

PASSAGEWAY

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EXT. SPACE - DAY

PASSAGEWAY, a large spaceship made for research and science not military, glides across the serene darkness. Its pale body looks a little damaged but still majestic and adventurous. Its only sound comes from its powerful engines that let out a hot fiery blast.

INT. PASSAGEWAY - COCKPIT - DAY

Buttons light up along the giant consoles that consume the front of the ship. Each one shows that everything is not only fine but on autopilot.

A LOUD SLURP ECHOES from a metal straw connected to a plastic cup held by a YOUNG MAN'S HAND.

Hand brings cup down next to arm rest. It SHAKES it to make sure there's nothing left.

A SLOSH of a SMALL AMOUNT of the DRINK sounds.

Hand brings cup to PALE LIPS. It waits for them to part when-
ALARMS BLARES throughout the small space.

Hand puts cup down on console as KEY, (15), quiet but intelligent white-haired boy who looks almost like a ghost rather than a human, leans forward from the captain's chair.

He scans each button until his eyes land on one in bright red that reads: Life Support. He widens. He gets up from chair. He runs out the door.

INT. LOWER DECK - CORRIDOR - CONTINUOUS

Key dashes down the metal hallway. His boots CLANK against the metal grated floor. His BREATH quickens when he gets closer to a plated sliding door.

Door slides open to reveal-

INT. STAIRWELL - CONTINUOUS

Key grabs the rails. He slides down them without touching the steps. He STOPS at bottom with a THUD.

INT. MEDICAL ROOM - DAY

Plated door SLIDES OPEN to show an OUT OF BREATH Key.

BEEPS VIBRATE throughout the white open room with four capsules and medical station.

Key hurries over to large machine in the corner. He quickly opens the panel. He looks over each wire that is held together by tape, new or old. He tries to find the cause. He finds the burnt one. He goes to switch it out but ZAPS him. He SCREECHES. He pulls his hands away. He licks the wound.

BEEPS GROW LOUDER.

Key looks to the side to read the words: Life Support in DANGER. He averts back to problem. He moves fast as he changes out wires. He finishes off by taping the wires together with black tape. He lets out a SIGH in relief.

BEEPS STOP.

He steps back. He hits one of the PODS. He slides down until his butt hits the floor. He places his hands over his face while in a fetal position. He tries to calm down.

EERIE QUIETNESS fills the air.

Key EXHALES. He slides his legs out in front of him. He looks over at the pod. He sees inside a small window NORA, (late 40s), beautiful woman who's Key's mother with a lot of secrets.

Next to window is panel that reads: Nora with different signs for status of her health.

Key stands up. He looks down at the pod with a clearer view of Nora. He places a hand on it for a BEAT. He looks up at the other pods.

Inside each pod is CAPTAIN MADRIC, (50s), a devoted officer of space and will do anything to protect his ship and crew, PILOT JAXSON, (30s), an energetic and adventurous gal who jumps into the fire head on, and MEDIC GABRIEL, (40s), a cautious doctor who would much rather stay in the med bay than in the field. They have panels with life signs next to each one of their names.

Key lowers his head. He SHUDDERS in anger. His hand SQUEAKS from the sweat along the glass as it tightens into a ball.

A BANG RINGS out from other side of the room.

Key averts his attention to the SOUND. He spots a grate on the floor. He slowly stalks towards it.

He HALTS a few feet away in front of shelf of medical equipment. He glances behind it while he reaches behind him under his shirt.

He sees nothing but the grate on the floor. He glances up at the open metal hole in the ceiling with suspicion. He tries to get a better look.

THUMP is heard behind Key.

Key turns around with ray gun raised. He points it in the direction of YIP, a glutton of a small creature that is a mixture of a starfish meets the color with texture of a jellyfish, floating in mid air.

KEY

Yip.

Key puts down ray gun. He glares up at Yip, who looks at him oblivious to the situation while MUNCHES on a half eaten chocolate bar.

KEY (CONT'D)

I could have shot you.

Yip tilts his head.

KEY (CONT'D)

Yes, I could.

Yip puts up one arm. He makes it glow for a bit before SOUNDS of it SPUTTER with lights dying to show that ray gun has no power.

KEY (CONT'D)

I know the gun is dead but the intruder won't know that.

Yip EXASPERATES in disbelief. He floats away.

KEY (CONT'D)

Hey, I could always use it as a club.

Key demonstrates using ray gun as a club. He STOPS when Yip ignores him. He watches him glide towards the doorway.

KEY (CONT'D)

Wait, is that a cocoa bar?

Yip pauses. His eyes widen. He looks in the opposite direction.

KEY (CONT'D)

You little... we only have three of those left.

Yip speeds off. He floats out the sliding door.

Key GROANS. He widens when he hears his stomach GROWL. He places a hand on his stomach.

INT. KITCHEN - DAY

A DING RINGS out from microwave.

Yip opens microwave. He takes out potato. He sticks it in his mouth before he SHUTS door with a SLAM. He glides over to where Key sits.

Key eats from tray of food in front of computer. He types away. He watches the screen show him a map of space. He puts in closest planet.

Screen zooms in on planet called SOLARIAS. An icon pops up with how far it is away.

Key taps fork against table. He lets out a SIGH at how far they have to go. He clicks out of map. He pauses when he sees the desktop which is an image of Nora holding a younger version of Key. He rubs his fingers along it.

INT. OBSERVATION ROOM - DAY (FLASHBACK)

Nora tilts head with a smile. She looks towards the large window to gaze out into space. She places a hand on it.

YOUNGER KEY'S smaller hand reaches out to place it on top of Nora's.

END FLASHBACK.

INT. KITCHEN - DAY

Key smiles at the desktop of him and Nora.

NORA (O.S.)

We should go this way.

Key slowly drops his smirk.

EXT. FOREST - DAY (FLASHBACK)

Nora stands in the middle of the woods with a scanner in hand. She points in the direction of the BLIP.

Captain Madric scans the area with Medic Gabriel next to him.

MEDIC GABRIEL

You sure?

NORA

Yes. The sample should be close.

CAPTAIN MADRIC

Good. Let's get it and go. I have a bad feeling about this.

NORA

You always have a bad feeling.

CAPTAIN MADRIC

Well, this time my gut tells me we should leave.

NORA

Your gut, huh.

Key watches Nora and Captain Madric BICKER back and forth.

PILOT JAXSON (O.S.)

Are Mommy and Daddy fighting again?

Key jumps when Pilot Jaxson comes into view. He sees her CHUCKLE at him.

PILOT JAXSON (CONT'D)

Chill, Key. No ones gonna harm us out here.

CAPTAIN MADRIC

Jaxson, I thought I told you to stay with the ship.

PILOT JAXSON

I am. You guys just circled back around.

NORA

Wait, what?

Medic Gabriel looks at everyone in a panic.

CAPTAIN MADRIC

What do you mean?

PILOT JAXSON
I mean, you guys are back where you
started.

Pilot Jaxson points behind her.

PILOT JAXSON (CONT'D)
The ship is right over there.

Everyone begins to grow in fear.

MEDIC GABRIEL
Captain? What does this mean?

NORA
It means that the sample we've been
chasing...

CAPTAIN MADRIC
Has been chasing us.

GROWL ECHOES out from the trees.

Everyone scours the area for the source of the sound.

END OF FLASHBACK.

INT. PASSAGEWAY - KITCHEN - DAY

Key grips the computer screen. He bends his head in anguish.
He tightens his grip with each SCREAM and GUNSHOT he recalls.

CAPTAIN MADRIC (O.S.)
Get down!

NORA (O.S.)
Key...

Key SLAMS the laptop SHUT.

Yip watches from afar. He sees Key SHUTTER and BREATHE HEAVY
while he curls into himself. He floats over to him.

Key tries to calm his BREATH. He looks up when he feels a PAT
on his arm.

Yip holds out his half eaten potato.

Key shakes his head. He wipes away tears.

KEY
No. I'm good.

Yip puts potato back in mouth. He MUNCHES on it.

KEY (CONT'D)
So, good news.

Yip tilts his head in curiosity.

INT. COCKPIT - DAY

Key sits in pilot chair with Yip next to him. He TYPES away on the console.

KEY
It looks like Solarias is the
closest planet we can go to for
help.

Yip watches Key continue to TYPE. He gazes up when a light of warm colors shines in front of them.

KEY (CONT'D)
And this is our ticket to get
there.

Key and Yip look at each other. They turn back to the wormhole in front of them.

KEY (CONT'D)
You ready for this?

Yip CHIRPS.

EXT. SPACE - DAY

Passageway heads directly towards wormhole. Its nose pierces through the swirls of warm colors.

Electricity shoots out of wormhole. It wraps around Passageway's hull like a net pulling it in.

INT. PASSAGEWAY - CABIN - NIGHT

Key sleeps soundly on the top bunk full of pictures of him and Nora along with Captain Madric, Pilot Jaxson, and Medic Gabriel. Not far off from him, Yip hovers asleep.

ALARMS BLARE causes both Key and Yip to jolt awake.

INT. COCKPIT - NIGHT

Key rushes through doors with Yip behind him. He runs up to console to find the problem. He sees on the radar a BLIP.

Yip hurries to large window. He looks out the side to-

EXT. WORMHOLE - CONTINUOUS

Yip looks out from behind window to see warm colors shoot by. He sees a LARGE SHADOWY OBJECT not far off from them.

Large Shadowy Object pierces the warm color stream. It cuts through enough to fully reveal itself as a rusty, dark-reddish, PIRATE SPACESHIP. It gives off an ominous presence that strikes fear in Yip.

INT. PASSAGEWAY - COCKPIT - CONTINUOUS

Yip balks from window. He rushes to Key in a PANIC.

Key jumps when Yip appears in his face.

KEY

Yip! I'm trying to find the problem.

Key pushes Yip out of the way.

Yip frowns. He looks out the window to see Pirate Spaceship creep closer. Yip glances back at Key.

Key TYPES AWAY at console. He jolts when Yip pulls him.

KEY (CONT'D)

Yip!

Yip pushes Key to window.

Key halts. He EXASPERATES in annoyance. He looks out window to see Pirate Spaceship.

KEY (CONT'D)

Oh.

Yip CHIRPS LOUDLY and ANGRILY right in Key's face.

KEY (CONT'D)

Got it. We're being attacked.

A HUGE BOOM RINGS OUT from outside the ship.

Key and Yip look out window. They see Pirate Spaceship tether to Passageway's hull.

KEY (CONT'D)
Oh, great. Now they're boarding us.

Yip FREAKS OUT.

KEY (CONT'D)
Yip, calm down.

Yip STOPS. He looks at Key in fear.

KEY (CONT'D)
As long as they don't get in, we'll
be fine.

Another round of ALARMS SOUND throughout the room.

INTERCOM (O.S.)
Intruder alert. Intruder alert.

KEY
Damn it.

Yip PANICS.

INT. CARGO HOLD - NIGHT

Ray of yellow flames melt through hull. It finishes off by cutting a semi circle that falls off.

Semi circle lands on the ground with a GIANT THUD.

LARGE METALLIC BOOT STEPS on top of fallen circle. It leads up to a LEADER, hefty and dangerously armed space pirate covered head to toe.

THREE SPACE PIRATES step behind Leader. They scan large area filled with crates and boxes of storage supplies.

Leader pulls up his arm to look at wristband that shows six blips. He looks behind him at the others. He motions for them to move out.

INT. COCKPIT - NIGHT

Key stares down at screen. He watches some Space Pirates make their way off screen. He sees Leader look directly in his direction.

Leader shoots at camera to cause the screen to FIZZLE then black out.

KEY

Damn it.

Yip looks at Key worriedly.

Key ponders.

KEY (CONT'D)

We have to get them off the ship.

Yip points to himself then to Key in question.

KEY (CONT'D)

Yes, we.

Key steps away from console. He heads to panel in corner. He opens it up.

KEY (CONT'D)

There must be a way to get these guys off the ship.

Yip stares at Key with skepticism.

KEY (CONT'D)

And I think I got a plan.

INT. MID CORRIDOR - NIGHT

TWO Space Pirates wander down hall with guns raised. They scan the area to see nothing. They keep up their guard.

BANG ECHOES throughout room.

Space Pirates point their guns in all different directions.

SPACE PIRATE #1 gazes around. He stops when his foot HITS something. He immediately points gun at it. He sees that it is a metal grate. He steps closer to it.

RATTLE SOUNDS not far off.

Space Pirate #1 looks in direction of SOUND. He spots something in distance. He STEPS closer to it.

SPACE PIRATE #2 turns around. He notices Space Pirate #1 is gone. He glances around confused. He balks when a THUD hits him in the back of the head. He stumbles forward. He immediately turns around. He sees nothing. He steps back slowly with gun in air.

BIG WHACK then SIZZLE hits Pirate #2 from behind.

Pirate #2 falls to the ground to reveal Key behind him with an electric rod in hand.

Key lets out a QUIET SIGH in relief. He notices the electric rod begin to lose power.

KEY

Damn.

Key shakes electric rod. He gets frustrated when it completely stops working.

A BANG RINGS out down the hall.

Key clutches dead electric rod to chest. He peers down hall to see something in distance.

KEY (CONT'D)

Crap.

Key grabs unresponsive Pirate #2 by the legs. He pulls him away.

INT. SOUTH CORRIDOR - NIGHT

Pirate #1 QUIETLY stalks down hallway with weapon up. He scans all around to see nothing. He points it when he hears a RATTLE.

Vent in ceiling SHAKES due to air flowing through.

Pirate #1 lets out DEEP BREATH. He lowers his weapon slightly. He turns. He SCREAMS when he sees Yip, who SCREECHES, as well.

Yip latches on to Pirate #1 face part of helmet.

Pirate #1 shoots gun everywhere with Yip still stuck to him. They both still continue to YELL in horror of each other.

Yip notices that Pirate #1 heads toward something. He EEPS. He lets go.

Pirate #1 lights up in delight when Yip lets go. He turns to fire weapon. He trips. He falls into open hatch in floor.

Yip watches Pirate #1 falls through open hatch. He listens to SCREAMS and BANGING SOUNDS of Pirate #1 hitting things on the way down. He waves goodbye to him.

INT. LOWER DECK - CORRIDOR - NIGHT

Leader and PIRATE #3 walk carefully down hall.

Pirate #3 takes rear point. She scans the area with her gun.

Leader looks at wristband that shows four blips. He stops in front of door. He beckons Pirate #3 to him.

Pirate #3 walks closer to Leader. She looks over his shoulders. She raises gun to COCK it.

Leader reaches out hand to door. He goes to press panel when a BOOM ECHOES from the side.

Leader and Pirate #3 look to the sound. They point guns. They hear another RATTLE and a COUPLE of BANGS. They slowly stalk towards it.

INT. CONTROL ROOM - NIGHT

Key watches through monitor. He waits until they're close to end of the hall. He jumps when he hears JIGGLES. He look to the side to see Yip. He lets out a BREATH.

Yip tilts his head in confusion. He observes Key, who hovers a finger over button. He sees him press it.

INT. LOWER DECK - CORRIDOR - NIGHT

Leader and Pirate #3 watch the room turn red.

INTERCOM

Warning. Warning. Air lock initiated.

Leader and Pirate #3 jolt when door closes other side of hallway behind them. They glance all around. They hear a LOUD THUD. They see large door swing open to space. They try to resist being sucked out.

Pirate #3 grips onto side of wall. She tries to hold on. She loses her grip one finger at a time.

INT. CONTROL ROOM - NIGHT

Key watches from monitor as Pirate #3 falls into space.

Monitor displays Leader, who tries to hold on to wall. It shows him slowly begin to lose his grip.

Key lets out a GASP when Leader's last finger lets go. He sees him fall into space.

Yip gazes at Key. He watches him let out a SIGH before he pushes button.

Monitor shows doors close.

Key slowly slides onto floor until he sits. He lets out a SHAKY BREATH. He smiles.

EXT. WORMHOLE - NIGHT

Passageway glides smoothly through vortex of warm colors. It seems more at peace now that the danger is gone.

On its side, near to cargo hold door, METAL ARMED HAND reaches out to grab metal part of ship.

INT. PASSAGEWAY - BOWELS - NIGHT

Key, in somewhat patched astronaut suit held together by duct tape, pulls knocked out Pirate #2 towards bridge between Pirate Spaceship and Passageway. He puts him down. He takes out medical gun. He shoots blue liquid into him.

KEY

That should keep him knocked out
until we can get far enough away.

Key turns to look at Yip. He stares in question when he pulls a badly bruised and completely unconscious Space Pirate #1 by one leg.

KEY (CONT'D)

What did you do to him?

Yip lets go of Pirate #1. He GASPS in shock. He YELLS at Key while demonstrating what happen.

KEY (CONT'D)

He fell... through one of the open
hatches.

Yip NODS.

KEY (CONT'D)

That you forgot to close... again.

Yip stares. He looks in another direction. He floats away.

KEY (CONT'D)
Hey! You're suppose to be helping
me with this.

Key HUFFS. He pulls Pirate #2 through bridge.

INT. PIRATE SHIP - NIGHT

Pirate #2 lands on floor by bridge.

Pirate #1 lands on top of Pirate #2.

INT. PASSAGEWAY - CARGO HOLD - NIGHT

Key steps back from bridge. He belts himself and holds onto
rail on wall. He glances up at Yip.

KEY
Hold onto something, Yip.

Yip salutes. He latches onto railing with all arms.

Key looks at bridge. He takes out grenade.

KEY (CONT'D)
This is gonna be loud and painful.

Key throws grenade. He protects himself.

Grenade hits open part of bridge. It BEEPS for a few. It
explodes.

Large hole appears as the bridge is broken along with red
lights flashing.

INTERCOM (O.S)
Warning. Warning. Air pocket open
on ship. Warning. Warning.

Pirate ship pulls away from Passageway. It flies out of
control.

Key and Yip watch, through large hole, Pirate Ship hit the
walls of Wormhole. They shield their eyes as it explodes.

Yip looks at Key with a "well that was unexpected"
expression.

KEY
Oh, shut up.

Key and Yip turn their attention to large hole when a large metal gate solidifies and closes over hole.

INTERCOM (O.S.)
Warning. Warning. Repair doors
activated. Stand clear.

Key and Yip let out a SIGH of relief. They look at each other in happiness.

Metal Armed Hand grabs onto partially fixed hole.

Key and Yip jump. They turn to hole to see Leader try to enter through the powerful suction. They GASP when he makes it all the way in.

Leader stumbles to floor. He takes in a COUPLE HEAVY BREATHS. He slowly glares up at Key and Yip.

Key and Yip stare in fear. They look at each other. They turn when they hear CLUNKS of heavy metal. They see Leader slowly stand.

Leader gets to feet. He stalks closer to a scared Key and Yip.

Yip lets go of rail. He looks at Key to see him still trying to unstrap himself. He gazes from him to Leader in fright.

Leader STOMPS closer to Key. He reaches a hand out towards him.

Yip launches himself onto Leader. He grips onto Leader's helmet tightly. He applies so much pressure that it cracks the glass on face.

Key struggles to unlatch himself from rail and watch Yip protect him from Leader. He finally gets off the last strap. He jolts when he hears Yip SCREECH.

Leader throws Yip off him.

Yip flies into a pile of boxes. He tries to float.

Boxes fall on top of Yip. It knocks and traps him.

KEY
Yip!

Key stands. He stops when Leader overshadows him.

Leader PUNCHES Key in the stomach.

Key sails across the floor. He stops when his back hits a large box. He goes to stand but a KICK hits him along with more PUNCHES.

Leader watches Key tumble to the floor with a GROAN and blood seep from head and mouth. He reaches behind him to pull a small gun out.

Key looks up at gun. He BREATHEs HEAVIER while HEART THUMPS against his chest.

Leader slowly pulls on trigger.

Key watches in horror. He closes his eyes and curls his body into himself.

A bright light envelops Key. It shoots out causing the whole room to be covered by it.

LATER:

Light is gone. The room is empty except for scorch marks. Boxes and supplies lay broken or scattered. On the far side of the wall is a black smudge in the shape of a body.

INT. MEDICAL BAY - DAY

Yip picks up a roll of bandage tape. He brings it over to Key on med table.

Key takes roll. He fixes his wounds.

Yip observes worriedly.

Key finishes off the last wound. He lets out a SHAKY BREATH.

Yip comes up next to Key. He nuzzles him in comfort.

Key pats Yip on the head. He turns his attention to computer. He stumbles over to it. He sits down. He TYPES away.

Screen shows Key's medical records. He scrolls through them until there is a slot for diagnosis.

Diagnosis reads: Stronger, super agile, superb intelligence for someone his age, immune to toxins...

Key types in: Ability to create massive amounts of energy.

He pauses before continues with: that can destroy even people.

Yip watches Key stop. He stares, in distress, as he SHAKES in distress.

Key lets a tear slip. He types: May be too dangerous to be near others.

He sits back.

Screen clicks off the medical records. It pulls up another file with a small picture of Nora with another box with a question mark next to it. Under Nora and question mark is Key.

Key glares at question mark. He raises his hand into a fist. He thrusts it forward at screen.

A DING SINGS throughout room that causes Key to stop within inches of screen.

INTERCOM (O.S.)
Warning. Warning. Leaving wormhole.

Key stares at screen with hate.

INTERCOM (O.S.) (CONT'D)
Entering Solarias airspace.

Key sits back in chair. He lets out a SIGH.

Ext. Space - Day

Passageway exits out of wormhole. It glides through space with a large and rich earth-like planet in front of it with all different types of aircrafts hovering or sailing away and to it.

FLEET (O.S.)
This is Solarias Fleet. Please state your business.

KEY
I need...

FLEET (O.S.)
We have noticed your ship is in dire need of repair. Do you require assistance?

KEY
Yeah... yeah I do.

END OF CREDITS:

EXT. SPACE - DAY

EGREGIOUS, giant, dark spacecraft that looks like something out of a horror movie, glides through the middle of nowhere.

SMALL PIRATE SHIP comes up next to it. It pulls out a bridge to connect to Egregious.

INT. EGREGIOUS - DAY

Door opens to reveal THREE ARMED SPACE PIRATES.

They hurry inside with Leader in arms. They carry him to Medical Bay where DOCTORS look him over.

FRAZZLED DOCTOR
(warbled)
What happened?

PETRIFIED SPACE PIRATE
(warbled)
Something bad.

Petrified Space Pirate walks towards end of room with Frazzled Doctor behind him.

PETRIFIED SPACE PIRATE (CONT'D)
(warbled)
We need to wake him up.

FRAZZLED DOCTOR
(warbled)
We can't wake him up.

Petrified Space Pirate and Frazzled Doctor stop in front of large pod. They peer inside to see EPITAPH, (40s), an Adonis-like man that looks very similar to Key, but something about him gives off a foreboding presence.

FRAZZLED DOCTOR (CONT'D)
(warbled)
If we do without a cause, he'll
kill us.

PETRIFIED SPACE PIRATE
Trust me. He'll want to see this.

Epitaph awakens.

END