

TEASER

EXT. BATTLEFIELD - DAY

A war-torn landscape covered in debris. Shards of scrap metal pierce the ground, creating odd silhouettes against the nuclear sky.

A quiet wind blows over when--

ZOOM! A bolt of electric energy flies past, buzzing and sizzling.

CLANG! It fizzles against a long blade wielded by NIKO, the Outliner. The mythical hero who wields the power of the Last Robot.

Two more shots fire out from behind a cloud of dust. Deflected. Across from Niko, his assailant emerges: ARCHON PRIME. The cyborg overlord.

ARCHON PRIME

The power of the Last Robot can't
save you now...The Age of Humanity
is over...

He lunges forward.

CLASH! Niko meets him in the middle.

A cloud of dust kicks up from the impact, the two figures are face to face.

ARCHON PRIME (CONT'D)

Give up, you've lost.

NIKO

Never.

END TEASER

ACT 1**EXT. SPACE**

Empty space.

Wreckage floats past. At first there's a few nuts and bolts but then bigger pieces start flying past. A giant hand connected to an arm, then a body, then a head. All pieces of THE LAST ROBOT.

BEEP! BEEP! BEEP! A red light pulses from within.

The wreckage gains speed and heat like a shooting star as it approaches a green planet in the distance.

EXT. PREHISTORIC EARTH - DAY

A herd of wild Tapir graze through a field. One stops and bows its head, grabbing a tuft of grass with its nose trunk when...

BOOM! The sound of something big entering the atmosphere.

The Tapir looks up to the sky to see...A GIANT FIREBALL.

As it gets closer, the fireball splits into smaller and smaller pieces

The Tapir runs away at full speed as blazing pieces of scrap hit the ground next to it. It swerves and dodges as space junk peppers the ground.

A huge SHADOW from above as the biggest pieces make impact with the planet.

A flash of LIGHT encompasses the world.

TIME-LAPSE: Earth grows and evolves around the wreckage. The Robot's arms and legs become mountain ranges, plateaus, and ravines.

EXT. PREHISTORIC EARTH - DAY

A small clearing surrounded by an overgrown forest.

Two feet step into the clearing. A Neanderthal-style early human steps out, brandishing a spear.

In the center is a shallow crater containing a pile of robotic wreckage.

More Neanderthals step into the clearing, encouraging the first one to move forward with a series of whoops and wails.

The Neanderthal slowly approaches the crater.

He peers over the edge, noticing something glowing from within the scrap.

He looks back to his hunting party, then slides down the side of the crater.

The Neanderthal prods the wreckage with his spear. A mixture of rusty metallic junk and circuitry.

Uncovering the pile, he reaches down and picks up an ENERGY CORE.

He lifts it up to inspect it. It begins glowing, lighting up his face a stark purple.

MATCH CUT TO:

INT. CAVE - NIGHT

The ENERGY CORE is crudely painted on the cave walls.

The same Neanderthal tells a story around the campfire, hinting at its great power and casting crazy shadows on the cave walls.

TIME-LAPSE 2: Humans evolve, building settlements and cities around each of the major crash sites. With the help of the harvested tech, the settlements quickly become hyper-advanced cities.

FADE OUT.

SUPER: 5,000 years later.

EXT. DISTANCE - DAY

Establishing shot of Distance, a farming colony barely scraping along.

EXT. BEAGLE'S KITCHEN - DAY

BEAGLE, a brawny chef, takes a trash bag out the back door and into a dumpster. He takes a seat on a crate and sparks a cigarette.

NIKO, a young, hardy farm boy with a robot arm pulls up on a TRANSPORT BIKE -- an all-terrain, jet propelled vehicle made for transporting small cargo.

He lifts up a pair of driving goggles and steps off the bike.

BEAGLE

Hey Niko!

NIKO

Sorry, got off to a late start this morning...

BEAGLE

It's all good. You got those Globo Berries I ordered last week? I've been dying to try out this new recipe...

NIKO

No Globo Berries this week. Sorry.

BEAGLE

Seriously? Again?

NIKO

Just dealing with a few issues back at the farm.

BEAGLE

What is it? Bandits?

NIKO

Fungus infestation.

Niko rummages through his supply.

NIKO (CONT'D)

Me and Jak managed to save the Sea Sprout and Lug Leaf though. Here, take an extra bushel.

BEAGLE

Thanks.

Beagle finishes the cigarette

BEAGLE (CONT'D)
How's the old man holding up?
Haven't seen him in a while...

NIKO
Been trying to tell him to rest,
but he's stubborn.

BEAGLE
Always been that way with Jak. The
man doesn't know when to stop
workin'!

NIKO
Sometimes even I can't keep up.

BEAGLE
You're doing fine, kid.

Niko helps Beagle carry the produce inside and hands him a
DATA PAD.

BEEP! BEEP! An alarm sounds from the bike.

Niko packs up his supply.

NIKO
Duty calls.

BEAGLE
Thanks again Niko! And get me those
berries!

Niko blasts off.

EXT. STREET - DAY

Niko rounds the corner, turning onto a crowded main street.
Vendors line the sides, all vying for attention.

Niko brushes past a few shoppers. He speeds past a Vendor's
display, almost knocking it over.

VENDOR
Hey! Watch it!

NIKO
Sorry!

Niko weaves through the crowded street, passing by crowds of
the workers and beggars who make up the small colony.

Niko reaches the front gate. The road turns from metal sheets to dirt and the streetlights are traded out for tall, droopy trees.

Niko drives past a split in the road. He stops for a moment, lifting up his goggles.

The road leads to a fenced off area. A sign reads "Extraction Zone 6. ARCHON Personnel Only"

In the background: Smokestacks spew dark clouds against the sky.

CLANG! CLANG! CLANG! The never ending drone of mining equipment.

He takes the other road, leading up to...

EXT. THE FARM - DAY

Niko approaches a small patch of dirt on the outskirts of town.

A large bungalow flanked by two silos made of scrap metal. Surrounded by patches of crops and some low-tech, makeshift farming equipment.

His boots hit the squishy ground. A few odd shaped footprints lead through the mud.

In the distance, a collection of oddly shaped FUNGUS CREATURES eat crops in the field and gnaw on the house's metal siding.

NIKO
They always come back...

Niko grabs a scythe and lets out a battle cry before chasing after them.

The fungus creatures squeal, they're timid and easily frightened. One of them munches on a small bushel of berries.

NIKO (CONT'D)
The Globo berries!

Niko chases it down with the scythe and they all begin running around the farm mindlessly.

He chases it around the fields, before it climbs up onto a shed.

NIKO (CONT'D)
Hey! Get off of there!

Niko prods it with the scythe when--

BAM! A blast of goo hits the tiny creature. The goo melts through part of the creature, leaving only its legs to run around aimlessly.

SPLAT! It falls over at the feet of...JAK. A resourceful and stubborn old man wearing an exo-skeleton style mech suit.

A dripping nozzle connects to a storage tank on the back of the suit.

NIKO (CONT'D)
Nice shot!

JAK
Get inside!

Niko nods and runs for the front door.

Jak jumps into action, the mech suit allows him to move with power and intention.

JAK (CONT'D)
Now this is more like it!

He sprays the fungus with the mech suit's pesticide nozzle, bashes others with its heavy arms.

SPLAT! He stomps a fungus into the ground, turning it into a fine dust.

JAK (CONT'D)
Get some!

Jak turns around, more fungus approach from the forest.

The fungus surround Jak, trying to climb up his legs.

JAK (CONT'D)
There's too many!

They climb on top of him, burying him in a pile of fungus. His muffled voice is barely audible.

Niko looks back, the fungus is overpowering Jak.

SLASH! Niko pulls up with the scythe and slices through the hordes. Every time he manages to clear some away, more take its place.

NIKO

Hold on!

Niko is unable to keep up with the masses when--

From within the pile of fungus there's A charge-up sound and it begins to glow

BOOM! An eruption of flames as Jak bursts out of the fungal tomb.

Jak clears the rest of the fungus with the flames, leaving only a few survivors.

Two fungus creatures look at each other and then run away squealing.

JAK

I knew that flame-thrower attachment would come in handy...

Jak lifts up his arm, but winces.

NIKO

You okay?

JAK

I'm fine. Those little pests can't hurt me.

NIKO

You sure? You might've inhaled some spores

JAK

Spores shmores. It's all natural anyway.

Jak coughs, wheezes.

JAK (CONT'D)

Let's make sure to tidy up and replant any damaged crops.

NIKO

I can handle this. You should probably get some rest.

JAK

I said I'm fine!

Jak winces again, this time even harder. He holds his chest and stumbles forward, leaning up against the shed.

NIKO
 Alright, let's get you out of that
 suit.

Jak bats Niko's hand away.

JAK
 No. I can still help.

Niko nods.

The two look out onto the destroyed fields. Once leafy crops
 are now droopy and crushed. Bites have been taken out of
 melon-like fruits. Scorch marks cover the ground.

JAK (CONT'D)
 Come on. We' ve got some work to
 do.

BEGIN MONTAGE:

Jak uses the mech suit to re-till the soil and Niko follows
 closely behind him with a bag of seeds.

Jak hooks up the mech to the water reservoir and sprays over
 the field like a sprinkler.

Jak and Niko patch up the fence and the house's siding.

As the sun sets, the two finish patching up the roofing. They
 look out onto the field. A job well done, all in a days work.

END MONTAGE

FADE OUT.

INT. THE FARM - NIGHT

Niko presses a button on the inside of the mech. Steam vents
 out from the sides.

With an arm over his shoulder, Niko helps Jak out of the suit
 and onto the bed.

NIKO
 Slowly now.

Jak sits down on the side of the bed.

JAK
 Hand me my mug.

Niko grabs a mug from the bedside table.

Jak reaches out a shaky hand and tries to grasp it when--
CRASH! The mug hits the ground and shatters.

JAK (CONT'D)
I'm sorry...

Jak goes to clean up

NIKO
No! Stop. I got it...

Niko cleans up the shards and water.

Jak buries his head in his hands and lays back on the bed.

JAK
I'm supposed to be the one taking
care of you, you know?

NIKO
You've already done enough.

JAK
I just wanna make sure that you are
gonna be ok when I'm gone.

NIKO
Gone? You mean dead?

Silence. Niko bandages up Jak's arm.

NIKO (CONT'D)
Don't talk like that. You *will* get
better, I promise.

JAK
How're the crops?

NIKO
We'll be a little bit behind
schedule but nothing we can't
recover from. Although Beagle might
be a little mad about the Globo
berries...

JAK
I don't know how much longer we can
keep this up. The infestation is
relentless.

NIKO

We've done it before, we can do it again.

JAK

If the fungus keeps coming back we won't have any crops to sell.

NIKO

So we build better defenses. An electric fence. Auto pesticide turrets.

JAK

With what money?

NIKO

We have some saved up from before the dry spell right?

JAK

We used that to pay for extra seeds this month.

NIKO

We're just recovering, we'll be back in no time.

JAK

The crop yield has been under 30% for the last month. I don't know how else to say this, but if we don't sell enough this month, we'll be dead in the water.

Niko grabs another mug of water.

NIKO

Here. Drink up.

END ACT 1

ACT 2**EXT. ROAD - NIGHT**

A crew of TRANSPORT TRUCKS drives through the pouring rain, their headlights come across a sign..."Extraction Zone. ARCHON Personnel Only."

The trucks enter the gate and into...

EXT. EXTRACTION ZONE

A quarry.

The trucks pass by active and inactive DIG SITES.

Massive floodlights huddle around the dig sites, lighting up the area.

Crews of MINERS operate EXTRACTORS, huge machines for collecting resources below the surface. Long tubes snake down into the pits.

One of the trucks peels off, coming to a stop next to one of the dig sites.

The passenger door swings open and a BOOT plants down in the dirt, connected to...

SCION, a high-ranking Archon Agent dressed in protective gear, steps out of the truck. A few Archon Agents follow suit.

A crew of miners stands in a line in front of him. They are ordinary people, not built for the dangers of the excavation zone.

SCION

Report.

MINER

We've reached the end.

SCION

Impossible.

MINER

We've wiped the place clean.

SCION
(aggressively)
Check again!

MINER
Listen, I already told ya--

Scion steps to the Miner, her arm shoots out and grabs his neck, choking him into the air.

SCION
That was an order.

Scion chokes him harder.

MINER
Let...go...

A concerned Archon Agent steps forward, but is stopped by the guy next to him.

Scion drops the Miner, who falls to his knees, holding his neck.

SCION
Check. Again.

MINER
Look. See for yourself...

The miner waves Scion to the edge of the dig site.

Scion peers over the edge, a distant white light blinks at the bottom.

Scion presses a button on her gauntlet and SCANS the extractor himself.

SCION
You speak the truth.

MINER
Do we get to go home now? I want to see my family...

Scion walks away from the crew of miners.

INT. ARCHON HQ - NIGHT

A high tech sanctuary located at the top of a tall building. A window looks down on an excavation site.

ARCHON PRIME, a hollow old man hiding under high tech regalia, sits in a throne. Wires connect to his body like IVs, pumping a glowing purple energy through his veins.

BEEP! A hologram of Scion appears in the middle of the room.

She kneels before Archon Prime.

SCION

Master. An issue has been reported at the Extraction Site.

ARCHON PRIME

What is it?

SCION

The extractors are coming up dry. Nothing left.

ARCHON PRIME

I knew this day would come.

SCION

What should we do? Without the energy cores...

Archon Prime gets up.

He walks over to a long table in the middle of the room. He waves his hand over it and a glowing topographical map of the world appears.

ARCHON PRIME

So much untapped potential...

SCION

Sir?

ARCHON PRIME

It is time for our empire to expand even further. Take your team and establish a new extraction zone in the Southern hemisphere.

The hologram of Scion disappears. Archon Prime studies the map.

EXT. EXTRACTION ZONE

Scion walks over to the crew of miners.

SCION

All of you have new orders. We move South.

The miners look at each other, nobody moves.

MINER

I think I speak for everyone when I say this is not what we signed up for.

SCION

You and your crew will head South.

MINER

Come on, quit the bullshit. We did our job here.

SCION

Your work for the Archon Agency is not yet finished.

MINER

Like hell. I'm going to see my family.

The Miner pushes past Scion.

Scion is shocked at the miner's confidence, for a moment. Then something clicks.

She spins around, her upper torso spins around separate from her legs.

She grabs the Miner's skull with one hand, lifting him in the air.

MINER (CONT'D)

What are you--

Before he can say anything else, Scion tosses the Miner into the quarry.

He falls, his scream echoing off the stone walls of the dig site.

A distant THUD! His body hits the bottom.

Scion spins around to the other Miners.

SCION

Anyone else interested in defecting?

The miners are silent.

SCION (CONT'D)

Good. Pack up the Extractors. We're leaving.

Scion watches the scared, dirt covered faces of the miners as they file into the truck.

EXT. CHECKPOINT - LATER

The caravan of trucks stops at a routine checkpoint.

Archon Agents with flashlights check the vehicles for anything suspicious.

One of the Agents walks up to the front truck. Scion sits in the front.

The Archon Agents wave the vehicles through the checkpoint.

INT. THE FARM - NIGHT

In a dark room, a horrendous coughing fit erupts.

Jak struggles to get out of bed, knocking stuff over and nearly falling onto the floor.

He reaches for the light switch while choking barely able to breathe.

The light flicks on.

Jak coughs into his hand, spitting up a mess of green, gooey spores.

NIKO

Dad! Are you ok?

He quickly wipes it on his shirt, trying to hid the evidence.

JAK

Fine...just...

Jak collapses.

Niko crosses to him.

NIKO

Here, sit.

Jak groans, struggling to move.