

SHOOTOUT!

by

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INT. ALBUS CONTROL ROOM - DAY

Workers sit at rows of computers. A card-locked door clicks open and a burly general, ALEXI, enters. He continues into the CENTRAL OPERATIONS room.

COLONEL KORN
Atteeeeeention!

ALEXI
At ease. What do we got?

COLONEL KORN
Cloudy with a high of 80 and a low of 72. Grizzlies finished 115-107. Stocks for our clothing line are up 7%. Also there's a sale at Macy's.

ALEXI
Very good. Go buy your wife something nice.

COLONEL KORN
I'm not married, sir.

ALEXI
Smart man. Any updates from the weapons division?

COLONEL KORN
Yes. Captain Quarter has requested you come by as soon as possible.

ALEXI
It's possible. Walk with me.

They cross the room to the lab door.

ALEXI (CONT'D)
Tell me more about the clothing line.

COLONEL KORN
The space sloth design has been a major success. Sales are up 240% from last month. I've been putting together a few more designs. Here.

He hands the general a FILE. Inside is a photo of a SLOTH IN AN ASTRONAUT'S SUIT, on top of a few printed sketches of other animals similarly dressed.

ALEXI
I like it. Begin production
immediately.

COLONEL KORN
Will do, sir.

ALEXI
Walk somewhere else.

They reach the door and the colonel turns to leave. Alexi
continues into the lab.

INT. ALBUS LAB - DAY

ALEXI
Talk to me, captain.

CAPTAIN QUARTER
New model is finished, sir. Should
be ready for operation this
afternoon.

ALEXI
Show it to me.

CAPTAIN QUARTER
Yes sir.

He picks up a CAMERA from the table.

CAPTAIN QUARTER (CONT'D)
Fully automatic. It can be powered
by line or battery. Light frame,
ports for attachments, and dual
magazine slots. Molded grips for
mobility, with a base to be
mounted, should your hands get...
tired. Can only shoot 30 frames per
second but it's a larger round, 4K.

ALEXI
You've really outdone yourself.
Take it to the shooting range and
run a few test films. Afterwards
help yourself to a cookie from the
cookie jar.

CAPTAIN QUARTER
Yes sir.

They salute.

ALEXI

At ease.

A voice cuts onto the PA.

COLONEL KORN (ON P.A.)

General you're needed in the
control room. We have a situation.

Alexi returns to the control room.

INT. ALBUS CONTROL ROOM - DAY

ALEXI

Status?

COLONEL KORN

Reports of possible enemy activity
in the area. Suspected to be Canus.

ALEXI

Perimeter check-in.

WEST PATROL

Three guards wearing COWBOY HATS and CHAPS.

WEST PATROL

All quiet on the western front.

EAST PATROL

Three guards wearing ASIAN FARMERS HATS and KIMONOS.

EAST PATROL

Eastern too.

INT. ALBUS CONTROL ROOM - DAY

Alexi and the officers listen and watch a WALL OF MONITORS.

NORTH PATROL (O.S.)

North's clear.

SOUTH 1 (O.S.)

Possible movement on the south
side. Going to take a closer look.

EXT. SOUTHERN PERIMETER - DAY

Three guards, wearing SOMBREROS and PANCHOS, skulk forward along the sidewalk, ALERT. They reach a corner. One peeks around and JUMPS back.

SOUTH 1

Be advised, command. The enemy has boots on the ground.

INT. ALBUS CONTROL ROOM - DAY

SECURITY CAPTAIN

Copy that. We have a visual.

SECURITY CAMERA FEED

Around the corner from the guards, dozens of BOOTS are scattered across the ground.

ALEXI

They're up to something.

(beat)

Alright. Code Yellow. Everyone to their stations. South Patrol, search the area, but stay alert.

EXT. SOUTHERN PERIMETER - DAY

The patrol creeps forward, clinging to the wall as they keep a close eye on the boots. They reach the end of this wall. South 2 places his hand on South 1's shoulder. He PATS twice and South 1 steps out into the open.

He barely makes two steps before there's a sharp CLICK of a camera shutter.

South 1 FLIES back. The other two brace. After a moment, they snap into action and drag the downed man behind cover.

SOUTH 2

Command, we have a man down!

CAPTAIN QUARTER (ON RADIO)

Did you see anything about the attacker?

SOUTH 3

(examining South 1)

Looks like he was shot in 200mm.

(MORE)

SOUTH 3 (CONT'D)
(shaking head)
Sniper.

South 3 pulls out a POCKET MIRROR with a short handle. He slowly holds it past the wall. South 3 notices.

SOUTH 3 (CONT'D)
Stop! That's a cliche-

There's a FLASH in the mirror immediately followed by a CLICK. South 2 jerks back and slumps over.

SOUTH 3 (CONT'D)
Another man down!

CAPTAIN QUARTER (ON RADIO)
Hold position. We're sending a unit
to extract you.

SOUTH 3
Copy. Holding po- Wait.
(pause)
Ground units incoming!

INT. ALBUS CONTROL ROOM - DAY

Rapid CAMERA CLICKS come through the radio, along with various GRUNTS and BATTLE CRIES. A few final clicks. Silence.

ALEXI

Give me some good news, South.

SOUTH 3 (ON RADIO)

I'm hit. Don't think I can make it.

ALEXI

I said good news, soldier.

SOUTH 3 (ON RADIO)

Well... Today *is* my birthday.

A few soft cheers from around the control room.

ALEXI

That's more like it. Just hang in there, we'll do everything we can.
(worried, to the colonel)
What CAN we do?

COLONEL KORN

We could make cupcakes.

ALEXI

I like the way you think. Send 3 volunteers to the kitchen to make some. Send another squad to rescue our patrol unit. Go.

EXT. MAIN BUILDING - DAY

Six soldiers - ALPHA TEAM - emerge from the doors, armed with DSLRs on shoulder mounts. They sprint in formation, cameras ready. They reach a large clearing.

ALPHA LEADER

Contact! Take cover!

The soldiers duck behind walls or trees. One goes prone. Cameras click from across the clearing. A soldier is hit.

ALPHA LEADER (CONT'D)

Action!

CLICK! CLICK! CLICK!

The soldiers fire rapidly. Two hostile Canus soldiers are hit, along with another Alpha Team soldier.

ALPHA LEADER (CONT'D)
You two! Go around and flank them!
Everyone else, cover fire!

The two run aside as the rest send a quick barrage toward the Canus soldiers. Alpha Team gradually advances and takes out two more Canus.

The two flankers reach the other side.

ALPHA LEADER (CONT'D)
Go, go, go!

All four remaining Alpha Team members charge forward, CAMERAS BLAZING. They cut down the rest of the Canus soldiers, but lose one more of their own. The remaining three begin to search the area for Canus soldiers or intel.

Alpha Leader examines one of the Canus soldiers. He opens the soldier's vest to reveal one of the SPACE SLOTH SHIRTS. He finds a folded newspaper in the man's pocket.

Alpha leader unfolds the paper to a headline:

ALBUS FINISH TOP-SECRET WEAPON

Below is an image of Captain Quarter showing General Alexi the camera in scene 1.

ALPHA LEADER (CONT'D)
I don't know how, but someone found
out about the secret weapon.

The other two soldiers peek over his shoulder.

ALPHA SOLDIER 1
Unbelievable.

He snatches the paper.

ALPHA SOLDIER 2
There's a sale at Macy's.

The two high five each other.

ALPHA LEADER
Come on. We're not done yet.

They turn a corner and file down a long pathway.

There's a short *click*, softer than a normal camera.

ALPHA SOLDIER 1
What was that?

ALPHA SOLDIER 2
Long exposure! It's a tra-

He's cut short as a second, louder CLICK fills the air.

INT. ALBUS CONTROL ROOM - DAY

ALEXI
Gosh dangit!
(silence for a moment)
I'm upping this to Code Magenta.
(he turns)
Send in the Auteur.

INT. ARMORY - DAY

Shelves of cameras, lenses, and attachments. At the end is:

AN OLD SUPER 8 CAMERA

A shadow BLINKS across the frame, taking the Super 8 with it.

EXT. CAMPUS - DAY

Eight Canus soldiers creep forward in two lines, one on each side of a wide clearing. They have a variety of weapons, with some camcorders in the front, followed by DSLRs with long lens attachments and monopods or shoulder mounts.

RAPID FOOTSTEPS come close and quickly fade away as one or two Canus cry out and fall. The rest of them stop and brace, looking around for the shooter.

A few more Canus on the far corner cry out as Cameras CLICK. A figure is seen darting around. Canus soldiers return frames, though not entirely sure where.

The figure DANCES EFFORTLESSLY through the chaos. He's just a blur, yet his camera work is DEADLY SMOOTH. He twirls and slides, taking down one Canus after another.

Soon none remain. There's a moment of silence, then the Auteur ducks to cover. He begins to reload the film in the Super 8. We see he has on a SPACE SLOTH SHIRT.

EXT. ROOFTOP - SAME TIME

A SNIPER is prone on the roof, watching the Auteur's work. He adjusts a camera with a TELESCOPIC LENS, BIPOD, and NUMEROUS ATTACHMENTS. It resembles a RIFLE.

CAMERA VIEWFINDER

The out-of-focus image adjusts until the Auteur's head is clearly seen, low against his cover.

THE SNIPER'S FACE

As he meticulously aims the camera.

SNIPER
Say cheese.

We hear whatever a camera with a suppressor would sound like.

BACK ON

The Auteur SLAMS into the wall and slides to the ground.

INT. ALBUS CONTROL ROOM - DAY

Everyone is in a frenzy.

ALEXI
Code Cerulean! Send air support!

A technician immediately begins sending an EMERGENCY TELEGRAPH.

INT. AIRCRAFT BAY (CONTROL ROOM) - DAY

A communications officer sits at a computer with headphones on. He listens to the Morse Code flowing into the system.

HE WRITES ON A NOTEPAD:
"beep beep beeeeeeeep beep beeeeeeeep beeeeeeeep beep..."

He tears off the paper and hands it to the FLIGHT COMMANDER.

FLIGHT COMMANDER
Launch Mavic on Alert 5. Get a bearing on Alpha Team and South Patrol. And launch the rescue helicopter immediately.

INT. AIRCRAFT BAY (HANGAR) - DAY

There are rows of various RC PLANES, HELICOPTERS, and DRONES. A flight controller gives directions with a marshalling wand. One of the drones comes to life and takes off.

WIPE ACROSS

LANDSCAPE OF THE CAMPUS

The drone slowly flies low over our heads, straight forward like an opening *Star Wars* shot.

EXT. CAMPUS - DAY

The drone continues over the campus. The sniper's building comes into view.

FLIGHT COMMANDER
Fly low until you're right up on
him.

The drone flies up to the building, then slowly rises. It reaches the top to see the sniper facing the other way.

FLIGHT COMMANDER (CONT'D)
Action.

There's a BEEP as the drone starts recording. The sniper shakes as he is hit. The drone beeps again and he stops.

FLIGHT COMMANDER (CONT'D)
Do a flyover to look for more.

The drone starts to move. Almost immediately, it EXPLODES and falls out of the sky.

INT. ALBUS CONTROL ROOM - DAY

SECURITY CAPTAIN
They've got heavy artillery, sir!

ALEXI
Of course!
(he notices the screen)
Great Scott! What is that!?

A man with a name tag identifying him as SCOTT replies.

SCOTT
They've got a Canon!

ALEXI
Brace yourselves! Incoming fire!

EXT. MAIN BUILDING - DAY

A mass of Canus soldiers has advanced to the main building. A hundred feet from it, a CART ROLLS OUT of the crowd. Mounted to the top is a very small digital camera - CANON BRAND.

A Canus soldier in LAYERS OF PROTECTIVE GEAR approaches it. They all brace as he pushes the button.

A small *click* is barely heard.

The cart FLIES back, taking the soldier with it. At the same time, the doors of the main building EXPLODE open.

INT. ALBUS CONTROL ROOM - DAY

People scramble as lights flash and a Klaxon blares. General Alexi is holding a PAMPHLET with different color codes listed on it, including Yellow, Magenta, and Cerulean.

ALEXI

Code Smaragdine! Full lockdown! All
combat squads gear up!

INT. ARMORY - DAY

Albus soldiers rush in line to grab weapons from the shelves. An announcement plays over the PA system.

PA SYSTEM

The white zone is for collecting
combat armor and weapons only. For
refreshments, please proceed to the
yellow zone.

Soldiers chant 'Hut! Hut! Hut!' As they grab their cameras. They continue to the yellow zone and grab a CUPCAKE from a table that has been set up with the fresh-baked treats.

Three soldiers stand behind the table, wearing APRONS and BAKER'S HATS. As the last soldiers go through the line, the bakers follow.

INT. ALBUS HALLWAY - DAY

The Albus soldiers stop in the doorway. The one in front turns to the one behind him. He makes a combination of command signals. They break into a game of ROCK, PAPER, SCISSORS and one wins. They file out.

The armed Albus soldiers line the halls. They're at the ready, cameras aimed at the compromised entrance. Many of them have COLORED ICING around their mouths.

Footsteps. Silence. Then DARKNESS.

SOLDIER 1
They cut the lights!

FLASH. Cameras begin to CLICK. We see flashes of soldiers firing and falling.

SOLDIER 3
We can't hold them!

The battle fades. One of the few remaining soldiers SCREAMS as they are suddenly DRAGGED into the darkness. One by one, the rest follow in the same manner.

INT. ALBUS CONTROL ROOM - DAY

ALEXI
What's going on in there?

COLONEL KORN
They're coming. Down the hall.

TECHNICIAN
A and B cam are tracking and firing. Multiple targets. It's a shooting gallery.

ALEXI
They're wall to wall in there.

TECHNICIAN
They're at the pressure door.

COLONEL KORN
How many?

TECHNICIAN
Can't tell.
(pause)
A cam's down, 50%. B's right behind it.

COLONEL KORN
50 megabytes. 36. 21. Dang it!

He lifts his camera.

ALEXI
Wait. They're retreating. Sentries
stopped them.

TECHNICIAN
Heck, they could've come right up
to the door and knocked.

COLONEL KORN
But they didn't know that.

ALEXI
Anything else they might try?

TECHNICIAN
They might try coming in the other
way.

He points to a door we weren't able to see earlier.

Colonel Korn opens it. He finds himself farther down the
hall. He looks the other way and finds it continues in the
other direction, with another entrance farther down.

COLONEL KORN
Why do the convenient things never
benefit us?

ALEXI
Now you know a faster way in from
your car in the morning. Code
Coquelicot. It's time.

TECHNICIAN
I'll stay and buy you some time.

ALEXI
That's not necessary, soldier.

TECHNICIAN
It's fine, sir. I'm not a main
character.

ALEXI
Very well. We'll honor you in the
credits. Everyone else, let's go.

Alexi, the colonel, and the rest of the control room
occupants march into the inner lab.

INT. ALBUS LAB - DAY

Captain Quarter stand in the corner, hand in a COOKIE JAR. He notices the general and jerks his hand back.

CAPTAIN QUARTER
I only had one, sir!

ALEXI
No matter, Captain. They're coming.

CAPTAIN QUARTER
Who's coming?

ALEXI
No. Who's on first.

CAPTAIN QUARTER
What?

COLONEL KORN
Ah! He's on second!

ALEXI
I don't know what you're going on about. Quit that nonsense and get ready. We don't have much time.

CAPTAIN QUARTER
Right. The new weapon is operational, sir.

He retrieves the advanced device and hands it to the general. Everyone else takes a position behind various lab furniture.

There's a noise from inside the control room. Canus soldiers try to break down the other door as the technician prepares.

TECHNICIAN
(muffled through the glass)
Okay, you little cockroaches. Come on. You wanna play games? Okay. I'll play with you. Come on. Okay. You wanna play rough? O-

The door CRASHES open. The technician is INSTANTLY SHOT.

COLONEL KORN
Someone make a note of that man's bravery.

CAPTAIN QUARTER
Who was he?

SCOTT

I think his name was Tim.

Canus soldiers file in, led by a general, ANNA MORPHIC.

Every Albus member ducks behind their cover as both sides open fire. Shots are exchanged - for every person who goes down on one side, someone from the other side does too. After a moment, there aren't many left standing.

ALEXI

(behind cover)

You didn't see Lefors with them?

COLONEL KORN

No. Who's Lefors?

ALEXI

Nevermind. For a moment there I thought we were in trouble.

Alexi and the colonel rise again.

FREEZE FRAME

The duo fires again. We hear barrages of CLICKs, fading with each echo, our heroes frozen in this moment in history.

FADE TO:

EXT. CAMPUS - SUNSET

The campus is peaceful. The ground is scarred from the battles throughout the day, but the air is still and quiet.

A figure is seen from a distance. We see closer. It's General Morphic, carrying the high-tech camera.

Music plays as she walks away from us into the sunset.

CLICK!

Morphic collapses.

The camera lays beside her unmoving body. Her black fatigues are open enough to reveal a SPACE SLOTH SHIRT.

Something shuffles closer. An arm reaches down and picks up the camera. We follow the arm. It belongs to -

SOUTH 3

He looks down at the General as he catches his breath.

SOUTH 3
This is my party.

CREDITS ROLL

TIM is credited as "Brave Technician (Tim?)"

THE END