

New Earth Episode 1: Pilot

Scene 1: Intro

[The story begins with a dark screen, as a woman's voice tells the story of how her world came to be.]

Karen:

[Narrating 1,000 years ago, the human race became extinct. But that did not mean the end of life on Earth. Animals soon evolved to the level of intellect the humans once knew, and used the knowledge and technology that was left behind to forge a new civilization. A new Earth.

[The voice continues her narration as the screen changes to a technologically advanced city, with humanoid-looking animals scurrying about their everyday lives. Basically Zootopia if it took place on the Citadel in Mass Effect.]

Karen:

[Narrating] In the centuries that followed, we've tried to follow the lessons of our predecessors, while avoiding their mistakes. There have been many arguments, and many conflicts, but life was, for the most part, peaceful.

[The scene then changes to a swarm of alien warships filling the sky; purple, bug-like vessels with glowing green accents. They're descending onto a small rural town, firing from above with strange, purple lasers.]

Karen:

[Narrating] Until *they* came. The Zarconians. Reptilian invaders from another world. They laid waste to the small town of Todsview, south of the capital of Newtropolises, and claimed the remaining land as the grounds of their own headquarters on our planet.

[The screen displays a purple velociraptor-looking creature in a strange, alien-looking garb. He looks like a cross between a king and a cult-leader. His skin is pale and his eyes have a sickly green glow, unnaturally so. The veins around said eyes bulge from his skin. When he talks, his voice is deep and gravelly, with a satanic echo to it. All in all, he's pretty scary.]

Zerak:

This is Emperor Zerak of the planet Zarcos. This world will now be claimed for glory of the Zarconian Empire. Any attempts to resist our rule will result in your untimely destruction.

[The scene then changes to an army of silver, Battle Droid-esque robots charging into battle. Against them stand an army of skeletal creatures resembling Zerak, except they have no skin. Their eyes and the gaps in their bones glow with the same energy Zerak does. All the while, a smug, skinny weasel humanoid in a suit watches from a tower above. He seems very confident in how this is playing out.]

Karen:

[Narrating] In response to this challenge, the New Earth Government commissioned an army of robot soldiers under the employ of weapons manufacturer Rolland Malovich to combat the Zarconians' supernaturally enhanced undead legion. But Malovich was a corrupt man, and many believed that he was using the newfound conflict as a means to obtain power and profit.

[The scene then changes to the image of a female wolf-humanoid in a green military uniform, standing at attention in what looks like a run down-down bunker. This is the narrator. Beside her is a skinny dachshund creature in a cheap suit with no tie and the sleeves rolled up to the elbows. He's at a computer desk filled with all manner of advanced computer equipment, just typing away, his eyes jumping back and forth between the multiple holographic monitors in front of him.]

Karen:

[Narrating] Including me. I left my position within the New Earth Army to form an underground group that would truly work to restore peace and justice to our world. This small resistance group, code-named Team KENNEL, now resides in the tunnels beneath Newtropolises, our goal to protect New Earth from the enemies both within it and without. Recently, we've received word of a Zarconian prison located on the outskirts of the Empire's territory. I've sent my primary combat operative, Jake Renards, on a mission to free the captives contained there.

Scene 2: Sky Above Zarconian Territory

[Scene changes to the present day, as we pan across the sun-stetted sky. Suddenly, a futuristic-looking fighter jet zips past, looking somewhere between an X-Wing and Starscream's

vehicle form in in the original Transformers. It's flying toward a strange fortress, a massive stone structure with organic, almost living tendrils wrapped around it. We then cut to the ship's pilot, a fox-like humanoid who is rather handsome and well-built, dressed in a grey leather jacket and matching army pants. He's just sitting back, flying toward the tower and listening to punk rock music as Karen radios in instructions.]

Karen:

[Over the comlink] Alright Jake, remember your mission: Go in, get the prisoners, and get out. You sure you can handle that?

Jake:

[Smiles] More than I can handle brushing my teeth in the morning.

Karen:

[Sighs] Overconfident to the last. Just be careful, okay?

Jake:

[Cocky] Hey, I'm *always* careful. Ish. I'll radio you back once I get a little closer. Jake out. [He signs off and turns to his navigation computer.] Computer, how much longer before we get to the prison?

Navi-Computer:

Approximately 15 miles to point of destination.

Jake:

[Thinking] 15 miles...

Scene 3: Todsview Flashback

[This causes him to think for a moment, and we flash back to the past, with Jake driving home in a futuristic pickup truck of some kind. It's not *that* far off from what we have in the real world, but it has a Tron-like glow in the crevasses and around the hubcaps. He passes a sign that reads "Welcome to Todsview" as he rides along an old dirt road.]

Jake:

[Smiling] Just 15 miles left to go and I'll be home, sweet home.

[We look inside the truck to see that he's talking to a female fox-creature over a holographic vid-screen on the dashboard.]

Nicole:

I can hardly wait. I've got a surprise waiting for you when you get here.

Jake:

[Smiles] Probably not as big as the one I've got in store for you.

Nicole:

Now, Jake Renards, what on New Earth could possibly top burnt mac and cheese.. [Startled] Oh my gosh! [She frantically rushes to the stove in the background and shuts it off] Well, that's ruined.

Jake:

[Chuckles] Don't worry, my surprise will more than make up for it.

Nicole:

[Playfully Curious] This surprise you keep talking about, care to tell me what it is?

Jake:

[Shakes head] If I did that, it wouldn't be a surprise, now would it?

Nicole:

Guess not. See you at the house. Love you.

Jake:

Likewise.

[Nicole signs off, leaving Jake to open a storage panel beside the driver's seat. He pulls out a small, black box and flips it open, revealing a beautiful diamond ring. He looks at it admirably for a moment, thinking about how magical it's going to be once he shows it to her.]

Jake:

[Poetic Tone] More than you can possibly know, Nicole.

[He closes the box and puts it away. He then turns back to the road, where something catches his eye in the distance.]

Jake:

[Confused] What the...

[Above him, several alien spaceships like the ones shown in the narration fly toward the town Jake's headed to. Some notice his truck and start firing at it, causing him to swerve left and right.]

Jake:
[Startled] Hey! Whoa! Whoa! Whoa!

Scene 4: Sky Approaching Zarconian Prison

[The scene flashes back to the present day, where Jake snaps out of his recollection in time to narrowly avoid hitting an obstacle.]

Jake:
[Startled] Whoa! Alright, no more spacing out while flying.

[He looks over to see the Zarconian prison just up ahead.]

Jake:
[To himself] Time to go to work. [Pushes an area behind his ear, despite not seeming to be wearing a headset] Karen, Darwin, I'm nearing the entry point.

[A male voice sounds in excitement over the comlink.]

Darwin:
[Excited] Alright! Go knock 'em dead.

Karen:
And be sure to actually *land* the jet this time. Those don't grow on trees, you know.

Jake:
[Dismissive] Sure, sure, sure. You just do your thing, and I'll do mine. Jake out. [Signs off the comlink, then addresses the navi-computer] Computer, engage Auto-Pilot.

Navi-Computer:
Auto-Pilot engaged.

Jake:
[Smiles] Nice knowin' ya.

[He pushes a button on the console, causing the energy-based cockpit of the jet to shut off. Jake then jumps out, free-falling

down to the prison entrance below. All sound cuts off as the air whips past him. As he nears the ground, he pulls out a gunmetal-and-crimson laser blaster, firing at some of the skeletal guards at attention. They are hit with the laser-fire and crumble to dust as Jake lands on his feet in a crouched position. He then jumps up and spins on his heel, taking out more zombies in a circular firing motion. He's clearly done this before. The door to the fortress opens and two more guards run outside, these ones carrying shields and clubs. Jake regains his posture and approaches them slowly, not at all scared of them.]

Jake:

[Cocky] Hello fellas, I'm with Waste Management...

[He activates a special function on his blaster, causing it to shift and change into what looks like a sword handle. A blade of energy shoots out from said handle, not unlike a Lightsaber, as Jake continues his boast.]

Jake:

... and I'm here to take out the trash.

[He charges toward the guards and engages them in sword-to-club combat.]

Scene 5: Team KENNEL Base, Mission Room

[Meanwhile, Karen and the dachshund at the desk are monitoring the situation and trying to keep in touch with Jake.]

Karen:

[Trying the comlink] Jake, Jake?

[There is some static, then a response.]

Jake:

[Over the comlink] Can't talk, I'm little busy right now.

Darwin:

[Excited] Are you doing the sword thing? I love the sword thing. The sword thing's just awesome.

Karen:

Keep us posted. [Signs off the comlink] Darwin, did you decrypt the unlock codes our source gave us?

Darwin:
[Confident] Just last night, while totally deprived of sleep,
like a boss.

Karen:
[Nods] Good. We'll need them later.

[She starts to walk away, only to bump into a female cat-humanoid (a Calico, to be exact), dressed in a tan mechanic's jacket and shorts, with a burgundy undershirt and fingerless gloves. She's rather young and looks a little nervous.]

Karen:
Umph!

Ashley:
Oh! Excuse me!

Karen:
[Angry] Okay, who are you and how did you get in my base?

Ashley:
[Nervous] Sorry! [Calms down and holds out her hand in greeting]
I'm Ashley. Ashley Calloway. Remember me?

Darwin:
[Spins his chair around] The girl who provided us the info on
the prison. [Notices they haven't met before] Darwin Dachsly,
computer hacker and information specialist extraordinaire.

Ashley:
[Amazed] The pleasure's all mine.

Karen:
[Formal] Your contribution to our efforts is greatly
appreciated, Ms. Calloway.

Ashley:
[Solemn] It was the least I could do after Jake saved me from
that transport. [Curious] Is he rescuing the prisoners right
now?

Darwin:
[Nods] Uh huh. He's raiding the facility as we speak. Kicking
butt, taking names, the stuff I'd be doing if I didn't have to
worry about preserving my natural beauty.

[Karen shoots him a look that mixes skepticism and annoyance. It's more playful than anything. She's used to his humor at this point.]

Ashley:

[Confused] There's something about this I don't get: why send just Jake? Wouldn't it be safer to send a whole squad of people instead of just one guy?

Karen:

It would. But we don't have the manpower for that kind of operation. So, we have to keep things as small as possible. And Jake's not "just one guy." He's... special.

Ashley:

[Confused] I don't follow...

Darwin:

[Turns back to his work] You will. [Calls Jake] How you holding up, buddy?

Scene 6: Outside Zarconian Prison

[The scene changes back to the prison entrance, where Jake is still locked in combat with the guards.]

Jake:

[Struggling] Fine. Just like chopping lumber back home.

[He slashes his sword down on one of the guards.]

Scene 7: Lumberyard Flashback

[Scene flashes back to Jake in a lumberyard of some kind, in a sleeveless shirt and jeans, chopping logs in half with a smaller, less powerful version of the laser sword he's currently using in battle. The Forman, a beaver... appropriately, walks up to him as he chops away.]

Forman:

Renards! There's someone here to see ya.

Jake:

[Working] Send 'em over.

[The Forman walks away as Jake continues working. A weasel in a business suit, the same one in the intro before, then walks up to him. Beside him is a brown bear in a typical bodyguard black suit and shades. He's not exactly the type of guy you want to mess with, as he's easily twice as tall as Jake and built like a tank.]

Malovich:

[Cheerful] Jake Renards! Just the man I wanted to see. You know who I am?

Jake:

[Glances over] Yeah. Rolland Malovich. C.E.O. of Malcorp Weapons Manufacture. [Chops a log]

Malovich:

[Smiles] So you've read up on me. I've done quite the research on you myself. Heard you served in the N.E.A. 73rd Battalion, Unit 2.

Jake:

[Nods] Uh-huh. Spent the better part of a year fighting nut jobs you supposedly armed.

[He's talking about a war he was involved in with Amphibian rebels in the Great Sea. Rumor has it Malovich secretly supplied them with weapons.]

Malovich:

[Frowns] That was never proven. Just nasty rumors spread by people who have a grudge against me.

Jake:

[Shrugs] Maybe. [Chops another log] Maybe not.

Malovich:

In any case, I didn't come over here to stand trial. As you probably heard by now, the President just appointed me Director of National Security. Very excited. Huge business opportunity.

Jake:

[Sarcastic smile] And I'm sure saving people's lives is a nice incentive as well.

Malovich:

[Nods] Why of course. And speaking of protecting people, I'm here to offer you a position as one of my personal bodyguards.

Jake:

[Stops working and turns around] Come again?

Malovich:

Your record in the N.E.A. was exemplary. You're tough, hardworking, just the kind of guy I want on my security force.

Jake:

No offense, but don't you have robots for that sort of thing?

Malovich:

I do. A whole army's worth. But I find it pays to keep a handful of flesh-and-blood organics on deck. You know, someone to talk to. Helps keep a guy sane.

Jake:

I see. And I take it the pay will be legion.

Malovich:

[Smiles] All the wealth and luxury a warm-blooded Animoid could ask for. And if you ever have kids, well, you'll be worried less about paying for college and more about what color they paint the dorm room.

Jake:

[Amused] Oh yeah?

Malovich:

You can start anytime you want, that is if you accept the offer. So what do you say, Jake? Do we have a deal?

Jake:

[Mussing] It *does* sound like a pretty good gig.. [Shakes his head] But I'm gonna have to decline.

Malovich:

[Bewildered] What? But I don't understand. This is a chance to serve your country..

Jake:

I already did that. Now I just want to live out the rest of my life in peace. I hope you can respect that. [Turns back to his job]

Malovich:

[Disgruntled] Fine. Whatever. [Turns to leave] But let the record show that you're throwing away a huge opportunity here.

Jake:

[Working] The answer's final, Malovich.

Malovich:

[Frowns] I see. Just remember this: at the end of it all, you're gonna wish you said "yes." [Turns to his bodyguard] Let's go, Mr. Kodiak.

[Malovich and his bodyguard leave as Jake continues chopping logs.]

Scene 8: Outside Zarconian Prison

[Back in the present, Jake is bumped from his flashback when a Zarconian club strikes his hand, causing him to drop his sword.]

Jake:

[In pain] Ahhh!

[He turns around to meet the offending guard, who readies another blow. Jake is prepared this time, and in an amazing feat of superhuman strength, catches the guard's massive club with one hand. His eyes then glow a neon red as he squeezes the club, causing it to crack slightly. The guard tries to pull away, but Jake's grip is too tight.]

Jake:

[Wags his finger disapprovingly] Uh, uh, uh.

[If the skeletal guard had a face, it would give an expression of sheer worry right about now. Jake unleashes a seismic punch with his other hand, which sends the guard flying across the yard until he hits a wall and crumbles to dust on impact.]

Jake:

[Tosses aside the Zarconian's club] That's what I thought.
[Winces in pain]

[Jake looks at the hand that was hit with the club. There is a sizable wound on the back, and we can see metal and circuitry

inside.]

Scene 9: Team KENNEL Base, Mission Room

[Back at the KENNEL base, Ashley receives some surprising news.]

Ashley:

[Surprised] Wait, so Jake's a robot?

Karen:

[Chuckles] Not exactly, kid.

Darwin:

Cybernetic enhancement. You ever hear of Artificial Limb Replacements?

Ashley:

[Nods] Yeah. The kind they give amputees.

Darwin:

[Smiles] Well, Jake's got that tech set up in about half his body.

Ashley:

[Amazed] Wow.

Karen:

The enhancements boost his strength, speed and endurance levels to twice that of a normal Animoid.

Darwin:

[Nods] Uh huh. But he can only go super for a short time, you know? Like a guy who's lifting something really heavy. Eventually, you gotta put it down.

Ashley:

I see. [Amazed] No wonder he can do all these missions by himself. He's pretty much a one-man army!

Darwin:

[Excited] True that! You should see him go into Cyber Mode, it's really something! His eyes glow this epic red, and he gets this determined look on his face. It's awesome.

Ashley:

[Curious] Just one question: How did Jake get so hurt he needed half his body replaced?

Karen:

[Frowns] We shouldn't talk about it. It's kind of personal to him. [Voice softens] And painful.

Jake:

[Over the comlink] Darwin, you still with me over there?

Darwin:

Read ya loud and clear. How you holding up?

Scene 10: Zarconian Prison

[Scene cuts to Jake running through the dark and gloomy corridors inside the prison, his blaster/sword back in hand.]

Jake:

Just honky-dory. I'm in the prison now. [Smiles] The help was nice enough to leave the door open for me.

Scene 11: Team KENNEL Base, Mission Room

[Back at the KENNEL base.]

Darwin:

[Shakes his head playfully] Tsk, tsk, tsk.

[Ashley falls quiet for the moment, contemplating something important.]

Ashley:

[Thinking] Speak up, Ashley. Now's your chance. [Aloud] Uh, Ms. Banesworth, there's something I wanted to talk to you about.

Karen:

I'm not going anywhere for the moment. What is it?

Ashley:

[Nervous] You see, the reason I came over here... I was just wondering... could I join your team?

Karen:

[Surprised] Hold up. [Pulls Ashley aside] You want to join Team KENNEL?

Ashley:

[Nods] It's just, you people saved my life, and I want to do what I can to help you.

Karen:

I see. [Stern] But you need to understand, Ms. Calloway, I'm not running a Breakfast Club over here. I can't accept you if you can't contribute something to the team.

Ashley:

[Bargaining] Oh but I can, Ms. Banerworth! You guys need a mechanic? I'm really good at fixing things!

Karen:

A mechanic? [Mussing] Come to think of it, we could really use one of those... [Formal] Tell you what, Ms. Calloway: our backup power generator is broken. Has been for some time. If you can get it working again, the position's yours. Deal?

Ashley:

[Excited] You betcha! I'll have it up and running for you in no time!

Karen:

The generator's in the Repair Room, along with any tools you might need. Should I lead you there?

Ashley:

[Shakes her head] Thanks for the offer, but I can find my way. Catch you later!

[She heads down a hallway towards the Repair Room, all cheerful and determined to impress her new boss. Karen heads back to her position beside Darwin, who had overheard her talk with Ashley.]

Darwin:

You *do* realize that we haven't been able to get that old thing to run in over a year?

Karen:

[Nods] I know. But if she wants to join Team KENNEL, she needs to be able to handle the hard assignments to come.

Darwin:

[Shrugs] Yeah, you're right. [Turns back to the comlink] Alright Jake, the cell should be just up ahead, about one more corner.

Scene 12: Zarconian Prison, Hallway

[Scene cuts to Jake running through still running through corridors of the prison.]

Jake:

[Talking through comlink] I copy.

[He turns a corner and spots two guards up ahead. He pulls out his blaster and takes them out just as they notice him approaching. One shot to the chest each, dead center. He then runs past them as they crumble to dust.]

Jake:

Just a little closer...

Scene 13: Jake's House Flashback

[Scene flashes back to Jake running from his truck to a quaint little log cabin, which is currently on fire.]

Jake:

[Frantic] Nicole! Nicole! Where are you!?!?

[The Zarconian ships fire at him from above shooting up the ground around him. Jake dodges and weaves the blasts as he continues his frantic approach.]

Jake:

[Frantic] Nicole!

[As he gets closer to the house, an explosion from behind sends both him and his truck flying a short distance. The now-enflamed truck lands on top of Jake, painfully pinning him to the ground mere inches from the front steps.]

Jake:

[Reaches toward the house] Nicole! [Grows weaker] Ni...cole...

[He soon passes out from injuries he sustained in the blast.]

Scene 14: Inside Zarconian Prison, Detention Level

[Scene cuts back to the present, as Jake makes it to the door of the prison cell. Naturally, it's locked. He notes a glowing panel on the side of the door and coms in with the others.]

Jake:

[Talking through comlink] Okay, I've made it to the cell. The door control is right over here. Engaging link-up.

[With that, he pulls a small, box-like metal device out of his pocket and attaches it to the control panel. It opens up, with three leg-like prongs connected to the edges of the panel.]

Scene 15: Team KENNEL Base, Mission Room

[Back at the base, Darwin types in some codes as his computer links with the cell door's controls.]

Darwin:

[Working] Okay, we're connecting, and... we're linked. Now to get that door open.

Scene 16: Inside Zarconian Prison, Detention Level

Jake:

You sure you've got the Zarcos' programming codes figured out? 'Cause the last thing I need right now is a repeat of last time...

[The last time Darwin tried to open a Zarconian prison door, the door locked. And the guards were alerted to Jake's presence. And the prison's auto defense turrets activated...]

Darwin:

[Confidently reassuring] Last time was a fluke, man. Last time's not gonna happen again.

Jake:

[Gruff] Well, see that it doesn't.

Darwin:

[Working] Just a few more commands here...

[Darwin types away as his holographic computer screen fills with weird, alien symbols. Eventually his codes register, and words "Door Unlocked" flash across the screen.]

Darwin:

[Smiles] Ah. Open Sesame. Am I good or am I *good*?

Jake:

[Shrugs] You get the job done.

[He pulls the link-up device off of the control panel and puts it away. The cell door pulls open to reveal a small group of captives, startled at the sudden opening of the door. They're scared, dirty and it looks like they haven't eaten in days.]

Jake:

[Addresses the crowd] It's alright. My name's Jake Renards, I'm with Team KENNEL, and I'm here to get you all out of this miserable place.

[He starts leading the people out of the cell, one at a time. The last one embraces him in gratitude.]

Prisoner:

[Excited] Thank you, sir. I thought we were dead!

[The prisoner heads off while Jake contemplates his statement.]

Jake:

[Thinking] I've been *there* before...

Scene 17: N.E.A. Headquarters, Medical Wing

[Scene flashes back to Jake waking up on an operating table, in a lab of some kind. The soft white light comes into focus as he notes the beeping vital sign screens around him and the plastic oxygen mask over his muzzle. He's dressed in white hospital clothes. Medical robots, small, round machines with all manner of surgical tools where their arms would be, hover over him as he comes to.]

Medical Robot:
Patient is regaining consciousness.

[Jake sits up and takes off his oxygen mask.]

Jake:
[Groggy] Uhh... my head...

[He holds his head, feeling strange. Like his bones feel... heavier, somehow. Meanwhile, the medical robots try to get him to lay back down.]

Medical Robot:
Sir, I must ask you to put on your mask and lay back down.

Jake:
[Startled realization] Nicole!

[He jumps from the table and starts toward the door. The medical robots try to restrain him.]

Medical Robot:
Sir, I must ask you to...

Jake:
[Angry] Outta my way, toaster!

[He pushes away the robots and runs out of the lab.]

Jake:
[Frantic] Gotta find Nicole!

Scene 18: N.E.A. Headquarters, Main Lobby

[Jake hurries through the hallways of the facility he's currently in, bumping past all manner of Animoids just going about their day and giving him strange looks. He eventually makes it to the main lobby, where he finds a worker, a rat Animoid in a white lab coat, holding a holographic projector in the shape of a clipboard. Jake runs up to him and grabs him by the coat.]

Worker:

[Startled] What the...?!?

Jake:

[Angry] You, Poindexter! Where am I?

Worker:

[Nervous] N.E.A. Headquarters.

Jake:

[Confused] N.E.A. Headquarters?

Worker:

[Corrective tone] In Newtropolises?

Jake:

[Upset] I know that, it's just... [Calms down] Okay, how long have I been here?

Worker:

[Reassuring] I can find out. What's your name.

Jake:

Jake Renards.

Worker:

[Looks at his holo-clipboard and pulls up a list] Okay, Jake Renards, Jake Renards... You were admitted to the Medical Ward three weeks ago, right after the attack.

Jake:

[Confused] Three weeks? I've been out for three weeks? [Gets his bearings] We were attacked, right?

Worker:

[Nods] By the Zarconians. A lot's happened since you were out...

[Jake glances around the lobby and notices a giant glowing list of some kind mounted on a metal wall across from him.]

Jake:

What's that?

[The worker looks in the same direction Jake is and frowns.]

Worker:

[Solemn tone] A list of the people we lost in the attack. The ones we could identify, at least.

[Something dawns on Jake, and he slowly walks to the list. Part of him doesn't want to see this, but an even greater part has to. He scans through it, recognizing some of the names but still holding onto hope, until he finds, to his horror, the name "Nicole Vixens."]

Jake:

[Crestfallen] No...

[The world around him stops as the terrible truth hits him. The love of his life is gone. Never again will he hear her voice, or smell the scent of her perfume, or feel the warmth of her embrace. He falls to his knees as tears begin to form from his eyes.]

Jake:

[Sorrowful] Nicole...

[He cries in sorrow. His sadness slowly turns into anger as he processes that he never even got to say goodbye, until he eventually punches the wall right next to the list in a rage. He then glances up to notice a massive dent where he punched,

one he shouldn't have been able to make.]

Jake:

[Confused] What? [He inspects the dent] How did I...

[A familiar voice sounds from behind.]

Malovich:

Impressive, isn't it?

[Jake rises to his feet and looks over to find Malovich, this time without his bear bodyguard accompanying him, but still confident nonetheless. If the events of the past three weeks even remotely bothered him, he doesn't show it.]

Jake:

Malovich.

Malovich:

You've gotta hand it to Dr. Skunkskey. He didn't just fix you, he *improved* you.

Jake:

[Upset] What are you talking about? What did your eggheads do to me?

Malovich:

I'd think you'd be a little more excited, Renards. Not everyone gets to become a miracle of modern science...

Jake:

[Snaps] Just answer the darn question!

Malovich:

[Explaining] You've been cybernetically enhanced. Skunkskey and his crew took out whatever was broken and replaced it with the latest in A.L.R. technology. They saved your life, you know.

Jake:

[Saddened] For what? The girl I love is... [forces it out] *dead*, my home is destroyed, and we might be headed into a war with invaders from another world.

Malovich:

[Reassuring] A war that will cement our place in *history*, Renards. [Excited] Imagine: A glorious robot army, led into battle by intelligent cyborg generals. The first of which will be you, of course. The people will adore us. They'll lift us above their shoulders as the saviors of their world. Not to mention the substantial profits we'll receive from this endeavor...

[Jake grows increasingly angry by Malovich's words. People are dying, New Earth is at war, and here is this guy going on like he just secured a corporate merger. Eventually, Jake hears enough.]

Jake:

[Angry] Will you stop talking about yourself for five seconds?!?

Malovich:

[Confused] I'm talking about saving our people...

Jake:

[Angry] No, you're talking about the fame, and the money, and how great this invasion will be for you. Not once have I heard you say anything about *that*! [Points to Nicole's name on the list] *That* is what I've lost! *That* is what *I* care about!

Malovich:

[Flatly] You have my condolences for your loss. [Bargaining] But, if you join me, you can have the chance to *avenge* her.

Jake:

[Angry] Oh, I'll avenge her, alright. But I'll do it without *your* help.

[He storms past Malovich, bumping into his shoulder in the process. He's not sure what he's going to do, but he's sure not

going to be an accessory to Malovich's ego trip.]

Malovich:

[Pleading] Renards, think about what you're doing. This is what you were brought back for! You can't just walk away from us now!

Jake:

[Angry] Sure I can. It goes something like this..

[He keeps walking away as Malovich continues to call out to him.
Jake's not hearing it, though.]

Malovich:

[Calling out] Renards! You're being a fool here, Renards!
Renards!

Scene 19: Inside Zarconian Prison, Detention Level

[Scene flashes back to Jake spacing out in the Zarconian prison.
Darwin is trying to get him to respond.]

Darwin:

[Over the comlink] Renards, New Earth to Renards?

Jake:

[Snaps out of it and answers] Uh, yeah, Jake here.

Karen:

[Over the comlink] Thought we lost you there for a moment.

Jake:

[Smirks] Now Karen, you know you can't get rid of me that easy. Anywho, I've secured the prisoners. Now I just gotta find a teleporter off this rock.

Darwin:

I've got the coordinates for the Transport Dock. You should be able to take a ship from there.

Jake:

Thanks. [Signs off and turns to the crowd] Alright folks, listen up. You stick with me, you'll make it out of here in one piece.

Don't, and you'll probably die. It's up to you.

[He starts walking in the direction Darwin gave him, but one of the prisoners calls out to him.]

Prisoner #2:

[Confused] Uh, excuse me sir, but do you mind telling us where we're going.

Jake:

[Turns around and smirks] Why, to catch a ride home, of course. Follow me.

[Jake leads the crowd of prisoners to the Transport Dock, taking care to make sure they can keep up with him.]

Scene 20: Team KENNEL Base, Mission Room

[Back at the KENNEL base, Karen and Darwin are observing Jake's progress as he wraps up the mission.]

Darwin:

[Leans back confidently] Looks like the ol' Jakester's got this one in the bag.

Karen:

You just make sure he gets those people to the safe zone. [Turns to leave] I'm going to go check up on our new recruit.

Darwin:

Just go easy on the poor girl, okay? You *did* ask her to fix the Unfixable Generator.

Karen:

[Reassuring] I know.

Scene 21: Team KENNEL Base, Repair Room

[She heads to the Repair Room, surprised Ashley hasn't given up by this point. The "Unfixable Generator" has certainly lived up to its name, with countless mechanics and repair robots being unable to get it to function in the slightest. Karen admires the girl's tenacity, however. Maybe she's Team KENNEL material after all. As she opens the door, Ashley is waiting for her on the other side in a medium-sized room crammed with tools and equipment, with a small workbench in the middle. She bolts up from beside an old machine covered in buttons, levers and power outlets. This is the "Unfixable Generator"]

Ashley:

[Surprised] Oh, Ms. Banesworth! I was just on my way to see you.

Karen:

[Reassuring] No, Ms. Calloway, you don't have to get it done today. You can start up again tomorrow and maybe the rest will...

Ashley:

[Smiles] I'm done!

Karen:

[Confused] You're done? Finished? [Starts toward the generator laying in the corner of the room] You got the generator working?

Ashley:

[Smiles] Uh-huh. I had to improvise a few parts, you guys having such a short supply and all, but it works now. Good as new!

[Karen leans toward the generator and pulls the ignition lever, causing the machine to whirl to life. She then just stares for a moment in amazement. This no-name girl did in the span of a couple hours what nobody else could in over a year. She must be some mechanic.]

Ashley:

[Hopeful] So?

Karen:
[Stunned] When do you want to start?

Scene 22: Inside Zarconian Prison, Transport Dock

[Meanwhile, Jake and the prisoners have made their way to the Transport Dock, where massive alien transport ships are docked. Jake takes cover behind a corner and gestures for the prisoners to stop. He peaks over the corner to find the Dock relatively unguarded.]

Jake:
Wait here.

[The prisoners stay put while Jake heads inside the Dock and enters one of the ships. Inside, he bumps into a pair of guards at the controls. They stop what they're doing and turn to look at him.]

Jake:
[Confident] Shift change, boys. My turn to take the wheel.

[The guards charge at him, but he fends them off, shooting one of them with his blaster, then converting it to sword mode to slash the other. After the scuffle, he takes the pilot seat, ignites the engine, and activates the intercom.]

Jake:
[Announcing] Coast is clear. All aboard for Air KENNEL!

[The crowd of prisoners gratefully run inside the transport ship. Once they are all inside, Jake lifts off.]

Jake:
[Announcing] Next stop: Newtropolises!

[The ship flies out of the prison and heads toward Newtropolises.]

Scene 23: Team KENNEL Base, Repair Room

[Scene changes to later that night at the KENNEL base, as Ashley sets up her things in the Repair Room. Jake enters and casually knocks on the wall to the side of the open door.]

Jake:

[Playfully] Knock-knock. Anyone home?

[Ashley looks up from what she's doing and smiles upon seeing him. It was him who rescued her and a bunch of others from the Zarconians before. And, she has a bit of a crush on him.]

Ashley:

[Smiles] Jake! It's me, Ashley Calloway, the girl you saved before, remember?

Jake:

[Smiles] Yeah, I could never forget that smile. So, I hear you're our new mechanic. They said you fixed the Unfixable Generator.

Ashley:

[Proudly] Most certainly did!

Jake:

[Curious] Say, how are you with A.L.R.s? [Holds out the hand that was hit with the club before] I tweaked my hand in the fighting back there. Zarco zombie with a spiked club. Really painful.

Ashley:

[Nods] Sure. Let me take a look..

[Ashley takes his hand and leads him to her workbench. She pulls out a tool and begins examining the wound.]

Ashley:

[Examining] Hmm. Looks like one of the spikes got lodged in between the control servos. Could have knocked a few wires out of place. [Reassuring] Just hold still for a minute. I'll have this fixed in no time.

Jake:

You sure seem to know your way around this sort of thing.

Ashley:

[Working] When my dad still ran his repair shop, he let me help out on occasion. Some of our customers were amputees who needed their A.L.R.s fixed. Same principle applies here.

Jake:

Some mechanics I know would be freaked out at the idea of working on someone's hand.

Ashley:

[Shrugs] It's just a machine. [Panics] Oh, no, no, no, no! *You're* not just a machine, of course, you're a person, I just meant your hand...!

Jake:

[Reassuring] I know what you meant.

Ashley:

[Sighs in relief] Oh. [Notices something] Say, what's that around your neck?

[Camera shows Jake's engagement ring from before, now scarred and burned, with a large crack across the diamond, on a chain around his neck.]

Jake:

This? [Holds the ring up for Ashley to see] This is a long story...

Scene 24: Flashback Outside N.E.A. Headquarters

[Scene flashes back to Jake sitting on a park bench, brooding over recent events. Karen walks up to him and asks for a seat.]

Karen:

Is this seat taken?

Jake:
[Brooding] No, make yourself comfortable.

[Karen sits down beside him.]

Karen:
[Formal] Karen Banesworth, N.E.A. Head Officer.

Jake:
[Frowns] Lady, if your with Malovich, the answer's still no.

Karen:
Actually, I'm not. [Curious] I take it he offered you a chance to join him?

Jake:
[Cynical] Yeah, to help him make millions and get a statue of himself put up in Town Square.

Karen:
[Frowns and shakes her head] Malovich is a war-monger, plain and simple. He thinks only about himself, and how our suffering is going to benefit *him*.

[Jake nods in agreement as Karen rises to her feet. She's got his attention now.]

Karen:
[Continuing] That's why I'm resigning from my position in the N.E.A. I'm going to set up my own group, one that will *truly* fight for the people of New Earth.

[She hands Jake a holo-clipboard that contains personal notes about her idea. He reads through some of the contents. Whatever she's up to, she's sure put a lot of thought into it already.]

Jake:
[Reading] Team KENNEL. [Smirks] That's an inspired name. What does Malovich think of your little pet project?

Karen:

[Determined] It doesn't matter. I'm willing to fight him and his robot army if the need arises.

Jake:

[Skeptical] So, you're going to take on not one, but two big armies with nothing more than a rag-tag gang of rebels?

Karen:

[Nods] Yes. And that brings us to why I came here: I'm hoping you'll join us. I know all about you, Renards. You have no love of the Zarconians or Malovich, and with your combat training and cybernetic enhancements, you'd be a great help to our cause.

Jake:

[Shakes his head disbelievingly] You're crazy, lady.

Karen:

[Disappointed] I see...

Jake:

[Stands up] But with all the craziness that's been going on lately, what's a little more? [Nods] Sure, I'll join you.

Karen:

[Face lights up for a moment, but she immediately regains her composure] Thank you. [Changes subject] There's one other thing... [Reaches into her pocket] This was found when you were recovered..

[She pulls out the burned engagement ring and hands it to Jake.]

Karen:

You ran off before it could be returned to you. I had to pull some strings, but I was able to get it back.

[Jake just stares at the ruined ring in his hand. Tears begin to run down his face as the emotion of losing Nicole comes rushing back, despite his efforts to fight them. Noticing this, Karen wraps her hands around his, closing his fingers around the ring. She then leans in close to him, holding his closed

fist close to his heart. It's here that Jake realizes he picked the right person to follow.]

Karen:

[Soft tone] I'm sorry, Jake. For everything. No one should feel the pain you have to endure. Hopefully, we can prevent others from going through such a nightmare.

[Jake nods in agreement as he opens his hand to look at the burned ring once more, a newfound sense of purpose filling him.]

Scene 25: Team KENNEL Base, Repair Room

[Scene flashes back to the Repair Room, as Jake finishes telling his story to Ashley.]

Jake:

So now I keep this with me as a reminder. [Solemn tone] A reminder of what I've lost. Of what I'll never get back.

Ashley:

[Apologetic] That's so sad. [Smiles] Maybe I can clean it up for you, weld the crack in the diamond...?

Jake:

[Shakes his head] Won't be necessary. I like to keep it this way, all messed up. It's part of the reminder.

Ashley:

[Sadly] I see. [Finishes her work] There, that should do it.

Jake:

[Tests his hand] Ah. Thank you.

[He stands up and makes his way to the door. Ashley calls out to him, hoping to help him in some way.]

Ashley:

[Calling out] Jake?

Jake:
[Turns around] Uh, yeah?

Ashley:
[Sincerely] If you ever need anything... [Nervously] repair-wise,
I mean... [Sincerely] I'm here for you.

Jake:
You betcha. [Leaving] Good luck with the new job.

[He walks out the door, leaving Ashley to contemplate their conversation. And to reflect on her missing father...]

Ashley:
[Calling out] Nice talking to you! [Thinking] To care about someone so much and then lose them like that... He tries to be tough and strong on the outside, but deep down it still hurts. I know how *that's* like...

Scene 26: Newtropolises, Malovich Tower

[Scene changes to a dimly-lit, very "evil billionaire guy lair" looking penthouse in Newtropolises. Inside, Malovich and his bear bodyguard are watching a holo-news report depicting Jake's rescue of the prisoners. The ship he stole is shown landing somewhere in the city, where the hostages happily un-board while a reporter commentates on the events.]

Reporter:
Eyewitness accounts confirm that the underground vigilante group Team KENNEL was responsible for the rescue. Now, the freed prisoners resume their everyday lives, grateful to the mysterious stranger who saved them from certain...

[Malovich clicks off the holo-vision, clearly upset with the recent turn of events.]

Malovich:

[Frowns] That's another one. [Pacing] For three years now, Karen Banesworth and her KENNEL freaks have been cutting into *my* heroic deeds. Into *my* glory! Into *my* profit! I want this stopped, Kodiak. And Rolland Malovich *always* gets what he wants.

Kodiak:

[Formal] How do you plan on accomplishing that, sir?

Malovich:

[Turns to him] By any means necessary. [Heads toward his desk] Soon, Team KENNEL will be "shut down", and Jake Renards will be where he belongs: under my employ. Or dead. I could go either way. Regardless, no one, not Karen Banesworth or the Zirconian Empire, is going to stop my plans from coming to pass. [Makes it to his chair and sits down in the classic "cupped hands in front of your face, leaning forward" position] Brace yourself, my friend. A new dawn is coming. *My* new dawn...

[Camera pans out over the Newtropolises sky-line as a thunderstorm rolls in. To Be Continued...]