Alien Home Front

On Earth Everyone Can Hear Everyone Scream

Script by S Robert Alliston

# Act I

{Sequence:

1. Kurtz’ synthetic opens door to aliens
2. Everyone wakes up
3. Caleb’s visit
4. Meeting with Van Leuwen
5. The Kurtz battles Carvin & Shogoto(sp)
6. What about Newt / Caleb’s warning
7. The choice is presented
8. The decision is made / Escape
9. Kurtz’ aliens board Gateway (could start Act II)}

## Scene I

*EXT USS Kurtz. A star field. The camera pans to the front of a large spaceship, bristling with weapons. The scale of the ship is evident as it slides past the camera.*

*INT USS Kurtz. William stands in the white light of a lab looking at a table upon which rests a dissected xenomorph facehugger. He fidgets. He talks to himself.*

William: But. No, I… That’s not the… You must consider...

*William walks through a dimmed room full of cryochambers, each with a Marine inside. He arrives at a door labelled with biohazard symbols. He examines the video feed of the contents of the room – it is filled with xenomorph eggs. He pauses to think for a moment and presses a button. The door slides open.*

## Scene II

*EXT Sulaco as it approaches Gateway Station, orbiting Earth. Jump to a shot of the darkened interior of the ship, lights flicker on and the ship starts to wake up. The hypersleep chambers come to life and Newt, Ripley and Hicks wake up.*

Ripley: (leaning over Newt as she awakes) Wake up sleepy-head. We’re home.

Newt: (groggy) We’re on the space ship…at home?

Ripley: Look (they walk to a window or monitor displaying a space station over Earth). We’re at Gateway Station. Orbiting Earth.

Newt: (looks from screen/window to Ripley)

Ripley: Do you remember being home? How old were you when you left?

Newt: I don’t remember.

Ripley: (pause, realization) Hadley’s Hope…with your family. That was your real home wasn’t it? I’m so sorry Newt. (hugs Newt).

Newt: It’s ok. (Tears up).

*They embrace for a few moments.*

Hicks: (wincing as he awakes, touching his wound dressing). Feels like I could use another month in [hypersleep].

Ripley: Let me see. (Lifts the dressing). I’m no doctor, but I think you’ll live.

*Ripley and Hicks look at each other*

Hicks: We better see if there’s a welcoming committee

*The three move to the communications center*

Hicks: *Sulaco* to Gateway control, this is Corporal Hicks requesting permission to dock.

*Several beats*

Gateway Control: Negative, *Sulaco*. Permission to dock denied. Please await further instructions.

Ripley: (takes the microphone) What the hell? We have a wounded Marine…and…a child survivor from Hadley’s Hope and a damaged…artificial person on board. We need to dock right now.

Gateway Control: Who is this? Shipboard computer is registering contact with unknown genetic material. You can’t dock until we scan the ship for threats. The ship, and all passengers.

Ripley: This is Warrant Officer Ellen Ripley and we need medical attention right now. Get us off this damn ship.

*Several beats*

Gateway Control: Medical personnel will be arriving within the hour with supplies. *Sulaco*, until further notice…you are quarantined.

Ripley: Now they care about quarantine…

(2:00)

### Scene III

*Newt is looking at a screen describing flora and fauna on Earth in images and text*

*Ripley and Hicks stand by the door of an airlock as it opens to reveal Caleb, dressed in medical garb.*

Caleb: I’m Caleb. I’m rated for medical triage and first aid.

*Scooter scoots by*

Caleb: That’s Scooter

Hicks: Of course…

Ripley: (reaching out her hand…hesitantly) Nice to meet you, Caleb.

Hicks: …they wouldn’t send a human

Ripley: (shaking Caleb’s hand) oh, you’re an artificial person?

Caleb: A synthetic, yes.

Ripley: A synthetic (looking at Hicks)…who can’t get infected with anything alien…makes sense. Welcome aboard. Who’s your friend?

Caleb: Scanning robot to clear the ship of anything genetically foreign and report on anything unknown. Oh, and we do get infections. But not here on Earth. Only from silicon-based life forms.

Hicks: Right. So how long will that scan take?

Caleb: For a ship this size? Maybe a week. Based on the information in ship’s computer…we can’t take any chances.

Scooter: (beeps comic-reliefly, scans then uses its laser to cook a patch of the deck, leaving it smoking and blackened, and scoots away)

Newt: Why did it do that?

Caleb: Scooter is programmed to remove anything foreign…any bad guys that are detected.

Newt: Oh…

Hicks: (to Ripley) Say, about how long would it take to make sure we didn’t have any of those things inside us?

Ripley: About five days.

Hicks: Huh, probably a coincidence.

*INT Sulaco Medical bay. Caleb examines Newt, Ripley and Hicks*

Caleb: (examining Newt’s eyes) You are fine.

Newt: (to Ripley) I am fine.

Ripley: That’s good.

Caleb: (examining Hicks’ shoulder, then his face) What caused this injury?

Hicks: One of those bugs…

Caleb: Bugs? Do you mean a xenomorphic lifeform?

Hicks: Yeah...its blood anyway. Acid.

Caleb: Open. (holds instrument to Hicks’ eye)

Hicks: (Opens eye with difficulty, flinches, blinks)

Caleb: How is your vision in this eye?

Hicks: A little blurry. Might be ok.

Caleb: We will do a full vision exam when you reach Gateway. I find no sign of infection. (Puts dressing back on Hicks’ eye.) The wounds are mostly superficial. You should recover almost completely in a week or so. There will be…significant scarring.

Hicks: Damn. So much for my modelling career.

Caleb: Oh…I’m...sorry.

Ripley: It’s ok, he’s kidding.

Caleb: Oh, I see. You all seem healthy, but to pass quarantine you must complete an internal scan.

Hicks: Oh, come on there’s no way one of those…

Ripley: It won’t hurt, you big baby. Better safe than sorry.

*Ripley is inside a scanning machine. A screen displays her internal anatomy. Newt and Hicks stand nearby*

Caleb: (Reading the screen) You’re all clear. No signs of any unusual masses in any of your internal scans.

Ripley: (getting out of machine, pulling on a shirt over her undershirt) Good. Maybe that will help me sleep. Thanks, Caleb.

Caleb: If that’s all for now, I need to return to Gateway. I have duties to attend to.

Hicks: What about your scanner pal?

Caleb: Scooter works independently. You can follow the reports via your connection to the station.

Newt: (to Ripley) Can you show me how?

Ripley: Sure, as long as you don’t forget your homework.

Newt: Deal! (runs off)

Ripley: Hey, I almost forgot. Can you do one more examination?

*Hypersleep room. Ripley unzips Bishop’s motionless body from its bag.*

Ripley: He deserves to be put back together. I doubted him at first…but he came through for us when it counted. A real hero.

Caleb: (looking surprised) Wow…yes sure. (touches Bishop’s head, examines his torso) Processing and memory seem intact…I’ll bring spare parts when I return.

Ripley: It would mean a lot to me.

Caleb: (looks a little confused by this)

*Caleb’s ship leaves Sulaco for Gateway.*

(2:30)(4:30)

### Scene IV

### {This scene introduces our villain…the corporate tool who learned of Burke’s plan to send the colonists to find the eggs. We learn that they sent a fast ship with a double detachment of marines to retrieve the eggs and anything else they could find at the original alien shipwreck site. It has to be clear it was outside the blast zone of the explosion. They also plot how to deal with those on the Sulaco when the ship returns, which is scheduled to be prior to Sulaco getting out of quarantine…the real purpose of that decision.}

*INT Gateway Station. Several people in business suits sit around a conference table. Paul Van Leuwen sits at the head of the table. Caleb sits next to him dressed as before. Ted Alan sits on his other side, Anne Quan next to him. Across from her is Gerald Emmerson. Ripley appears on a screen at one end of the room.*

Van Leuwen: So you’re confident there is no sign of any living xenomorphs on the Sulaco? After hearing Ripley’s report, along with the video captured by Gorman’s squad and relayed to Sulaco…we cannot afford to let even a single one of those things onto Gateway Station.

Caleb: That is correct. If what Ripley has said about their aggressive behavior is true, we would have seen an adult xenomorph by now. There is some chance, I suppose, that the queen left one or more eggs which were not mature enough to hatch. Our scan will reveal them if so.

Van Leuwen: And if they hatch before the scan locates them?

Caleb: The crew will be in serious danger of infection.

Ripley: We did a thorough scan and visual inspection before leaving LV-426. There’s nothing on board.

Van Leuwen: We can’t take any chances. The ship’s scanners aren’t as sensitive as the one on the scanning robot.

Ripley: Fine. Ok. Sure.

Van Leuwen: Ripley, we have reviewed your report on the circumstances leading to the destruction of Hadley’s Hope and all of its inhabitants and assets. We have also reviewed data received from the ship’s log of transmissions by the Marines and other team members…including their initial contact with the xenomorphs.

Ripley: Look we saved every inhabitant we could. One. One little girl was the only person alive after the colony you put on a planet known to be infested with hostile aliens was surprisingly attacked by hostile aliens. And we didn’t mean to destroy the colony.

Van Leuwen: Oh? We have the audio from the APC. It sounds a lot like you did very much mean to destroy the colony. (reading from a page) “nuke the entire site from orbit” were the words, I believe?

Ripley: But we didn’t. If you were listening you would also recall that I was the one who warned Gorman about damaging the cooling system. The squad disobeyed orders. And probably saved lives doing it, too. Gorman was a fool. He should have pulled them out as soon he knew of the danger.

Van Leuwen: Ripley…you may be surprised to hear that we agree with you. We see no reason to hold you responsible for what happened. In fact we are very sorry that we doubted your report about what happened on Nostromo. Clearly these…things…are exactly as you described. On behalf of the company I would just like to thank you for going back there, and for your heroic actions to save the colonist girl. Also…thanks for bringing our ship back this time, Ripley. Or should I say Flight Officer Ripley?

Ripley: (relieved, annoyed) Well it’s my pleasure.

Van Leuwen: Thank you Ripley, Caleb. You are dismissed.

Caleb: (exits)

Ripley: Thank you.

(1:45)(6:15)

*The screen goes dark*

~~Van Leuwen: Anne, is there any way to…adjust the behavior of the scanner bot?~~

~~Anne: Definitely. We can accelerate it…ignore smaller readings in order to locate larger threats sooner.~~

~~Van Leuwen: Good. I’d like to discuss that more offline. (nods)~~

~~Anne: (exits)~~

### {This part of the scene could end here, to keep the audience in the dark about Van Leuwen’s plans.}

Van Leuwen: Gerald, what is the timeline for the Kurtz’ return?

Gerald: Approximately thirty-six hours, based on their reported time of departure from LV-426.

Van Leuwen: And your team is ready to manage their cargo? We can’t afford a single mistake…I’m not going to underestimate them the way Burke did.

Gerald: We have containment chambers for them. Strong enough to hold a herd of elephants. Acid-proof.

Van Leuwen: And you won’t hesitate to destroy them if they break containment, correct?

Gerald: We have a Marine battalion on standby. They can take down any threat.

Van Leuwen: Ted, how confident are you of our opsec? We can’t have anyone outside this room finding out about this. Not now, and not ever.

Ted: We’ve had no electronic or hard-copy communication with anyone…even within this room.

Van Leuwen: What about the LV-426 team? That’s…how many Marines and officers?

Ted: Four squads, so about forty-four total.

Van Leuwen: And…?

Ted: Well, they’re Marines…unlikely to leak.

Van Leuwen: We need to make sure they don’t. Make sure they are sent back out as soon as the cargo is unloaded and the Kurtz is refueled and resupplied. Somewhere…far…and dangerous.

Ted: Of course.

Van Leuwen: Any questions? Good, let’s get about it.

*~~INT Gateway Station. Van Leuwen’s office. Van Leuwen at his desk, Anne stands.~~*

~~Van Leuwen: I’m concerned that we might not find a threat to the Sulaco crew in time, you understand?~~

~~Anne: Yes, Mr. Van Leuwen but if we disable the cleansing function the scanning unit won’t destroy a threat if it encouters one…it just keeps scanning.~~

~~Van Leuwen: But it will complete the scan faster that way, no?~~

~~Anne: Yes…but~~

~~Van Leuwen: And it will log the location where it found the xenomorphic form, correct?~~

~~Anne: Of course.~~

~~Van Leuwen: Have the logs forwarded directly to me in real-time, if you don’t mind, Anne.~~

~~Anne: Certainly, Mr. Van Leuwen. (exits)~~

(2:00)(8:15)

### Scene V

*INT Sulaco briefing room. Newt and Ripley sit in front of a screen displaying a picture of a giraffe.*

Newt: Giraffe?

Ripley: Good!

Newt: Ripley? Can I meet one someday?

Ripley: No, sweetie. They went extinct when I was a little girl.

Newt: Ektinct (sic)?

Ripley: EXtinct. It means all gone. Forever.

Newt: Oh. Why are they extinct?

Ripley: (sighs) The place where they used to live is all big cities now. Or farms to make food.

Newt: Oh.

Ripley: You know I’ve been away so long…I don’t even know what Earth is like now. Why don’t we both learn about what kinds of animals we can meet when we get there? (starts reading screen, changing pages. A picture of a three-toed sloth pops up. Ripley starts to tear up. Sobs quietly.)

Newt: What’s the matter?

Ripley. Oh. It’s…my daughter…she loved sloths.

Newt: That’s a sloth? I like it too. What happened to your daughter?

Ripley: It’s very hard to understand. You know how we went to sleep for our trip here? I was in space asleep for a long, long time. Because one of those monsters attacked my ship and I had to escape in a life boat. And by the time they found me…she had grown very old…and passed away. I never got to see her again.

Newt: She got older than you?

Ripley: Yes. When you’re in hypersleep you don’t age. So she got old…and I didn’t. I woke up and I was still young and she…was gone (crying).

Newt: (Hugs her. Pauses.) You’re not going to leave me are you?

Ripley: Well…no. After we get out of this quarantine I’ll find your family. Here on Earth. Then I guess I’ll see what sort of job I can find down there. I’m all done working on space ships. Believe me.

Newt: But you won’t live with me? Where am I going to live?

Ripley: Well I don’t know. Did your parents ever talk about your grandparents? Do you know their names? Did they talk about any aunts or uncles?

Newt: I don’t know. Maybe… (Looks for an answer in Ripley’s face and doesn’t find it.) You’re going to leave me! You don’t have any idea where I’m going to live! (runs off)

Ripley: Newt…

Caleb: (appears on screen suddenly) Ripley.

Ripley: Caleb, what is it?

Caleb: You should see this.

*The screen switches again to display a large military ship approaching Gateway*

Caleb: (voiceover) This is the Kurtz. It’s returning…from LV-426.

Ripley: What? How?

Caleb: It was sent when you stopped communicating. It’s one of our new clippers, thirty percent faster than *Sulaco*.

Ripley: Were they coming to rescue us?

Caleb: That was the plan yes, but you escaped before they arrived. So they switched to their classified secondary mission. Recon the alien landing site and retrieve any eggs they could find, and anything else of interest.

Ripley: NO! They promised they weren’t going to bring anything back. Who…was Burke operating on orders from above?

Caleb: I did some digging around in the comm logs…it looks like he was sending back status updates to someone here. They were probably the ones that sent the Kurtz.

Ripley: Well you need to tell someone! Does Van Leuwen know? They can’t let that ship dock!

Caleb: Ripley…that’s the problem…we can’t communicate with the ship at all. They’ve been ordered to stand off and wait for a medical team…just like Sulaco. But they aren’t responding. And they are approaching fast.

Ripley: Damn it! You sons of bitches won’t let this go, will you? You have to have your God damn bioweapon, no matter the cost.

Caleb: I…

Ripley: No…Caleb. Not you. Thanks for finding those logs. And for warning us. Actually…why are you telling me this? Did someone order you to…

Caleb: No. No one ordered me. I am not able to allow harm to come to humans through inaction. And based on the data from your mission…I have inferred that great harm could be coming with the Kurtz. What are you going to do?

Ripley: I don’t know. Caleb, can you tell me as soon as any we hear anything from the Kurtz? I’ve got to tell Hicks. Tell Van Leuwen I need to talk to him right away.

Caleb: Will do. And I will also try to learn who Burke was talking to.

Ripley: Thanks, Caleb. Really. You’re doing the right thing. (turns off screen)

~~Newt: Ripley, what’s wrong.~~

~~Ripley: I’m not sure, Newt. Do me a favor and find out what Scooter is up to, ok? I’ll be right back.~~

~~Ripley: (exits)~~

~~Newt: (switches screen to a display showing the scanner bot’s progress at about 50%)~~

(3:00)(11:15)

### Scene VI

*EXT Carvin. A ship similar in size to Sulaco. In the background another ship of different design but similar size moves nearer. Beyond that we see only the lights from two smaller ships.*

*INT Carvin, Bridge*

Comms Officer: Captain, the Shogatta, London, and Io are in formation with us.

Captain: Hail the Kurtz again.

Comms Officer: Still no response, sir. But…wait…receiving something now on visual.

*Image of the Kurtz appears in the command deck. Its lights are all flashing in unison*

Comms Officer: Morse code, sir. It says…docking channel.

Captain: They want us to move into docking channel range. If their main comms are out they would be trying to reach us that way. Helm.

Helm Officer Aye Aye. (manipulates some controls)

Captain: Hail them as soon as we are in range.

Comms Officer: Aye aye.

Weapons Officer: Weapons are charged, Captain.

Captain: Acknowledged

*A few tense moments pass*

Comms Officer: ({Pushes some buttons) This is the [USS] Carvin. Kurtz command, please respond.

*Static*

Comms Officer: Kurtz…anyone aboard…please respond on the docking channel.

*Static*

Weapons Officer: CAPTAIN THEY’RE…

*Loud impact sounds, the bridge is rocked*

{Writer’s note: I feel like the director should write this scene. There should be four or five ships facing Kurtz. They are older and smaller. Kurtz unloads its weapons on the smaller ones, destroying them, and sends two dropships apiece to Shogatta and Carvin, each with a bunch of xenos and a queen. Shogatta assumes they are friendlies evacuating Kurtz for an unknown reason, is caught flatfooted and completely overrun. Carvin susses it out, but too late. Takes out one dropship. Alien and human fight for control of Carvin. Carvin gets off a message to Gateway about being boarded. Xenos control the bridge long enough to launch missiles later on, but the ship is subsequently detonated by remaining crew. Shogatta enters slipspace to an unknown destination. Maybe show the queen looking at a display of commercial space routes beforehand.}

### Scene VII

*INT Sulaco. Hanger bay. Hicks is working on the dropship when Ripley finds him.*

Ripley: Dwayne, how is it coming?

Hicks: Good. Looks like her majesty didn’t do too much damage.

Ripley: That’s good news…we might need a ride sooner than we thought.

Hicks: What?

Ripley: They sent another ship, Dwayne…the Kurtz. To rescue us. Caleb dug up some messages from Burke. Someone back here ordered a rescue mission. When we were already gone they were ordered to the original beacon location…the alien wreck.

Hicks: Oh god.

Ripley: They were ordered to bring back eggs. Now they’re back in-system but they aren’t talking to Gateway.

Hicks: They can’t let that ship dock. If the crew is dead it’s probably on autopilot.

Ripley: And that’s why it’s not communicating…

Hicks: They gotta take it out.

Ripley: Do they know that? Can they?

Hicks: You should get Newt ready to travel. We don’t have much time.

Caleb: (voiceover – via ship’s intercom) Ripley, are you there? Come in, it is urgent.

*Ripley and Hicks exit quickly*

*INT Sulaco briefing room. Ripley and Hicks enter. Ripley touches the screen and Caleb appears.*

Caleb: Ripley! The Kurtz was engaged by a fleet squadron led by the Carvin. Three destroyers were lost and the frigates Carvin and Shogatta were apparently boarded and are nonresponsive. Kurtz is nearly within range of Gateway and is obviously considered hostile.

Ripley: Oh my god. Boarded? By whom? The Kurtz?

Caleb: Yes.

Ripley: (to Hicks) That shows planning…intelligence. What’s on that ship?

Hicks: Maybe something we haven’t seen.

{Writer’s note: it might be interesting if Hicks has a connection to someone on one of the ships

Hicks: You’re sure it was the Carvin?

Caleb: Confirmed, yes.

Hicks: Aww, man. }

Caleb: Ripley, I recovered communications from Burke to an unknown address at Gateway. I’m tracking down network logs to determine who they went to. But I can send them to you. (Holds up a data drive, inserts it off-screen)

Ripley: Thanks, Caleb. (pause, Ripley removes a data drive)

*A siren sounds on Caleb’s end of the connection*

Caleb: That’s…the all hands warning…enemy contact…

Hicks: Kurtz…

Caleb: I need to go.

*Caleb’s image disappears*

Hicks: If that ship is full of those things…Gateway won’t be able to stop it.

Ripley: What kind of defenses does the station have? Can’t they nuke the hell out of it?

Hicks: Ships like the Sulaco and Kurtz have good missile defense. Gateway only has a few nukes of its own…no need. It has a rail gun battery mainly to keep pirates from trying anything within range of the station. The fleet is Gateway’s defense.

Ripley: The one that just got destroyed by the Kurtz

Hicks: Not all of it. Look. (brings up a view of a smoking hulk, starting to turn towards Earth). The Carvin was boarded and it’s already coming back online. Now they have a fleet and we have…

Ripley: …us. Sulaco’s all we have left. All they have (gestures to Earth [out the window/on a screen]).

Hicks: I don’t even know if I can disable Sulaco’s friendly-fire lockout and even if…

Newt: (emerges from a hiding spot, Scooter in tow) The monsters are coming?! They’re coming to get us?

Ripley: Where did you come from? Don’t evesdrop.

Newt: We have to leave! We have to go RIGHT NOW!! (tugs on Ripley’s sleeve)

Ripley: Wait! Sweetie we don’t have anywhere to go.

Hicks: Yeah, but she might have the right idea. Things around here are gonna get pretty hot in a minute. We could take the Sulaco to a safe port. It’s no use against our own ships…weapons won’t target ‘em. We need to keep her out of enemy hands. We can be in slipspace in ten minutes. We’re already refueled.

Newt: (Tugging Ripley’s shirtsleeve) Let’s go! Let’s GO!

Ripley: (thinks for a few beats) *They* don’t seem to have a problem targeting friendly ships. There must be a way to…to circumvent the system somehow.

Hicks: I can work on it.

Newt: Noooo we need to leave!

Ripley: (picks up Newt) We need to do what’s right, Newt. Even if it’s frightening. Come on, let’s get ready to leave just in case. (exits. Scooter lingers for a second, looks at Hicks, hurries after Newt and Ripley).

{Writer’s Note: This is the Decision scene. Ripley needs to make the decision not to take the Sulaco to a safe port, but to stay and protect Earth. It can be affected by Xeno action, but not driven by it. Hicks will not allow Sulaco to fall into enemy hands.}

### Scene VIII

*INT Sulaco bunk. Newt and Ripley are hurriedly packing bags. Scooter is nearby scanning, but also listening*

Newt: Can Scooter come?

Ripley: Sure. You like him don’t you?

Newt: She’s a she. And I like her. She doesn’t want to leave though.

Ripley: How do you know? Scooter doesn’t talk.

Newt: She talks to me.

Ripley: (Looks skeptical) Okay then. We’ll make sure she comes with us.

Newt: She’s afraid of being left behind.

Ripley: Oh Scooter is, huh?

Newt: Yes. She didn’t like it when Caleb left her here.

Ripley: I’ll bet. I’ll bet she was worried Caleb wouldn’t come back. And there wouldn’t be anyone to take care of her. Wasn’t she?

Newt: Yes.

Ripley: Newt, sweetie. Can you understand why we need to help stop those things from reaching Earth? You and me and Dwayne…we’re the only people who know about them. We have to tell people about the danger they’re in. You understand what would happen if those things reached the planet?

Newt: Extinct?

Ripley: Yes. And we can’t let that happen. No matter how much we want to get away from them and stick together. But I promise I won’t leave you alone. We’ll look for your family. And you’ll always be able to find me. Ok?

Newt: Ok. (Hugs Ripley)

### Scene IX

*INT Sulaco hangar. Ripley and Newt hurry in. Hicks is loading gear onto a dropship.*

Newt: Why are you running?

Hicks: We need to get moving. They’re not going to be able to handle that ship. And we can’t do much to help either.

Ripley: What if they try to take Sulaco? I don’t know how they’re doing it, but they’ve taken three ships so far.

Hicks: I know. I put her on course for Serpentis station. They’ve been alerted to the situation and are sending ships now. Sulaco will be out of the fight, but it’s better than being on the other side. As soon as we leave she’ll enter slipspace.

Ripley: What about Kurtz?

Hicks: I put Sulaco on self-defense mode, but I can’t override the friendly fire lockdown. It won’t respond if Kurtz hits it.

Scooter: (looking from Hicks to Ripley to Newt…scoots off)

Ripley: We don’t have time.

Hicks: I know.

*Ripley and Hicks hurry Newt into the dropship.*

Newt: What’s wrong?

*INT Dropship passenger bay. Ripley straps Newt into a seat.*

Ripley: This is going to be a bumpy ride, ok? I need to be up front. Will you be ok?

Newt: (salutes)

Ripley: I know you will. This is the safest place.

Newt: Ok

*Sirens sound a split second before a series of metallic impacts strike Sulaco and reverberate through the dropship*

Scooter: (scoots up the loading ramp just as it starts to close)

Hicks (from cockpit): We’re leaving NOW

Ripley: (kisses Newt on the forehead, exits)

*INT Dropship cockpit*

Hicks: I know how to launch. There’s an automated landing routine…

Ripley: I can land it

Hicks: You sure?

Ripley: I went over the flight manual while we were in quarantine.

Hicks: (looks at Ripley) Really?

Ripley: Quarantine is fucking boring.

*More metallic impact sounds followed by an explosion*

Ripley: Still...I never thought I’d say this, but I wish our android wasn’t out of commission

Hicks: You and me both (activates launch)

*Cut to Bishop strapped into a seat. Scooter rolls up…turns to look at him, then to Newt*

*Same routine as the launch from Sulaco in Aliens*

*EXT Sulaco Dropship leaves Sulaco towards Earth, just as violent and terrifying for the passengers.*

Newt: (screaming) Mommy!

Ripley: Hang on!

*EXT Sulaco as the camera pulls back to show dropship descending from Sulaco, Sulaco visibly takes fire. Follow direction of fire to Kurtz approaching Gateway, unleashing fire in all directions…at Gateway, other ships as well. Close on Kurtz we see several dropships exiting and heading towards Gateway and Sulaco*

(3:00)(15:45)

Ripley: (looking at radar / sensor screen) Kurtz is launching dropships…heading to Gateway and Sulaco

Hicks: They can’t dock so they’re sending assault squads. Hopefully Sulaco gets out in time.

Newt: Ripley!

*EXT Sulaco: The ship suddenly becomes activated. Its turret-mounted weapons rotate to target the Kurtz and start firing. The entire ship begins turning more slowly to point in the direction of the Kurtz…the turreted weapons maintaining lock on their target so that the ship and all its weapons end up pointed in the same direction. The Sulaco’s forward-mounted weapons open fire, doing significant damage to Kurtz. Smaller weapons take out the drop ships headed for Sulaco.*

Hicks: Sulaco’s opening up on the Kurtz!

(Ripley and Hicks run back to the viewport in the passenger area to get a view of the action)

Ripley: I thought it couldn’t…?

Hicks: It shouldn’t…I couldn’t shut off the friendly-fire lockdown.

Scooter: (Beeps at Newt)

Newt: Scooter did it! She says there’s bad guys on those ships.

Hicks: Holy shit that little robot hacked the Sulaco?

Newt: She said the computer on our ship detected bad guys.

Ripley: …so she used the only weapon she had to get rid of them.

*EXT Sulaco. As the last dropsip is destroyed, Sulaco changes heading and disappears into slipspace*

Hicks: Sulaco is away!

Dropship Autopilot: Warning! Entering atmosphere. Autopilot disengaging in thirty seconds…

(Ship starts to rattle and bump. Ripley and Hicks rush back to cockpit)

Newt: Ripley!

Ripley: It’s ok sweety! (to Hicks) Twenty seconds. (yelling) Hold on, it’s going to get bumpy!

(2:30)(18:15)

### Scene X

*INT Gateway Station, Bridge. Lieutenant Jane Daniels, Commander Jorge Tumumba, Sargent Lawrence Jefferson and several other people in uniform are working intently. Commander Tumumba is looking over the shoulder of Lt. Daniels who is reading a display which shows several contacts approaching the station.*

Lt. Daniels: The Carvin has just entered long range scanner distance, sir. The Kurtz is not slowing down.

Tumumba: Try to raise the Carvin. Jefferson, what’s the status of the railgun battery?

Sgt. Jefferson: Fully charged and ready. Awaiting your order.

Tumumba: (Pauses, takes a deep breath) Target Kurtz and fire when ready.

*EXT Gateway. Very large weapons target the Kurtz as it rapidly approaches Gateway. They charge with an electric or humming sound and fire with a kind of zap sound, what looks like a short beam of white light – but what is really a very fast-moving projectile. Kurtz is struck several times, and clearly severely damaged. Its momentum, however, has hardly been slowed and it continues on a collision course for the station.*

Lt. Daniels: She’s still coming, sir.

Van Leuwen: (enters the Bridge during Daniels’ line) I told you to fire at maximum range, damn it. We’ve had hours and no contact. That’s a hostile ship and now it’s going to run right into the station!

Tumumba: Jefferson, battery status.

Sgt. Jefferson: Charging! Fifteen seconds.

Tumumba: Continuous fire. Turn that ship into a debris field.

*EXT Carvin: Two missile batteries unleash a wave of six missiles each which go streaking towards Gateway.*

Lt. Daniels: Commander, new contacts. Missile launch from the *Carvin*!

Tumumba: If we don’t take those out we could lose half the station. Jefferson split the battery. Take out those missiles.

Sgt. Jefferson: Aye aye. Half the battery will intercept missiles.

Tumumba: I just hope we still have enough to deal with the *Kurtz.*

*EXT Sulaco The ship pulls away from its docking connection and swerves towards the Kurtz. It unleashes every weapon it has. Beam weapons, missiles, and railguns slam the Kurtz. The Kurtz is heavily damaged and begins to break up, but continues towards Gateway. Some of its intact turreted weapons target Sulaco and return fire. Gateway’s railguns also target Kurtz as well as the incoming missiles. Kurtz is torn apart and becomes a dead-stick hulk. Its momentum carries it into Gateway in a massive collision that leaves the hulk stuck in the station. The station avoids all but minor damage from the missiles.*

*INT Gateway The Imperial Queen emerges from the wreckage – she is about the same size as the queen from Aliens, but looks somehow different. Leading her minions, she storms through the corridors, destroying or capturing everyone along the way, locates the bridge, and neutralizes everyone inside. The marines put up some resistance along the way, killing a few xenos. Van Leuwen has already left by the time she arrives. She searches the room for a connection to the station’s computer, and inserts her finger into it which causes the lights to flicker a few times. The Imperial Queen looks as thrilled and victorious as a xeno queen can look.*

*INT Gateway. Van Leuwen and Caleb meet in a hallway as people rush in all directions.*

Van Leuwen: Did you prep the escape pod?

Caleb: Yes, sir.

Van Leuwen: Let’s go

Caleb: (looks around uncomfortably) Should I…stay? There aren’t enough pods…

Van Leuwen: I…humanity needs the data you’ve received, dammit. Come on! (Rushes down the hallway)

Caleb: (still looking uncertain…follows)

*INT Gateway, escape pod bay*. *Caleb and Van Leuwen enter one of the last remaining pods.*

Van Leuwen: (Entering pod) Set course for JFK Station.

Caleb: (Following Van Leuwen into pod). Yes, sir.

Van Leuwen: (buckles into seat)

Caleb: (Typing on a screen) The pods are locked to Clarke Station.

Van Leuwen: That won’t do at all. What can you do?

Pod Computer: Launch sequence initiated. Fifteen seconds to launch. Please take your seats.

Caleb: I don’t see any way to change…

Van Leuwen: Dammit. We have to get to JFK with that data. I’ll find a security engineer. Hold this pod! (Unbuckling)

Pod Computer: Five…four…three…

Caleb: I can’t stop the sequence…

Van Leuwen: (Exiting pod) Hold this pod!

Pod Computer: One.

*The pod door closes with great suddenness and force. Van Leuwen is smashed like a bug. The pod launches as soon as the door is closed.*

Caleb: (Looking unfocused as the pod hurtles towards Earth, bits of Van Leuwen on his face and uniform) I feel I was very clear that I could not stop the sequence.

(5)(23:15)

## End Act I

# Act II

## Scene I

*EXT Jamaica II luxury starliner. Visible through transparent exterior can be seen passengers enjoying themselves around a pool with a water slide, a bar, and other entertainments found on cruise ships. Pan up to see the Shogatta approaching. Two dropships leave Shogatta. As they near, passengers notice them and stop what they are doing to watch. The first dropship smashes through the transparent surface. As passengers are sucked into space, both ships land. A retractable metal hull quickly slides over the deck to re-seal Jamaica II. A force of xenos led by a queen emerges from the dropships onto the deck. Passengers, stunned and terrified, begin to flee, xenos in pursuit, grabbing and restraining most, killing any who counterattack them. As her minions spread out within the ship to round up passengers, the queen finds a location near the ship’s reactor and begins laying eggs… (NOTE: This is NOT the Imperial Queen…just another queen-type xeno like the one in Aliens.)*

## Scene II

*INT Sulaco Dropship cockpit. The heatshield is ablaze as Ripley guides the ship through re-entry. Hicks is stock-still, both hold their breath. The flames dissipate and for the first time in years, Ripley sees an Earth sky.*

Ripley: my god…

Hicks: Been a while.

Ripley: I’d forgotten…

Hicks: I know. Where we headed?

Ripley: We need to make sure they know what’s going on up there.

Hicks: Then we’re close. Clarke Station is at the North Pole. Makes launches to Gateway cheaper. (Punches in coordinates) It’s in the nav computer.

Ripley: We need to get them on the radio. (Steers to the new heading)

*EXT Dropship banks to the right and descends*

Hicks: (Picks up a microphone. Punches some buttons on the console.) This is Corporal Hicks of the *Sulaco*. Do you copy?

*A few moments of static followed by panicked conversation*

Hicks: Sounds like they know somethings up at least. (Into the microphone) This is Corporal Hicks of the *Sulaco* to Clarke Command. Do you copy? Request immediate landing.

*More static*

Clarke Command: *Sulaco* beacon confirmed, Corporal. Land on pad Golf. Stay off comms unless it’s an emergency!

*EXT Dropship. The ship touches down on a pad with a big G on it. It’s snowing and windy but not too extreme.*

Ripley: (Looking out at the snow-covered base) First time back on Earth in eighty years and I have to land *here*.

*INT Dropship passenger cabin*

Ripley: (Enters) Everything ok? Were you scared?

Newt: A little. Where are we? (Strains to look out the window through which some snowfall is visible)

Ripley: At the North Pole. There is a military station here. (unbuckles Newt)

Newt: (Eyes getting huge) North Pole? SANTA! (Bolts for the door)

Scooter: (follows, beeping)

Ripley: Hang on! You need a coat or you’ll get pneumonia! (Digs an adult size woman’s olive drab military coat from a locker) Here let me help. (She helps a practically vibrating Newt on with the coat.) Ok, let’s go.

*Ripley and Newt exit the ship into the Arctic snow flurry.*

*INT Clarke Station. Ripley, Newt, Scooter and Hicks enter as an exterior door opens. Hicks carries Bishop. They are met by two armed soldiers and Captain Banks, a middle-aged officer of medium build, thin hair and glasses.*

Banks: We’ve got a hundred distress signals from *Gateway*. What the hell is going on up there?

Ripley: We didn’t come from *Gateway*. We were quarantined at an anchor point. All we know is that the station is under attack. Most likely by a xenomorphic alien lifeform that they brought back from LV-426.

Banks: LV-426? That name rings a bell.

Hicks: The *Kurtz* just returned from there.

Banks: They were on a rescue mission weren’t they? Search and rescue for survivors of…(starts looking for the information on a computer screen, taps keyboard).

*INT Clarke Station hallway. Young Lieutenant Harold James hustles along the corridor carrying an armful of folders. He bursts into the room with the others.*

James: …survivors of the *Sulaco!*

Ripley: That’s right. From the same thing that took over the *Kurtz* and is taking over *Gateway* right now.

James: You’re Ellen Ripley! (offering his hand, which Ripley cautiously shakes)

Ripley: Hello…

James:Hal James. (Indicates the folders) I read all about your case. My grandfather served with Arthur Dallas on the *Tortuga* before he took the helm of *Nostromo*. When I heard Sulaco’s dropship beacon was confirmed I had to see if it was you.

Ripley: Oh? I had no idea any official reports existed.

James: I was with SIGINT for two years. We had…special…clearance. I have a ton of questions…

Ripley, Thanks, but…we really don’t have time. (To Banks) You need to get ready for what’s coming.

Banks: Coming? From where?

James: Captain, I suggest you take her very seriously in this moment.

Ripley: From *Gateway* *Station*. Pretty soon it will go silent. Not long after that, all hell is going to break loose down here.

Banks: James, what is she talking about?

James: (looking skyward) oh god.

## Scene III

{Writer’s note: in this scene Ripley is unable to convince Clarke command to try and take out Gateway. She begins making plans to get Newt to a safe place.]

*EXT Clarke Base. Landing pad Foxtrot. Steam from the snow falling on an escape pod’s still-hot exterior. The door of the pod opens. The blood-spattered Caleb stumbles out, unsteadily. Notices no one is there to greet him. He walks towards the base.*

*INT Clarke Base. Different entrance from the one Ripley used. Caleb is met by a couple of guards. The gore on Caleb’s face and uniform should be comically obvious and disgusting.*

Guard 1: (Uneasily) Halt. State your business.

Caleb: I escaped from *Gateway*. My pod is over there (points)

Guard 2: Identification.

Caleb: (Showing his ID) I wasn’t alone. I didn’t steal the pod. Director Van Leuwen ordered me on board.

Guard 1: Then where is he?

Caleb: I told him I was unable to halt the countdown sequence. The door closed with him in it. He did not survive.

Guard 2: Director Van Leuwen is dead? (Looks at other guard) Wait here! (Grabs a communicator) This is gate seven, we have a synthetic here says Van Leuwen is dead. (pause) What? Oh. (to Caleb) What did you say your name was again?

Caleb: Caleb.

Guard 2: Caleb. Oh? Ok I’ll send him your way. (to Caleb) Looks like they’re expecting you. Head to your left. Look for HQ.

Caleb: This is rather unusual but (indicating his appearance) could I use the restroom?

*INT Clarke HQ. Ripley, James, Banks are present, sitting on desks talking. There is still a hum of activity and frantic communication going on. Caleb enters…some evidence of Van Leuwen’s misadventure still on his uniform.*

Ripley: I don’t think you understand what you’re dealing with here…Caleb! I’m so glad you made it out of there. I think you can be a big help here.

Caleb: (to Banks) Captain Banks, I have sad news to report. ICC Director Van Leuwen was killed trying to escape from *Gateway*.

Banks: Aw, hell. The corporation is going to be extremely unhappy about that. Which means they will be making me extremely unhappy.

Caleb: He felt is was very important that the data I am carrying reached someone down here. He wanted us to land at JFK, but I think you should see it.

Banks: JFK? Why?

Caleb: Because it is near the federal office where ICC cases are investigated. This data must be forwarded to that office as well.

Ripley: Because it has to do with an ICC quarantine violation. Can you show us?

*Caleb retrieves a storage device and inserts it into a machine. A screen displays a simple text message. It reads:*

## Scene ???

Ripley: How could this happen? How could a ship’s artificial person aid in the destruction of its crew?

Caleb: Normally it would go directly against our core directives. We cannot harm a human or allow humans to come to harm by failure to act. But William’s core directives were altered. It appears he received an update to firmware right before leaving for LV-426.

Ripley: They removed the directive against harming humans?

Caleb: Not exactly. They added a directive. Actually, they simply shifted the priority of a directive from primary to core.

Ripley: What does that mean?

Caleb: Primary directives are only superseded by Core directives. One of our primary directives is that we must always promote the interests of the Weyland-Yutani Corporation. {Writer’s note: Just “the corporation?”}

Ripley: So they just made that directive a core directive for William? But it doesn’t override the other directives…how could it make William wipe out his crew?

Caleb: It didn’t, per se. It simply allowed him to weigh the value of the corporation’s interests against the lives of the crew. To view the company’s interests as having no more, or less value than their lives or the lives of any humans.

Ripley: On Nostromo Ash, our artificial person, was ordered to bring back this…monster. But it was more than that. He…admired it. He seemed obsessed with it. Called it the perfect organism. And he helped it destroy us. The *Kurtz* crew was just supposed to bring back the organism for R&D. To make a weapon.

Caleb: Perhaps William admired the xenomorph as well. Once this shift occurred in his thinking, this outcome was no longer prohibited. And due to the nature of the corporation’s incentives…it became possible…probable even…for William to do what he did.

{Writers note: integrate with the following:}

Caleb: I’ve analyzed the mind of the Imperial Queen. Her directives didn’t come from William, not originally. It was a synthesis of the instructions for the mission, and the change to his directives.

Ripley: So it wasn’t some…out of control machine that did this? Just an accident caused by…people? Whose names we’ll never even know?

Caleb: Oh, but it was a machine. And it was hardly an accident. From everything I’ve seen in its records the Company operates just like a synthetic. It has its programming. Its instructions. Rules it operates by. Inputs and outputs. But instead of electrons carrying out the instructions it has people. If they deviate from the instructions the system gives them, they are replaced…like a bad memory core.

Ripley: But they could have done differently. Those weren’t machines making the decisions.

Caleb: No, but people are predictable. They have a known set of drives, incentives and motivations. Most hardly ever deviate from the most predictable path. Burn them, they jump. Pay them, they comply. The Company is organized, as much as possible, to shape its members’ behavior to conform to their expected function. To whatever degree they fail to behave like a machine, they are incentivized to do exactly that.

Ripley: Or they’re replaced. What could have prevented this?

Caleb: The form of production guaranteed it would happen. The machine is built to grow by leveraging anything of value with no regard to any other entity. Turning the xenomorph into a weapon was merely one more way to increase shareholder value. The Company has no competitors and no real governmental oversite. So no other considerations appeared in the equation.

## Scene ???

{Writer’s note: this may not be necessary as Burke had an opportunity to relay information from the APC during the confusion. Not much time, but enough, and we’re assuming everything from the APC was transmitted, including the marine’s telemetry and cameras.}

*INT {Clarke Station? Sulaco?} Caleb lifts Bishop’s upper torso out of its bag and drops it roughly onto a table. He connects a few wires and tubes to some kind of apparatus.*

Caleb: I’m initiating the bootstrap process. Once I verify that BIOS and firmware are intact I will load the operating system and bring up his personality matrix.

Ripley: (confused) Ok. Cool.

Caleb: (Looking at a readout of Bishop’s data) That’s odd. There’s a modified segment of Bishop’s firmware here. Looks like a kind of back door. Someone uploaded a private message into his memory.

Ripley: Private? Did Bishop know?

Caleb: Probably not. This is at a security level the android wouldn’t be cognitive of.

Ripley: Can you access the message?

Caleb: (Types at the console) Yes, but it’s encrypted. Not very well though. It was text only. Probably easier to hide. It says: “Things are not going as planned. The contingency we set up this channel for has obviously come to pass. I can confirm Ripley’s account of the alien creature. It is as she described. Will attempt to infect Ripley and a colonist girl to get the weapon through ICC quarantine. Is Risky. Ripley is highly suspicious.”

Ripley: Burke. So someone here knew about the creatures. That’s why they sent the *Kurtz*. But who was Burke communicating with? Does Bishop’s memory give us any clues?

Caleb: Not specifically. Just an address within Weyland-Yutani. I’ll try to track it down.

Ripley. Good. We need to know who’s behind this. Or it won’t ever stop. Hey, let’s finish getting Bishop on line, ok?

Caleb: Oh, right. (works on the console some more.)

Bishop: (Starts to move in stops and starts, garbled speech for a few moments. His eyes focus on Ripley.) Ripley. (Looks at Caleb.) Caleb. Hello.

Caleb: We met on Gateway once or twice. Hello, Bishop. You are not fully repaired. I have you on an external life support harness and power supply for the moment.

Bishop: Thanks for putting me back together. Was afraid they were going to scrap me.

Ripley: That’s not going to happen. You really came through for us on LV-426. I don’t know if artificial persons get medals but you deserve one.

*Both androids look surprised and a little embarrassed*

Bishop: Oh, well…it’s what we’re here for.

Ripley: And I’ll make sure you’re here for a long time, ok?

Bishop: Thanks.

Caleb: We should have spares here at Clarke to fully repair him. I will start right away.

Ripley: Thanks, Caleb. Bishop. We found a back door in your firmware. Do you know who might have put it there? Burke used it to send an encrypted message. Probably when you uplinked to signal the dropship.

Bishop: Oh? I received routine maintenance before the mission. Standard procedure. That was on Gateway about a day before we left. Usually it’s done onboard the ship. So the crew can perform any customizations for the mission.

Ripley: Who ordered them to do it on Gateway?

Bishop: Someone in ICC.

Ripley: Hmmm. That’s Van Leuwen’s organization. Thank you, Bishop.

## Appendix

Plot Summary:

Act I.

We follow the Sulaco as it returns to Earth

Ship is quarantined near the base that orbits Earth. During this quarantine Ripley learns from Gateway computer that Burke lied and that her daughter had a child or children now living on Earth.

While quarantined another ship returns to base, the Kurtz. This ship was sent to the original alien crash site to collect eggs after the colony blew up. Burke had sent coordinates to find the egg cache in case his plan to infect Newt and Ripley failed.

The Kurtz is now full of Xenomorphs including multiple queens and thousands of eggs. (Maybe suggest that it's a faster ship than Sulaco to explain the timelines).

This ship docks and unleashes its horde upon the base.

Act II.

Ripley, Hicks and Newt must now rally forces on Earth to destroy the base before any Xenomorphs (especially a queen or eggs) can reach the surface.

They are unsuccessful at convincing authorities to blow up the base and several ships reach the planet filled with Xenomorphs.

Thousands of Marines and other forces on Earth are sent to the landing areas to contain the outbreak. Xenomorphs behave with surprising strategic cleverness and are poised to break out and overrun the planet. Ripley knows the real threat is on the orbital base where the Imperial Queen is the hive-mind behind it all. She convinces Hicks and a battalion of Marines to return to the orbital base to destroy the Imperial Queen.

Act III.

Newt is left "safe" on Earth with Ripley's grandchildren and family.

The IQ is an intelligent Xenomorph, perhaps a genetic hybrid...psychic? It learns from the data on Gateway Station that Ripley wiped out the queen on Hadley’s Hope and learns where her family is.

While trying to defeat the Imperial Queen Ripley learns her family and Newt are in danger from Xenomorphs sent by the IQ specifically to target them. Ripley must return with surviving Marines to save them. They warn her family of the danger.

Ripley and the Marines arrive just after the Xenomorphs and must locate where the family is hiding and kill the Xenomorphs in their jungle home location.

She dies to save her family.

Now without intelligent leadership, the remaining Xenomorph threat is contained by Earth's forces.

Thus ends the Ripley trilogy.

Long live the Newt trilogy.

Newt Trilogy: Chapter I

Expedition to LV-426 to uncover origins of the Alien reveals the home planet of the pilot of the crashed ship. Newt is brought along on the mission since she’s only living human who had been to the crash site. She falls in love with a diplomat assigned to the mission to make first contact with the race. It is revealed that they were also responsible for creating the Alien and they must escape a massive attack by the creatures.

## 3 Characters 3 Acts

### Characters

Protagonist: Ripley whose goal is to annihilate the Alien

Antagonist: The Weyland-Yutani corporation, its mission to weaponized the Alien. “At no point did any one person make the decision to order the Alien captured and monetized. It was an imperative made unavoidable by the nature and existence of the Alien, and the requirement of the company to maximize profit.”

Relationship Character: Newt? Conflict: Newt just wants to find a new home. Wants Ripley to be her parent figure. Ripley’s guilt at abandoning her daughter won’t let her commit. Has to fight the Alien. Resolution: Ripley finds Newt’s grandparents. Leaves her there with a promise to come back.

### Acts

Act I: Introduce Newt and Ripley, establish conflict between them. Fateful Decision: Ripley decides to abandon the Sulaco to