

Jack Ryder – The Rundorth Faction

The Movie Prologue

Based on the novel Jack Ryder – The Rundorth Faction
and Jack Ryder – The Particle Effect

A Hursto Presto Production

By Jim Hurst (aka Reptor7)

www.hurstopresto.com

<http://reptor7.tripod.com>

reptor7@yahoo.com

Prologue

Scene 1: Ext. Deep space opening shot

Fade in. Ext. Deep space. A lone space freighter slowly slices through the void as it moves across the screen.

Scene 2: Int. ISF Parallax Warehouse

Mechanical biped loaders are moving cargo pallets around. Low angle wide shot, and a metal foot stomps in front of the camera. The camera pans upward to the cockpit which houses its operator: Larry Ryder. The all-business gruff voice of his foreman is heard through his headset...

Foreman (radio voice)

Morgan, I said cargo container B7 goes to docking bay sixteen!

I said sixteen, you dimwit! Karl, move D5 to bay four, will ya? And quit slacking off!

Larry, it's your wife again. For crying out loud, it's the third time today!

Larry cringes, and turns on a small cockpit monitor. On screen, he can see his wife close up and his 13 yr old son: Jack, sitting in a chair behind her. Jack looked sad.

Larry (surprised)

Uh, hi honey!

Mary (pleading)

Jack has been sitting here for the past hour waiting... waiting for you to take him flying in the simulation chamber. You promised, you know.

Larry (apologetic)
I'm sorry, babe. We are behind schedule and it will be another couple of hours before I can get out of here. Tell you what. Tell Jack to head on over, and I'll have Frank let him in. It'll be okay. See ya in a couple hours.

Scene 3: Int Freighter Livingroom

The screen goes blank. Mary gazes at her son, and kneels next to him.

Mary
Jack, your father can't get away from work right now.

Jack
I understand, Mom.

Mary
But go head. Frank will meet you there.

Jack
Great! Perhaps I can get Norman to come along?

Mary
I'll give Norman's mother a call.

Jack
Thanks, Mom!

Scene 4: Int. freighter corridor

Jack exits into a corridor and runs past meandering crew personnel as he heads toward the simulation chamber. Soon, he comes to a floor hatch and climbs down into it.

Scene 5: Int. simulation chamber

Jack drops down and Frank is standing there looking down at him.

Frank
Well, if it isn't young Jack. Come in, come in.

Jack
Thank you, Mister Frank! Dad said I could fly today!

Frank

You know the rules, boy. Your dad must be here
if you want to take one of these puppies out for a spin.
But, it's slow today. I can give an hour or so of flight.

Jack

Thanks, Mister Frank!

Jack climbs into the cockpit of a simulator.

Frank

No, it's just Frank. Here, let me help strap you in.

Jack

My friend Norman is supposed to meet me here!

Frank

Sorry, Jack. His mother said he won't be able to make it.
Something about... misbehaving. You remember that.

Jack

Yes, sir.

Frank

There. All strapped in and ready for action! Any particular scenario you want to do?

Jack

Random will be fine!

Frank

Random it is.

Frank steps to a control panel and flips some switches.

Scene 6: Int. fighter cockpit

Jack adjusts his helmet. His radio squeals with Frank's voice.

Frank (radio voice)

Flight leader, this is control. Start your engine.

Jack

Roger that!

Jack starts the engine.

Frank (radio voice)

Flight leader. You are clear to launch.

Jack moves the controls. Cut to int. simulation chamber with Frank looking at a panel. Cut back to Jack inside cockpit. His view screen shows him taxiing to a launch bay facing space.

Frank (radio voice)

Jack, I just got dispatched to repair a broken loader in the cargo bay.
I'll be back within the hour. Have fun!

Jack

Thanks, again... Mister Frank! Here I go!

Jack launches into simulated space.

Scene 7: Int. freighter bridge

The captain sits in her chair and listens to the small chatter amongst her crew.

Crew Member 1

Outpost station Gamma. Only a day away now.

Crew member 2

I hear the envirodome there is beautiful.

Crew member 3

I don't know about you, but I just plan to sleep.

Crew member 4

What? Sleep? I'm off this boat first thing...

A loud grating sound followed by a thumping noise directs their attention upward to the ceiling. The captain turns to an old engineer on her left.

Captain

Report!

Engineer

I'm not sure, captain! I think it's coming from outside!

The ceiling begins to crack drawing the captain's gaze upward again.

Captain

Launch a distress buoy!

The ceiling hull explodes outward. In a shower of sparks, bridge personnel and equipment are sucked out upward into space.

Scene 8: Int. freighter

Montage of various passageways and rooms being shook and people falling. The montage ends in the cargo bay with Larry Ryder and Frank looking at the bay door as it cracks. The door explodes outward sucking them and cargo out. Space suited intruders enter.

Scene 9: Int. Simulator cockpit.

Jack flies his small fighter starcraft and locks onto a target. He fires off a missile and his target explodes making his craft shake.

Jack

Yes!

But the shaking never stops. He is slammed against the cockpit walls and the image of space is replaced with the actual simulation chamber. The shaking stops, and he stands up only to be knocked out of the cockpit by more shakes. He lands on the floor, and hits his head. Dazed and confused, he can hear faint screams and sounds of weapon fire beyond the entrance hatch above before he passes out into darkness. Fade out.

Scene 9: Int. Simulation chamber / Corridor

Fade in. Jack awakens. The simulation chamber is quiet and dark with faint red emergency lights. Struggling up onto his feet, he hobbles to the ladder and he looks up to the hatch entrance. All is dark and quiet. He slowly climbs up the ladder and pokes his head above the corridor floor. The corridor is vacant, and dark with red emergency lights.

In the darkness comes a faint scream, and the sound of rapidly approaching footsteps. A haggard crew member runs past without seeing Jack. Another sound gets Jack's attention: clicking and humming electronically. A Viperbot comes out of the shadows and fires upon the running crew member. The crew member falls.

Jack looks back at the Viperbot and their "eyes" meet. Startled, Jack drops back down into the simulation chamber and knocks over one of Franks' tool boxes. Tools scatter everywhere with a loud noise. Jack presses his back against the wall and the viperbot lowers down near him.

Seeing a tool on the floor, he grabs it and hits the viperbot twice. The viperbot slams against the wall and lies "dead" on the floor. Jack then slowly climbs back up the ladder.

A large dark hand grabs Jack, and lifts him up into the corridor slamming him against the wall. Jack struggles but he is held helplessly by a dark armored suited intruder. A light bleeps on the intruder's wrist controller and he turns and stomps down the corridor dragging Jack behind.

Scene 10: Int. freighter corridor intersection

After a couple of turns, they come to three suited space rangers pointing their rifles at the intruder.

Ranger 1 (male)

Drop the boy!

The intruder holds jack up as a shield, throws the boy at the rangers, and leaps past a closing door. Jack lands in a daze. With blurry eyes, he watches one of the rangers pull her helmet off and lean close to his face. Her long golden hair drops close to him.

Ranger 2 (female)

Don't worry. You are safe now.

Jack (whisper)

An Angel.

Jack falls unconscience. To be continued.