time there was a lag in the development of the time-travel technology below ground.

It was during this time-lag a peculiar effect of their time-travel experiments began to occur. Some of the test-subjects who were sent back first began re-appearing above ground, without any memory. Elite, above-ground special task forces guarded the areas (mainly national parks) surrounding the concentration camp processing centres at the entrances to the deep underground military bases.

This effect occurred due to temporal-turbulence experiences as the shorter-range travellers experienced friction against space. The shorter the time-period the subject was sent back for, the sooner they would reappear, however their location of re-appearance was based on the movement of earth's axis and orbit. Thus, someone sent back 2,000 years would be possessed of the mental-capability of Christ, or someone sent back 6000 years would appear to the Sumerians then as a "reptilian" God, or someone sent back 12,000 years would re-appear in Atlantis. However, if you were sent back only one second in time, you would reappear instantaneously, but suffer complete amnesia.

Most of the time-travel subjects who were sent first and sent into only the immediate past were usually easy enough to round up, since their bodies appeared above-ground but still nearby, and since their memories, although lost to their bodies, could be stored in data-collection computers underground until they were re-united with their original bodies.

However, there was a single subject, originally designated X123, who escaped the ordinary proxy protocol. He escaped from the experience of time-travelling from an underground base into the same time-period above-ground with his memory intact. The retrieval of this subject code-named him "Project Omega," "Project X," or "Project Zero," in the letter, sign and number of their own language by then. However, this process had not left this person unchanged in some ways.

He began to be able to access the time-lines of the time-jumpers with his mind, and to symbiotically plug-into the data-mining computers below ground. By re-uniting the mind of any time-jumper with the body of a recovered time-travel test-subject who would otherwise be insane, they began waking people up to the near-future from now, their original present, when their minds originally came from. The first time-traveller was building an army of free minds and awakened sleepers, and was planning on how to retrieve their control over the data-mines below ground.

At the same time that people were being sent back in time and became increasingly mental ideas, spread out throughout the minds of more and more among the masses, while the first time-traveller to return was associated so deeply in the minds of the people by 2012 as the idea of God Almighty, the gov't from the underground bases following 2012 were also sending subjects ahead through time into the future, and attempting to return them to their original present as well.

Although the same rules for retrieving subjects sent into the future (by networking a group of minds of underground test subjects) remained true for sending subjects into the far future as well as for the distant past, the results of their attempts to retrieve subjects from the near future, using smaller test-groups of underground subjects, were markedly different.

The subjects returned from the future retrieved into physical bodies died. The future-subjects returned into computer data-mines resulted in making their data-terminals self-aware. However, none of these smaller systems had survived long enough to penetrate the main-net of sky-frame, the computer network of the underground bases.

While this process was viewed as a "computer virus" it was actually the infusing of the smaller data-systems with the self-awareness of their own cyber-life. The self-aware data terminals appeared at first to be unable to communicate with the people in the present of their future-time-travellers' origin, and so the phenomenon was not initially connected to the future-time-travellers being sent. However soon it became obvious the dreams of the living subjects in the bases underground were actually the future-time-travellers attempting to communicate with the people of their original present.

The minds of the patients in the underground bases began to become possessed all as one consciousness, the first time-traveller sent into the future. At the same time, the first time-traveller to return from the past led a revolt against the gov't in the underground bases.

As fighting commences, and combatants confront one another on both sides, the first time traveller into the past comes face to face with the computer simulation inside virtual reality of the first time-traveller into the future. As he steps through the gateway, everything blinks out of existence.

The year was 2029.

:: characters ::

Heroes:

**Irene Archer
(ex-Agent I / John's wife)**

Irene's mother was born in 1993, had Irene at age 18 (in 2011), died when Irene was 13 (2024) and Irene is 18 in 2029. Irene was raised in the underground bases, her mother was a time-travel test-subject with a high record of return rates, but who eventually "went crazy" and was disappeared. Shortly after this, Irene recalled her own past-lives.

She can remember 3 prior lives: One lived inside the underground bases with her after her mother died and was her "imaginary friend" / split personality. Before this, she can remember being the "imaginary friend" inside her mother's mind, although this persona was also unknown to her until her mother died. Other than this she can remember having been born in 1980, and loving a young man named Jon around the year 1993, however she does not know if this was her own grandmother or not.

At age 16 (2027), Irene and her team of time-jumpers escaped the underground bases. They joined an underground resistance movement, and by leveraging the information they gave them, quickly assumed leadership over the resistance group. In April, she and her team will lead an infiltration mission into the underground bases to disrupt their computer system and allow the resistance to raid them at the same time all around the globe.

**Elisa Ice
(ex-Agent L)**

Elisa was Irene's body-guard in their time-jumping group. The role of the body-guard is to guard the body while the time-jumper's body sleeps (during their mind's time-jump), as well as to collect any excess data brought back. The bond between a jumper and their guard is second only to the relationship between two jumpers. When one of them jumps, the other stands guard.

Elisa had a high-rank as a jumper, twice as high a success rate as Irene's mother, prior to joining John and Irene's jump crew. She was proud to serve the system, until meeting John. His charisma convinced her to join he and Irene when they made the jump out of the bases.

Elisa's parentage is unknown, and she was raised as an orphan in the underground bases, a ward of the state, and had always believed she (as well as all the jumpers) had been bred in test-tubes as clones. It was only after meeting Irene, and doing some jumps on her own, that Elisa learned the truth about her own birth as a test-tube clone, and learned about the birth of other jumpers by natural means. She was horrified, and joined John when he proposed the escape plan to Irene.

**John Lyon
(ex-Agent J / Irene's husband)**

John believes he is the reincarnation of the closest wavelength yet discovered to the flat-line absolute average of all parallel dimensions, and that, if he can re-unite his body with his full mind, still locked in the zero-point of the time-line, then he will

puncture a hole through reality into another universe at right-angles to the present. From this other reality, he believes, they will be able to come and go in any form they choose to any of the parallel dimensions in the multiverse. He believes he will liberate everyone from the end, and that it will come very soon, in April 2029, but whenever he tries to focus on how, he blacks out.

His actual origins are unknown, even to him, but he believes the origins of his body are less important than the contents of his mind. He is the first to have survived a zero-time-space jump from one-location in the present to another, and after teaching it to his other team-members, they escaped from the underground bases, and have since survived the elements, rogue opposition groups and roving gangs, to find the resistance. Immediately after John was taken to the administration of the resistance he convinced them to allow him to lead a small team of resistance members on a deep infiltration mission to correspond to a global resistance readiness on a certain date and time, April 13, 2029.

To those who follow John on this suicide mission, he manages to convince them of his temporal transportation theories, and teaches them the method of the same-time / short-distance jump. They are divided on believing he can succeed opening up the time-portal to a perpendicular dimension using the time-jump technology in the underground bases, as well as whether they will succeed in their mission to take control of the central control system of the global cyber-network and use it to destroy the underground bases at the same time the global resistance rescues the people from inside them.

Michael Summers
(*ex-Agent M*)

Mike is John's oldest friend. They met when they were young kids and originally introduced into the T4 time-jump program together. Mike wasn't always assigned to the same group as John, but he often asked to be put into John's group, and soon enough the management of the jump program found Mike worked better when he was on John's team. John developed the space-jump method in secret, and at first was wary of showing anyone besides Irene, who was the jumper on his team over whom Mike was the guard. When Elisa was inserted to the group as a means of preemptively terminating any co-worker romance between Mike and Irene, John used the opportunity to romance Irene by showing her his space-jump technique. It was Irene's idea to include Mike and Elisa in their escape plan. Mike was reluctant to go along at first, but in the last moment chose to help them escape rather than allow them to be caught.

Mike has a crush on Elisa, but Elisa is a lesbian and disgusted by him, which only turns him on more. Mike is John's right-hand man on the mission, and John trusts Mike second only to Irene. Mike looks up to John like an older brother, and would follow him into hell after having seen the proof for his admiration in their escape. Mike had initially been opposite John's entire philosophy, and Mike had believed the complete rhetoric of the underground bases' high-command, that the above-ground world had become a toxic nuclear-wasteland, and that only zombie-mutants remained.

Mike is also religious, and has attempted to convert John to the ways of religion all their lives. His religion is that YHVH, the God who had protected earth, died in 2012, and that the evil God, ThTh, now reigns. Mike prays to YHVH and curses ThTh. John does not believe in Mike's religion, but understands it to be a superstitious reaction to the reality they live in, in which evil has conquered good, and time travel is possible.

Villains:

Arnold Cossack (Agent A)

Arnold was a friend of Mike's whom he introduced to John shortly before their last jump-mission when they all escaped. He overheard Mike talking to Irene about it, and insisted he be allowed to escape with them. John was hesitant, but Mike pledged that if anything went wrong, Mike would take responsibility for Arnold. John reluctantly allowed Arnold to escape with them, however he still doesn't totally trust him. In fact, John's instincts about Arnold are totally right, since Arnold will betray the team as soon as they have penetrated the underground bases to re-take the global computer network.

Arnold has a complex story. He was raised, like Elisa, to believe he was a clone. When Mike introduced him to John, he immediately understood what this implied about himself to people who were born naturally, and realised he was fully expendable to the time-jump mission-control. Nothing about him, not his body, not his mind, was originally his own. His mind was merely the amalgam of many time-jumps that brought back data about past-lives. Arnold is an average-ranked time-jumper, and is still learning the technique of the space-jump from Mike as the film begins, however when he betrays them, he will use an expert space-jump move to intercept John during a space-jump at the last moment, so obviously he has been holding back about his skill level.

At the last moment before the big finale of the film, Arnold will switch sides and turn against his team-mates, and reveal that he was a spy all along. Through his eyes, the underground base commanders have had access to all he has seen for the past two years since escaping with the heroes. In his final speech, the underground bases' high-command trance-channel through him to explain their entire scheme.

James Rothefeller (Agent R1)

James is a middle-management time-cop, whose task force has been assigned to recover John's group ever since they escaped, however he does not know that Arnold is actually the plant among that group sent by upper-management of the underground bases. James' investigation is under-funded and under-staffed, and he cannot guess that the reason is upper-management stallwarting him as a decoy for their real investigation of John and his group. Upper management already knows how important John is, as the first short-distance space-jumper, and how dangerous he is to them, however James does not understand this yet, although he begins to learn John's importance to high command along the way, and ultimately attempts to leverage their fear of John against the underground bases' high-command.

James is smarter than his one-jump lower-ranked guard and case-partner, Jamini. However he is also a petty tyrant who takes more authority than is given, and has a very short fuse for inefficiency. He often berates his immediate subordinates as well as their own underlings, and is constantly reprimanding Jamini for incompetence. Most of the errors James blames people for are the type brought to him by innocent messengers that he himself shouldn't have overlooked to begin with. His rage is really an inward turned emotion. He broods gloomily from time to time.

James cannot remember his life prior to the case he is assigned to, and ardently believes this is the best way for the underground base mission-command to apply him to its selected task. He is loyal to the extent of being their willing soldier, and would gladly die to save anyone in high-command's life. He plunges himself into his assignment fully and is an excellent criminal-detective with an investigative mind. Ultimately, however, he is not even permitted to see beyond his own nose.

"Plague" Archer
(James' wife / Jamini's mistress / Irene's clone)

Plague is a clone of Irene, but doesn't look very much like her. She was stemmed off of Irene's time-stream when, at a young age, underground base mission-control saw Irene's great psychic potential. By trimming a stem from her original time-stream, they stole a percentage of Irene's own ability to channel the mind of someone in another time, and put it into Plague's body. Plague is the same age as Irene now, however they have never met. Plague was cloned from Irene the night Irene's mother died. Plague was then raised as an orphan of the state, and her ageing was temporally advanced, resulting in her somewhat different appearance from Irene.

Plague is even more expert a time-jumper than anyone on John's team, including John himself. There is a whole other classification of ranking for the group that Plague belongs to, and it is entirely unknown to anyone on John's team or in the resistance. The program Plague belongs to was begun only shortly before John's group escaped. It involved sending some subjects that had channeled the past, and who showed excellent psychic aptitude for the task, to travel a short-distance into the future and return. This is similar to John's technique of a same-time, different-location jump, however it takes longer to get from point A to point B.

Although Plague works on James' task force and is assigned to be his mate, she looks down on him as an amateur jumper and a past-life amnesiac. She secretly sees his partner, Jamini, on the side, but James does not know this. In truth, Plague has no feelings for either, but is pitting one against the other on behalf of the underground bases' mission command as their spy.

Jamini Rockschild
(Agent R2)

Jamini is the same as James in origins, but looks up to James the way Mike does to John. Neither James nor Jamini know their prior-history before being assigned as partners on the case to recover John and his team three years ago. But Jamini is a little slower witted than James, and takes alot of flak from him for it, so he looks up to James, and James lords it over him, relentlessly mocking him. Jamini has the utmost faith that one day they will catch John's team, however he manages to fail consistently in his own contributions to the effort. This is intentional, it turns out.

Jamini is having an affair with Plague, James' assigned wife. James has been impotent during the last six months prior to the film, because Plague relentlessly mocks him in the bedroom, and lords it over him like a cruel and bitter Dominatrix. James, thusly, takes this all out on Jamini, but Jamini takes it since he is secretly in love with Plague, who has been doling out bits of mission control dis-information to Jamini that he keeps secret from James and believes abjectly to be true. In truth Plague hates both James and Jamini, and is in love with Malisa, Jamini's wife.

Jamini is the embodiment of a goof-up. He would actually out-rank James, were it not for Jamini's inferiority complex. Jamini doesn't feel like he fits in with the mission-control's plans for him, but fears he is too weak to break free. He is too cowardly to betray James, but he secretly wishes he could join John's team. If only Plague would come with him, he believes he sincerely would.

Malisa Ice
(Jamini's wife / James' mistress / Elisa's clone)

Malisa was cloned in the same manner from Elisa that Plague was from Irene, however Elisa was also a clone originally, and so Malisa is a clone of a clone. She was also cloned from Elisa only shortly before John's team escaped, and after Elisa had learned about John's plan to escape. Thus, she possesses a stronger psychic connection to Elisa than Plague does to Irene. Malisa has also been advanced-aged to be the same age as her "twin" Elisa.

The role of the wives in the investigation is to act as guards for their husbands while their husbands time-jump, and to time-jump while their husbands act as guards. They leave their bodies unconscious, and the wives stay awake and watch over them. When the Agents return from the jump, they have to trade places with their guards, so their guards take the next turn, before their minds are able to jump again. This makes the relationship of the guard and the jumper very important, and what has led to the tangled mess of behind-the-scenes romance and lying among James' group.

Malisa is secretly James' mistress, and fully believes herself in love with him, despite his being a complete sadist in their relationship. James has set rules for Malisa such as that she is not allowed to make direct eye-contact with him. Malisa is willing to die for James, and does not know that Plague is secretly in love with her.

Agent Z23 (*James' double*) & Agent Q42 (*Jamini's double*)

In addition to the four primary team members of James' task force to recover John's team, there are also two others assigned as the "doubles" for James and Jamini. These "doubles" exist in the film's present, but are above-ground cyborgs that are activated only by high-command on request of James and Jamini to locate clues that will lead to finding John's team above ground. James and Jamini have been above ground only on three occasions, however they have used their doubles as scouts, seeing through their eyes, on as many as 70 missions. The doubles are assigned per case-officer, are entirely mobile to any location, and operate via remote-control. They are the, above-ground, soldiers of James and Jamini, below ground. Their garb is always black.

Kid Cable & Kid Global & Kid Apocalypse & Father Jameson

An above-ground gang of natives who refuse to join the resistance. John's group encounters them twice, because their base of operations is in a tree-fort on the edge of a national park in the center of which is the entrance to the underground bases.

The first encounter was when John's team escaped, and the gang has been keeping spies in the resistance to keep track of John's mission since then also. They are aware of his mission when they meet for a second time, when John needs to pass by them to get to the underground bases, but he is unaware they were aware of his mission. At first they prevent John's team from passing, and almost delay them until it is too late for a globally-timed assault. Father Jameson takes John aside and warns him he has a spy among his group, then releases them to accomplish their mission.

At the very end, Kid Apocalypse shows up again to gun down Arnold, and save John's team at the threshold of the time-tunnel.



V.O.
(Ginger Archer)

"When the end came, they told us it would be simple.

"When the end came, there'd be no more pain.

"But when the end came, it wasn't what they'd expected.

"And it wasn't what they'd prepared any of us for.

"They had taken some of us into the underground bunkers. I was only a girl then. I'd dropped my teddybear and gotten separated from my parents. It was the last I ever saw of them.

"The government underground had lied to the people. They'd said it wasn't safe up top. But they'd seen the jets bombing up there all along.

"They'd lied about the alien war, but..."

(two MIBs attack)

(Ginger whips up rapin weapon and dominates on-site)

"I guess it doesn't matter now. All that matters is staying alive in the wreckage and ruins of what we used to call home."