

ACT ONE

PAGE 1

Panel 1: Establishing shot of the ISS Mann on the surface of Mars. Crewmembers in protective suits brush the outer surface of the ship.

Caption: The ISS Mann undergoes a standard cleaning to prevent an over-accumulation of dust.

Panel 2: A shot from inside the halls of the ISS Mann. Again, the ship is undergoing a cleaning. In the hallway, techs are removing one of the panels that form the walls inside the ship. Note: Where the panel is open, there should be a small access corridor visible where wires and pipes run. It will be important that this corridor be cramped but large enough for Spork to walk hunched over and/or sideways, uncomfortable but traversable. Right now, Spork is walking through the actual hallway toward the techs cleaning the ship. His reflection is visible in the sheen of the newly cleaned hall panels.

Spork(t): I'll never understand the humans love of their reflections. Seeing myself in every hall is **creepy**, like I'm surrounded by aliens.

Panel 3: Spork appraises himself in a clean, reflective panel as he walks. He is frowning at himself. (I imagine panels 3, 4, and 5 taking the middle vertical third of the page so they form three snapshots in sequence, each similar to the other two except for the presence of the imposter in panel 4 and Spork's surprise in panel 5. You can, of

course, change this if you have something better but that's my thought on the visual.)

Panel 4: Spork passes the gap where the panel has been removed for cleaning. Where his reflection would be in a panel, there is instead an imposter Spork. The imposter's visible ear, the left one, should be slightly stumpy compared to Spork's and the imposter is smiling deviously while the real Spork is frowning.

Panel 5: Spork stops short just past the gap, his reflection is visible in the panel. His face should show surprise.

Spork(t): Huh?

Ranger 1(op): **There** he is!

Panel 6: Wider shot of the hallway. Behind Spork, two Rangers are approaching him. Ranger 1 has his arm thrown out, his weapon in his opposite hand. Ranger 2 is holding his weapon at the "low-ready," butt stock against his shoulder and the weapon pointed at the ground. Spork is turning towards them.

Ranger 1: Halt! You're under arrest!

Spork: Arrest!? Why am I --

Panel 7: Ranger 2 grabs Spork's suit and pushes him forward while Ranger 1 points his weapon at Spork.

Ranger 2: No questions, Spork! Walk!

Ranger 1: Beth wants to see you.

PAGE 2

Panel 1: Spork is pushed into the room by the Rangers. His hands are free. Already in the room are Nyeleti, Beth and Waylon. Beth should be imposing, an interrogator about to grill her suspect. Nyeleti and Waylon are both sitting and a bit uncomfortable.

Caption: In the Ranger Station...

Beth: **Spork!** Nice of you to join us!

Spork: Beth. What do **you** want?

Panel 2: Beth points at a computer terminal between Waylon and Nyeleti. She should be grinning. The computer terminal should be on (it's fine if you can't see what's on the screen in this panel, but make it the same color as the security footage in the next couple of panels).

Beth: Just wanted to talk to you about your recent
nighttime activities.

Panel 3: Security camera footage of the Engineering Bay. The Spork imposter with the stumpy right ear (the same one from page 1, we'll call him Stumpy from now on) has a computer open and he is yanking wires from it. The rest of the area visible in the camera is already ransacked. Papers are all over the floor, glass screens are broken and a chair is overturned.

Caption: On the security cameras:

Beth(op): We've got footage of you destroying the
 engineering bay...

Panel 4: More security camera footage, this time of the
supply cages. The "Spork" on the screen should look almost
exactly like the real Spork. This is a second imposter, Cut
Throat (the reason for her name will be explained later).
She is destroying boxes.

Beth(op): ...and the supply cages.

Panel 5: Beth approaches Spork with manacles in her hands.
She is smiling. Spork is crouched to flee.

Beth: Time to **pay** the piper.

Panel 6: Spork sprints out the door, bowling over the two
Rangers who had brought him in.

Spork: **No!** It wasn't me and I'll prove it!

ACT TWO

PAGE 3

Panel 1: At a T-intersection, Spork sprints around the corner. He should be obviously frightened. In the foreground, have a recess for a doorway large enough for Spork to hide himself in. Put an open panel from cleaning in the hallway somewhere between the intersection and the doorway but the technicians aren't present. Put a speaker for a PA system wherever it fits best.

PA System: Prisoner Escape. Prisoner Escape.

Panel 2: Same scene. Spork is in the doorway, hiding. Behind him, two rangers are sprinting down the hall but they don't take the turn Spork just did, instead continuing forward and losing their quarry.

PA System: Prisoner Escape.

Ranger 1: Do you see him!?

Ranger 2: He's probably **that** way!

Panel 3: Spork climbs through the open access panel.

Panel 4: Spork drops into the ISS Mann access ways. Behind him, a light from a vent casts a silhouette against the wall of the cramped access area. The shadow is reptilian.

Spork(t): **No!** Is that...!?

PAGE 4

Panel 1: The two Spork imposters are in the food storage. Stumpy Ear is dumping a torn open box while Cut Throat holds a jar filled with black bugs over a box of food. In the background, Spork watches them from the vent.

Stumpy Ear: So, I've damaged their engineering and you stole the tools to fix it.

Cut Throat: Yes. It'll take them days to fix the systems.

Panel 2: Close up of very disgusting bugs as they fall into a box of food from the jar Cut Throat is holding.

Cut Throat: Add in the humans' new food problem and morale will be **destroyed**.

Stumpy Ear(op): All we have left is the bridge.

Panel 3: Shot from over Spork's shoulder with half his face visible. Spork is angrily watching through the open vent as the two sabotage. The panel should be concerned mostly with Spork's face. Spork's fist is gripping a bundle of wires in the vent.

Cut Throat: And they'll blame it all on that damn **traitor!**

Panel 4: Spork has the wires stretched across his hands and is bunched up like a cat about to pounce.

Spork(y): **ARRggghh!!**

PAGE 5

Panel 1: Spork has leapt from the vent and is on Cut Throat's back with the wires pulled taut across her throat, butting into her flesh so a small spray of red Alien blood spurts out (this is why she is called Cut Throat).

Panel 2: Spork starts to jump from Cut Throats back while Stumpy Ear lunges toward Spork.

Panel 3: Spork and Stumpy Ear grapple.

Panel 4: Spork bites down on Stumpy Ear's shoulder while Stumpy Ear tries to claw him off. In the background, Cut Throat begins to stand, one hand clutched to her damaged throat. Blood covers the front of her uniform.

Stumpy Ear(y): **GET...**

Panel 5: Spork stumbles backwards clutching his face, gouge marks cross the flesh beneath the fingers. Stumpy Ear's arms are outstretched from where he just pushed Spork away. By Spork, Cut Throat is tipping a shelving unit toward Spork.

Stumpy Ear(y): **...OFF!**

Panel 6: Spork falls to the ground as the boxes fall on top of him. Stumpy Ear pulls a knife from his uniform.

Panel 7: Stumpy Ear approaches Spork with a gleaming knife. Spork, pinned beneath the boxes, is helpless. His face should be panicked.

PAGE 6

Panel 1: Stumpy Ear and Cut Throat both swing their faces towards the door where the voice is coming from.

Waylon(op): What was **that!**?

Panel 2: Cut Throat is halfway into the vents while Stumpy Ear clambers up behind her. Spork, still pinned to the ground, writhes.

Crewmember 1(op): It could be Spork!

Panel 3: Spork watches the door as he continues to push against his small prison.

Crewmember 2(op): It came from Pantry One!

Panel 4: Close up of Spork's face as sweat falls. His eyes are wide in panic.

Waylon(op): Let's get in there!

PAGE 7

Panel 1: In the background, Nolan and Waylon enter the room with two crewmembers behind them. In the foreground, the pile of boxes mostly hides Spork but his tail is just visible from under the mound to the reader.

Crewmember 1: It's destroyed...

Waylon: Damn! He must have gotten away.

Panel 2: Nolan and Waylon survey the wreckage in the room. It may be best to do this panel from over Waylon and Nolan's shoulders so the reader can see what they see. Spork should not be visible from this angle. The alien blood is still clearly visible as is the wreckage. A bug should be visible but not too prominent. It could be near the back of the room or amidst broken boxes and food.

Crewmember 2: What's that **gook**?

Waylon: Alien blood. Spork must have hurt himself while he did this.

Panel 3: Nolan is crouched over the blood and has some on his fingers which he is smearing with his thumb. Near the pool of blood, the bug has emerged.

Nolan: That's a lot of blood, Waylon. How would he have hurt himself that --

Crewmember 1(y)(op): Bugs!

Panel 4: Waylon is backing toward the door while Nolan remains crouched over the blood. Both crewmembers are turning to the door.

Crewmember 2: We have to **seal** the room before the bugs escape!

Crewmember 1: They'll infect the rest of the food supply!

Waylon: Get away from there, Nolan! We'll call the Rangers...

Panel 5: Close up of Spork's face under the boxes. Again, he is scared and sweating. His face cuts should also be visible.

Waylon(op): ...they'll find him!

PAGE 8

Panel 1: The crewmembers have left the pantry with Waylon and Nolan. The door has slid closed.

SFX(door): THUNK!

Panel 2: Spork bursts from the pile. He has blood on his uniform, some dripped from his face to his uniform front. The rest of the blood is in splotches of uncertain origin.

Panel 3: Spork stands near the puddle of blood with his hand drenched in the blood. He should be oriented like he is walking towards a standing shelf.

Panel 4: Close up of the box as Spork starts to write on it in blood. The full message will be, "Go to the Bridge" but, for now, only one or two letters should be written.

Panel 5: Wide shot of the room as Spork's tail follows him into the access way. Visible on the shelf beneath the vent is the box Spork has written on. It now has the full message, in blood, "Go to the Bridge"

Panel 6: Spork is in the access way where he sees a trail of blood on the ground. He has his hand to the cuts on his face.

Spork: You bastards are **mine**.

PAGE 9

Panel 1: Spork walks the access way, face down, looking at the blood trail. Ahead of him, a tiny black box sits on a bundle of cables. It has a small amount of red light coming from it. Though it shouldn't be apparent yet, this is a small bomb with a red LED timer.

SFX(from around the corner of the hall): sffttt. sfffft

Panel 2: Spork edges forward. The timer may now be visible, if so it should say something like 2:07. Word balloons should be tiny, the whispers barely audible. Word balloons come from around the corner, like the sound effects did.

Cut Throat(whisper)(op): but... hurts...

Stumpy Ear(whisper)(op): ...ok... done soon...

Panel 3: Spork pulls the box from the wall. Up to you if the timer is visible but, if so, timer should be at 2:02.

Stumpy Ear (whisper)(op): Alright. Ready to go.

Panel 4: Close up of the bomb. Timer should definitely be visible at 1:59. Make sure we can really tell this is a bomb.

Stumpy Ear(op): They'll **all** die for this.

ACT THREE

PAGE 10

Panel 1: Spork turns the corner in the access way. The first bomb is in his hand. Ahead of him, Stumpy Ear and Cut Throat face away. Stumpy Ear is planting a second bomb on another cluster of wires. Cut Throat is standing next to him, clutching her wound while leaning against the wall.

Stumpy Ear: Keep holding on. I've almost got this one done and the other is already planted.

Cut Throat(whisper): Whisper...

Panel 2: Spork stalks towards the duo with the first bomb clutched in his fist.

Stumpy Ear: Screw them! Once both bombs are planted, they're doomed. They'll pay then.

Cut Throat(whisper): We need... to be able... to hear.

Panel 3: Spork quietly attaches the first bomb to Cut Throat's uniform.

Stumpy Ear: We're all alone up here.

Panel 4: Spork slams Stumpy Ear's face against the access wall.

SFX(face hitting wall): BOOOMNK!

Spork(y): Nope!

Panel 5: Spork yanks the second bomb from the cables. Cut Throat is lurching towards him.

Panel 6: Cut Throat hits Spork as Stumpy Ear stands up.

Stumpy Ear: Why you...!

Panel 7: Stumpy Ear grabs Spork.

Panel 8: Inset on top of panel 7. Close up of Spork's hands as he gets the second bomb onto Stumpy Ear's uniform. Stumpy Ear does not see this.

Panel 9: Stumpy Ear and Cut Throat together shove Spork through the access way panel. The panel should be falling off and light should be visible. Spork should clearly be about to fall into a lit space.

SFX(Spork going through panel): CRASH!

Spork: Crap!

PAGE 11

Panel 1: Spork drops into the bridge of the ISS Mann. Remember to include the broken panel that is falling with him. On the bridge, a very surprised Nolan watches from his chair as Spork falls. Nolan is wearing a pistol in a hip holster.

Panel 2: Spork and the panel slam into the ground. Nolan is now standing and has the pistol in his hand.

SFX(Spork contact): FWUUMMP!

SFX(Panel contact): Thwack!

Panel 3: Nolan points the weapon at Spork as Spork struggles to his feet.

Nolan(y): **FREEZE!**

Spork: **Please,** Nolan! No!

Spork: It's not what it seems!

Panel 4: Nolan continues to point the weapon but his face should be a bit uncertain.

Nolan: What's going on, Spork!

Nolan: Why are you destroying the ship?

Spork: It wasn't **me!**

Panel 5: Nolan lets his weapon drop a few inches.

Panel 6: Beth erupts through the bridge door. Nolan and Spork both look at the door that's being flung open.

Beth(y): Shoot him, Nolan! He's destroying the ship!

Panel 7: Nolan's weapon is all the way down now. Beth has hers out and is raising it toward Spork. Spork has his hands raised in front of him.

Nolan: No, Beth! It wasn't --

Beth(y): Then I will!

Spork(y): No!! Beth, it was --

PAGE 12

Panel 1: Two small explosions blast out of the vent area near where Spork fell from. As they do so, Nolan and Spork shield themselves with their arms but Beth just has her face turned partially away since her hands are occupied with properly holding her gun.

SFX(one per explosion): BOOOM!!

Panel 2: Cut Throat's mangled body lays on the floor, shredded. Stumpy Ear's clothes are in tatters. He is badly injured but is already partially standing, the knife clutched in his fist. Beth and Nolan look on in shock. Nolan is clutching his ear. Spork crouches and faces Stumpy Ear.

Spork(y): It was them!

Panel 3: Beth's weapon is only half up as Stumpy Ear leaps at her. Spork is lunging towards Stumpy Ear.

Panel 4: Spork shoves Stumpy Ear off his course.

Panel 5: Beth fires twice into Stumpy Ear.

SFX: POW! POW!

Panel 6: Nolan, Beth and Spork all stand in the bridge. Beth and Spork are staring at Stumpy Ear's body while Nolan stares at Beth.

Nolan: Spork... saved you.

Beth: Wait, no --

Panel 7: Rangers come in through the open door, pointing at Spork. Beth swivels to them as she replaces her weapon in the holster.

Ranger 1: There he is! Get him!

Beth: Negative! Stand down!

Panel 8: Beth calls over her shoulder as she walks to the door. The rest of the people in the room are all watching her. Spork is clutching his wounds.

Beth: Leave him alone. He didn't do anything...

Beth: ...**this** time.

Caption: The End.