

Scene 1, Introduction to the world

INT. STUDIO - EARLY MORNING

The glow of blue and green neon covers the floor like fog.

DJ CITRIS (DJ), a man in his late twenties - dressed like he just rolled out of bed for a performance - enters and flicks on the lights.

DJ walks to his **console**, eating a waffle.

DJ drops into his chair, and flips a switch.

A sharp analog **CLICK**.

The speakers begin to HUM.

Monitors around the **console** light up independently.

DJ raises a hand pointing at the ceiling.

(beat)

DJ drops his finger down on a **console** button.

[draft note; broadcast tag here]

A high energy techno instrumental starts to play.

DJ CITRIS

(Hyped)

Yo yo yo, what's good in Summer City!

DJ pushes a button.

CUT TO: EXT. SKATE PARK

Kids are skating around casually.

*A nearby radio broadcasts **DJ CITRIS.***

DJ CITRIS (V.O.)

(Hyped)

It's me, DJ Citris, here to bring you the squeeze on the latest skate rumors-

CUT TO: STUDIO, console.

DJ *is broadcasting using **CAMERA.***

DJ CITRIS

(Hyped)

- And get you pumped with the juiciest beats!

DJ loses himself in the music that floods the studio.

DJ slides the volume quieter, and leans in.

DJ CITRIS

For you new cats on the block, let me break it down for you.

DJ reaches off-screen.

A transparent **display** spins to be in front of **CAMERA**.

DJ taps the **display**.

A city map fills the frame.

DJ CITRIS (V.O.)

Welcome to the beautiful Summer City.
What makes it so beautiful, you ask?
Well, our living museum-

Images of graffiti flash and minimize to icons on the map.

DJ CITRIS (V.O.)

-that covers the city with a new exhibit every day, for starters.

Images stop.

DJ CITRIS (V.O.)

But we can't forget the real movers
and shakers of the city-

*Clips of street-dancers play and minimize to
icons on the map.*

DJ CITRIS (V.O.)

These cats keep Summer City grooving
day and night!

Clips stop.

DJ CITRIS (V.O.)

Maybe you're here for competition.
Well, lucky for you we got things
called Tag Battles.

Clips of tag battles play on screen.

*[Draft note; the clips are intended to change
between lines to match the explanation.]*

DJ CITRIS (V.O.)

All you gotta do, walk in on someone
else's turf, and get the home crew's
attention.

DJ CITRIS (V.O.)

Either you could tag up the joint, or they could spot you and challenge you right there.

DJ CITRIS (V.O.)

And like an old rpg, you're locked into combat, no running with rep and territory on the line, baby!

DJ CITRIS (V.O.)

The challenger goes first. You gotta call your shot and make it too, pick a line, hit it and get a clear tag on whatever you picked.

DJ CITRIS (V.O.)

But don't go thinking you can just do something easy!

DJ CITRIS (V.O.)

If the other crew can match your tag twice, you lose control. And defense ain't a cake walk either, if you don't get a clear tag twice in one control-

DJ CITRIS (V.O.)

That's game over baby!

*Tag battle videos **STOP** and minimize.*

The city map fills the frame.

The display powers off.

DJ *is dancing behind the display.*

With a rhythmic spin **DJ** *spins the display off-screen.*

DJ CITRIS

Ahhh, but you wanna know about the competition.

The **monitor wall** *behind* **DJ** *comes to life with videos of* **[side crew 1]** *[draft note; casting real crew].*

DJ CITRIS

First we got **[Side Crew 1]**, these guys can be a few crayons short of a tool shed, ya hear, just don't tell them I said that, cuz what they lack in brains they make up with brawn.

The **monitor wall** *video changes to* **[side crew 2]** *[draft note; another real crew casting].*

DJ CITRIS

Then there's **[Side Crew 2]**, a crew so quick and stylish, you'd need rockets to keep these girls from flying by ya.

*The monitor wall changes to show **Austin, Deimien, and Isobella.***

DJ CITRIS

And at the top of the food chain, we got [draft note; need crew name]!

*The video on the **monitor wall** changes to show **AUSTIN**, a man late teens/young adult, tagging a wall.*

DJ CITRIS

There's Austin; a kid that lives in the rhythm, always skating to his own beat!

*The video changes to show **ISOBELLA**, a woman late teens/young adult, showing off her footwork to some kids.*

DJ CITRIS

Isobella, or Iso, as we call her, a girl that always adds warmth to this cold city.

*The video changes to show **DEIMIEN**, a man late-teens/young adult, dancing on top of a cop car.*

DJ CITRIS

And of course, Deimien, kid with a massive heart and a temper to match, don't go messing with his crew!

*The video changes to show **PETEY**, a humanoid robot, skating with different crews.*

DJ CITRIS

And it looks like we got Petey with them this week, he's a cool dude that just floats between crews, always ready to help all of his friends. Crew lines don't compute with him!

*A message appears on the **monitor wall**.*

On screen: !!NEW CHALLENGE ALERT - SUMMER TRANSIT!!

DJ *turns around to see it and turns back.*

DJ CITRIS

Uh-oh, looks like the gauntlet's getting thrown down at the transit hub, we got [Side Crew 1] tagging up [Main Crew]'s turf!

A SPEAKER *fills the frame*

EXT. MAIN CREW GARAGE - EARLY MORNING

A pair of roller skates lay in front of the
RADIO

DJ CITRIS (V.O.)

Now we all know you aren't just gunna let that slide [Main Crew], better get out there and show them what you got!

*The **SKATES** are picked up from off-screen.*

AUSTIN *tightens his gloves.*

DEIMIEN *buckles his skates.*

ISO *adjusts her headgear.*

PETEY's *feet split apart and detract his skates.*

*Full frame of **MAIN CREW***

DJ CITRIS (V.O)

And hey! Here's a track for the road!

*New **MUSIC** starts to engulf the city.*

DEIMIEN *stutter-steps and falls down, and the **MUSIC** stops.*

AUSTIN *and **ISO** laugh at **DEIMIEN**.*

PETHEY helps **DEIMIEN** up.

CAMERA pans up to the sky.

SCENE 2, THE VIBE (a music-based scene)

EXT. CITY STREET - MORNING

DJ CITRIS' DRONE, an in-world camera vehicle, tracks the skaters, by and while moving through the street.

STOCHAM CCTV NETWORK, an in-world camera network, also tracks the skaters by utilizing strategic vantage points along the street.

DJ CITRIS' DRONE FEED:

A scan of the sky shifts to street level to focus on a rail.

(beat)

The **MUSIC** kicks in as **DEIMIEN** slams onto the rail and slides out of frame.

The **DRONE** turns to follow **DEIMIEN**.

The city zips by in the pursuit.

The **DRONE** does its best to stabilize while avoiding traffic.

CCTV FEED:

AUSTIN is dancing with a street musician.

DEIMIEN shoots by with the **DRONE** closely behind.

AUSTIN fist bumps the musician and skates after **DEIMIEN** and the **DRONE**.

DRONE FEED:

The **DRONE** continues to follow **DEIMIEN** as it sways through traffic.

AUSTIN drops into frame near **DEIMIEN** and matches speed.

The **DRONE** continues to track both skaters.

CCTV FEED:

ISO is guiding a little girl, toddler/young child, blond hair, pink dress and blue roller skates.

ISO has a radiant smile with her arms outstretched, as the little girl focuses hard on balancing.

Then the little girl does a small hop, barely leaving the ground. She lights up with excitement.

***ISO** claps and laughs matching the girl's excitement.*

***AUSTIN**, **DEIMIEN**, and the **DRONE**, zoom by in the street, catching **ISO**'s attention.*

***ISO** waves goodbye to the little girl and follows the crew.*

DRONE FEED:

*The busy street zips by below the **DRONE***

***DEIMIEN** and **AUSTIN** are skating in the traffic.*

***AUSTIN** grinds a guard rail.*

***DEIMIEN** swerves in and out of traffic.*

***ISO** enters the frame grinding a guard rail and jumping over a lane of traffic, landing in the middle of the road.*

*The **DRONE** struggles to keep all the skaters in frame.*

CCTV FEED:

PETEY picks up a piece of loose newspaper from the street's shoulder.

PETEY walks to a nearby trashcan on the sidewalk.

The [Main crew] skates by almost blending into the traffic itself.

PETEY throws away the newspaper and follows the crew.

DRONE FEED:

A break in the traffic lets all four skaters converge in the middle of the street, still skating forward.

A sharp **WHISTLE** cuts through the **MUSIC**.

The **MUSIC** and [Main crew] stops.

The crew focuses on the intersection ahead of them.

(beat)

From the sides of the intersection, **STOCHAM POLICE OFFICERS** begin to slide in. Mechanical, like a gate closing.

SPLIT SCREEN - CREW/POLICE

AUSTIN looks at the rest of the crew, then smiles at the police.

The **OFFICERS** appear slowed as they get closer to forming a full line across the intersection.

The **POLICE LINE** completes, the **MUSIC** resumes, and the **SPLIT SCREEN** ends focusing on [Main crew].

AUSTIN stays stationary.

DEIMIEN dashes across the frame to grind an elevating rail, jumping over the **POLICE LINE**.

ISO dashes to the opposite side and grinds a rail, jumping to wall-ride a sign, and jumps over the **POLICE LINE**.

PETEY dashes straight to the line jumping over at the last second.

On the beat-

Everything **FREEZES**.

DEIMIEN/ISO/PETEY are locked motionless in the air.

The street behind them splits into layered color bands - each hue isolating them like competing signals in the same broadcast.

[^draft note; tri-colored freeze frame ^]

The energy smashes reality back to normal speed.

Some **OFFICERS** break from the line to give chase.

In the motion, **AUSTIN**'s smile peeks through the crowd of **POLICE**.

AUSTIN does several quick motions leaving a cloud of colored mist in his wake.

As the closest **OFFICERS** turn around-

AUSTIN makes eye contact with one he just tagged with spray paint.

Smiles.

ROCKET SKATES ignite, propelling **AUSTIN** through the **POLICE LINE**.

As **AUSTIN** makes it through, one **OFFICER** grabs ahold of **AUSTIN**'s leg.

CCTV FEED:

AUSTIN shakes the **OFFICER** off his leg and exits the frame.

The **CCTV FEED** freezes.

SCENE 3 - STOCHAM

Rewind.

The **FEED** stops on the moment **AUSTIN** sprayed his graffiti.

CAMERA separates from the **FEED** and zooms out to an office.

INT. STOCHAM'S OFFICE - MORNING

A dark office with a hint of smoke from a lit cigarette in an ashtray.

A lone monitor bearing the **CCTV FEED** illuminates the desk area.

STOCHAM hits the desk with a solid thud.

STOCHAM

This needs to stop. These punks make a mockery of my police every day.

STOCHAM *sighs and collects himself, picking up his cigarette and takes a long drag.*

STOCHAM *presses a button on the monitor, the CCTV FEED shrinks and the screen turns off.*

Forceful exhale.

STOCHAM *presses and holds a button on an intercom.*

STOCHAM

I just sent you the video of those skate punks assaulting our officers. Run it.

STOCHAM *releases the button and reaches to a separate intercom.*

Presses and holds another button.

STOCHAM

How long until 'Operation Stampede' is ready?

DJ'S DRONE *sits outside the window. Listening.*

EXT. STOCHAM'S OFFICE - MORNING

DRONE FEED:

STOCHAM *sits in his office chair, he starts to turn.*

The **DRONE** takes off before **STOCHAM** fully turns around.

TIME LAPSE - DRONE, CITY PASS OVER FROM STOCHAM'S OFFICE TO SUMMER CITY TRANSIT.

On approach, **TIME LAPSE** stops, **DJ** pilots the **DRONE** down into the streets.