Braneworld Pilot

written by

MacEagon Voyce

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FADE IN:

EXT. COSMIC VOID - TIMELESS

Black screen.

TITLE CARD: In the beginning, there was nothing. It was silent. It was pure. It was without misery or pain. It was without violence.

Beat.

TITLE CARD: But then something happened.

The first notes of piano music ("Transom") begin. A visualizer of the developing cosmos appears - blobs and prisms of color, gaining form like cosmic novae.

FADE TO:

INT. DREAMLINER AIRSHIP - OBSERVATION DECK - DAY

AGENT AMIGO (late 20s, pink jumpsuit, sneakers, curly black hair) stands with her back to us, smoking a cigarette. Through the massive window, the city of O'fuego comes into view - limestone buildings, winding roads, mountains in the distance. In the sunrise, it looks almost like it's on fire.

The music ("Transom") plays from the airship's speakers.

Agent Amigo holds a handwritten note. We see it clearly:

"I can't see, dusk or dawn, tell me when it's gone, on to other seasons.

All those miles, underfoot, thinking that this road, had to have a reason."

At the bottom is a strange symbol and the word "Voz."

STEWARD (O.S.)

Ma'am, you'll need to take your seat for the approach.

The music changes to the Andrews Sisters' "I Can Dream, Can't I?"

We see the STEWARD - mid 40s, big beard, deep brown eyes, well-kempt brown hair, navy blue uniform with Dream Tech logo. Behind them, a FOURSOME - two elderly couples - bop to the music while playing cards in a library area. A lit fireplace roars, illuminating wooden bookshelves. Mid-century modern aesthetic: clean lines, organic shapes, teak, walnut, and chrome.

Agent Amigo quickly stuffs the paper in her pocket.

AGENT AMIGO

Hmm?

She turns toward him, tapping her hand to the music.

STEWARD

(looking at her hand)

You like music?

Agent Amigo notices herself tapping and stops.

AGENT AMIGO

(defensive)

Who doesn't?

In the background, one of the CARD PLAYERS slams down a card, stands up, yells "seis!" and does a little dance to the tune.

STEWARD

(smiling)

No one I care to spend time with. You must be staying in the Dennermark then.

AGENT AMIGO

(coy, taking a drag)

Could be.

She turns back to the window, tapping to the music again.

AGENT AMIGO (CONT'D)

So, you from O'fuego?

STEWARD

Nah, I'm from nowhere, but I met a boy here once and stayed for a while.

AGENT AMIGO

What happened?

STEWARD

Came close to being from somewhere.

They look out the window as the city approaches.

STEWARD (CONT'D)

I do need you to take your seat though, ma'am.

Agent Amigo nods and puts out her cigarette in the ashtray, touching his arm as she passes.

INT. DREAMLINER AIRSHIP - PASSENGER AREAS - CONTINUOUS

We follow Agent Amigo back to her seat, past the card-playing foursome, then past a few private cars. She gets held up as a PASSENGER stows luggage. The door's open - inside, a FATHER helps his DAUGHTER pack up her things.

Agent Amigo dons a sad smile. The father notices the open door, walks toward it, meets Agent Amigo's eyes, smiles, holds up a peace sign and closes it.

Agent Amigo continues past the private suites into first class seating. The ship is notably full. She looks right at a GENTLEMAN reading a newspaper. We see the headline: "Another earthquake rocks Universe City" and below: "The BBI investigates foul play."

The reader sighs, puts down the paper and looks out the window. An AIR DEMIN - a majestic white bird with blue eyes, body similar to a peregrine falcon - keeps pace with the zeppelin.

EXT. O'FUEGO - STREETS - DAY

We follow the bird down into O'fuego through cobblestone streets lined with little shops: cafes, apothecaries, wine shops, tobacco parlors. Above them, in 4-5-story limestone buildings, residents hang laundry to dry.

We hear acoustic instruments - fiddles, guitars, accordions. Some old 1940s style cars, but people mostly walk or bike.

We pass locals going about their days, pockets of monastics, an old cinema, someone wearing a black jacket with a "Bass Crew" patch, someone in a t-shirt reading "I came to O'fuego to hear the song and all I got was this lousy t-shirt." A LITTLE GIRL bounces a ball - her MOTHER scolds her when it bounces away.

The bird flies through an open window.

INT. APARTMENT BUILDING - DAY

The bird enters an apartment where two people make love, then flies out via a transom into the hallway. She flies into another transom to a WOMAN teaching her CHILD guitar, then out the window.

The bird approaches another window but - SMACK! Clean glass.

INT. SHARON'S APARTMENT - DAY

SHARON CIGS (27, big wavy brown hair, big mouth, about 5'5") groans, abruptly woken from drunken sleep.

SHARON

Piss.

Through the window, we see the bird getting up and shaking itself off. Inside, empty wine bottles and ashtrays litter the grand but dilapidated room - ornate moldings, tall ceilings, chandelier, frescos, but not well-kept.

There's a MAN next to her, half covered, appears to be naked. She quickly dozes back off.

A knock on the door.

SHARON (CONT'D)

(suddenly awake again)

Pisssss.

She looks left, confused when her lover tries to kiss her.

SHARON (CONT'D)

(giving him a shove)

You better go.

VOICE (O.S.)

Sharon?

SHARON

(husky voice toward door)

Yeah Cass one sec.