WING COMMANDER -- THE MOTION PICTURE DEMO
RESOURCE NEEDS

Warren Spector
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Summary

The resource needs outlined below assume a demo in standard 320x200 mode, approximately five minutes long, dominated by space combat footage. Time and cost permitting, we'll follow the five minute action sequence with a one minute high-resolution trailer.

There are three dramatic break points in the demo script -- one on page five, one on page nine and then the big conclusion on page seventeen. The resource needs change dramatically, particularly in terms of art requirements, depending upon how much of the script we actually produce. I don't want to commit to producing more than the first five pages between now and CES, but I'm confident we can accomplish that much in the (roughly) forty work days between now and CES(!!!)

In order to complete the demo, I'd like the following resources (I can get by with substitutes, but these guys know their stuff and, in a few cases, have already expressed interest and contributed to the completion of this document):

ASAP

Gilbert Pena	Director
Bruce Lemons	Artist
Craig Halverson	Artist
Artist 1	Only required if we do a high-res sequence
Martin Galway	Sound engineer

December

Dana Glover	Composer

Cutting to the chase, here are my projections of total personnel and equipment costs for the demo:

Personnel	**$27,275.00***	**$34,275.00***
Equipment	**$17,240.00**	**$12,240.00**
Total	**$44,515.00**	**$46,515.00**
Cash Out of Pocket	**$21,240.00**	**$16,240.00**

* Only $4,000 (voice talent) represents cash out of pocket for ORIGIN. All other personnel costs are regular salary.

WRITING/DIRECTING

Status

The script for the demo and a treatment of the entire film are finished. No more writing is required for the demo. If we produce just the first five pages of the script, the storyboard is finished and work can begin immediately.

Personnel

I'd like to bring Gilbert into this project full-time (or, at least, half-time) to take on the bulk of the directing responsibilities (working directly with voice talent, artists, editors, etc.). I need someone immediately and until the demo is complete. (Assume this will go right to the CES wire.)

Director	(Full-time)	$7,000.00

Equipment

There are no equipment costs involved in this phase of the project.

Total Writing/Directing Cost **$7,000.00**

EDITING

Status

This is a post-production task. No work has been done. The editing can be completed in approximately four days.

Personnel

No ORIGIN personnel are required other than Gilbert.

Equipment

No equipment necessary. Editing will be done off-site. The cost includes the services of an experienced video editor to work with Gilbert.

Editing equipment use	$70.00/hour
Total Editing Cost	**$1680.00**

ART

Status

No work has been done.

Personnel

Pages 1-5	430 man-hours	72 man-days
Pages 1-9	745 man-hours	124 man-days
Pages 1-17	1430 man-hours	239 man-days

Artist 1	$7,000.00
Artist 2	$7,000.00

Producing a one minute high-resolution sequence would require an additional artist.

Artist 3	$7,000.00

Equipment

In addition to the man-power described above, the art required for this demo will eat up computer time. To do this right (and not interfere with other projects) we need at least 3 dedicated rendering machines (486/16megs RAM/Weitek co-processor).

Computers	$15,000.00

To do any high-res work, we would need a Vista or Targa board and a single dedicated 486. This would reduce rendering time from approximately 30 minutes per frame to approximately 2 minutes per frame. (In addition, a Vista board would have applications beyond the demo and or movie -- it would allow us to create much higher quality screen shots and video presentations for our games than we do now.)

Vista/Targa board	$5,000.00
Computer	$5,000.00
Software to convert 320x200 graphics to high res	$ 200.00

Total Art Cost

Low Res	**$29,200.00**
High Res	**$31,200.00**

MUSIC

Status

No work has been done.

Personnel

During the post-production phase, a soundtrack will be generated specifically for the demo. This will require the services of one full-time composer for two days if we go with standard LAPC1 sound. I'd like to extend the timeline to one week and use multiple LAPC1's and several tracks to optimize the musical score. However we do it, I'd like to lock in Dana Glover for this task.

1 Composer (1 week) $875.00

Equipment

No new equipment is required.

Total Music Cost

Multi-Track **$875.00**

SOUND EFFECTS

Status

No work has been done. We'll use some existing Roland effects and incorporate some digitized effects from CD.

Personnel

This will require one week of work by Marc Schaefgen or Nenad Vugrinec (or some combination of the two).

Sound Effects Engineer $875.00

Equipment

No new equipment is required.

Total Sound Effects Cost $875.00

VOICE TRACKS

Status

No work has been done, but we may want to record voices ASAP, so artists can use the vocal tracks to guide animation.

Personnel

There are 15 speaking parts in the demo script. If we produce only the first five pages, that number drops to four.

Each character in Wing 2 and Ultima 7 was recorded individually. For the film (or at least the demo) I'd like to bring in professional voice artists to record the script as if it were a radio play. This would involvea half-day of rehearsal (which we will record) and a half-day of "official" recording. We can piece the best performances together from all takes.

Cost per actor would be approximately $250.00 for the first hour and $100.00 for each hour after that (for a total of, approximately $1,000.00 per actor per day).

Voice talent (1 day) $4,000.00

Equipment

We would require one good individual microphone per actor, two compressors, cables, eight hours of DAT tape, and copy stands.

AKG 535 microphones (4) $25.00 each/ day (rental)
$100.00 total
Compressors (2) $20.00 each/ day (rental)
$40.00 total
Cables (2) $20.00 each (purchase) $40.00 total
DAT tape (8) $10.00 each (purchase) $80.00
total
Copy stands (4) $25.00 each (purchase)
$100.00 total

Total Voice Cost **$4,360.00**

FINAL SOUND MIX

status

No work has been done.

personnel

Approximately three days of Martin Galway's time will be required.

Martin Galway	$525.00

Equipment

No new equipment is required.

Total Sound Mixing Cost **$525.00**

WING COMMANDER

A Proposal by G. P. Austin

We DISSOLVE from the locket around Arturo's neck to that same locket around a fighter pilot's neck. We TILT UP FAST to 1st Lt. Arturo Blair's grim expression. He is now in the cockpit of a Scimitar, repelling a Kilrathi assault against the Tiger's Claw. FADE UP the caption:

THE T.C.S. TIGER'S CLAW, ON PATROL IN OLYMPUS SECTOR

TEN YEARS LATER

Blair flies spectacularly, trashing Kilrathi fighters, skimming just above the rugged, vast outer hull of the Tiger's Claw. The astonished chatter of his fellow pilots can be heard over his commsystem, their puzzled faces flashing across the VDU. "Fantastic! Who is that? Is that you, Paladin?" "Nay, lass, I wish it was!" "Hunter?" "Nope." "Who *is* this guy?"

The attack finally repelled, Blair makes his landing on the carrier's main deck.

Climbing from the cockpit, he receives congratulations from his new crewmates, who introduce themselves. Blair has just transferred onto the Tiger's Claw, fresh out of the Academy. The other fighter pilots are impressed with his combat skills; obviously, he came to the right place to use his talents. But when Blair admits he requested posting to the Tiger's Claw as soon as he heard the carrier would be patrolling the Olympus Sector (he had his choice of postings because he graduated top of his class at the Academy), the others are surprised.

A born fighter, Blair could've transferred to the Vega or Nifelheim Fronts, where combat is a given, but instead he chose the relatively peaceful, non-strategic Olympus Sector, a patrol route that hadn't seen any Kilrathi activity in eight years. Making a joke about Blair's courage, Knight cracks, "Gee kid, you sure know how to pick 'em. Bet you had no idea you'd be jumping from the kettle into the fire." He walks away, and Blair mutters: "Actually, I was counting on it."

Colonel Halcyon debriefs the pilots, providing background on the sector: after the Olympus Massacre of 2636, Confed forces repelled the Kilrathi in a costly campaign. Afterwards, neither side could afford to divert the resources necessary to occupy what is essentially a non-strategic sector, and routine patrols had contained the limited Kilrathi menace. The Tiger's Claw was dispatched to Olympus to investigate the reports of increased activity on the Kilrathi side of the disputed territory. The Kilrathi attack on the Claw has confirmed those reports. Obviously, the situation has changed. But how, and why?

Meanwhile, aboard the Deathlunge, a Rigakh carrier, Prince Thrakhath maps out his next move. He has plotted this grand operation to crush the Terrans for eight years, and now, on the brink of success, problems have arisen.

Thrakhath has covertly mustered his forces within the Olympus Sector, but the final assault fleet is not yet assembled. Key squadron groups have yet to rendevous with the main force. His plan is to divert Kilrathi forces from the Vega Front, while maintaining enough of a presence for appearance's sake, and then "go in through the back door", the less-guarded, "strategically unimportant" Olympus Sector. Unfortunately, after maneuvering eight months at top normal speed to

avoid casting jump signatures, a mistake involving the fleet's near collision with a region of black matter forced emergency jumps which were detectable to the Confed patrols.

When the carrier Tiger's Claw arrived, it became clear that the cover had at least been partially blown. Thrakhath sent a wave of fighters to destroy the Claw, and it failed. He doesn't dare commit his total massed resources to the assault. To reveal their full strength, even for the small amount of time it would take them to destroy the Claw, would alert the Confed prematurely. Better that a small force, which might appear to be a random border patrol, should destroy the carrier. But now matters are worse.

Although this is his operation, Thrakhath's hands are tied by the Emperor who, though ill, wishes to direct the battle from K'Tithrak Mang. He will have to contact the Emperor for authorization to destroy the Claw.

Back on the Claw, Blair is serious, even grim, reviewing all declassified intelligence on the Olympus sector, and on the Olympus Massacre. His teammates attempt to draw him into their conversation (a discussion of a new descrambler breakthrough which enables Confed pilots to eavesdrop on Kilrathi frequencies), but he is never off duty, never relaxes. He scans the surviving telerecords of the massacre, looking for ... something. Paladin, a veteran of countless operations, attempts to engage Blair in conversation. Paladin saw him flying before, and thought Blair fought like a man with a chip on his shoulder. Taking crazy risks to get a kill. Overly aggressive. Blair replies only that the Colonel expects results, and refuses to discuss it further.

Paladin takes note of Blair's intensive research into Olympus Sector, and later mentions it to Angel, Blair's immediate superior. She thinks it's simply the overzealousness of a new pilot. Paladin has the feeling it's something more. If he's so eager for action, why did he want a transfer to Olympus, which had essentially been a dead sector. What does Blair know? And what is he up to?

Aboard the Deathlunge, Thrakhath confers with the Emperor. The Emperor, enraged, wants the Claw destroyed immediately, no matter the price. Thrakhath begs his grandfather to control his terrible temper and listen to reason. Thrakhath reveals that he intends to personally lead another small assault against the Tiger's Claw. He argues that it would be premature to reveal the fleet. The Terrans know there is Kilrathi activity on the border. Let them know no more. The Claw should be eliminated, Thrakhath agrees, but they must only strike in small groups, which might be mistaken as standard border patrols. Thrakhath gives the Emperor his personal guarantee that he will destroy the Tiger's Claw.

Thrakhath launches his attack. Battle ensues. Blair repells the attack almost single-handedly when Thrakhath damages the launch deck, preventing the launch of most of the fighters. Using the new unscrambler, Blair hears Thrakhath's voice, and puts two and two together. He remembers. Thrakhath is the one who killed his parents. He tries to take off after Thrakhath, pushes his engines too hard (despite Paladin's warning) and breaks up. Has to eject. Blacks out.

Blair wakes up on the Claw. Angel is stern, scolding Blair for his impudence. Halcyon admires Blair's spunk, but thinks he could learn a thing from Spirit about self-control. Meanwhile, Paladin has done

some research of his own. He now knows that Blair was the sole survivor of the Olympus Massacre. Obviously, Blair is obsessed, transferring to the Olympus Sector in some insane effort to avenge his parent's deaths. Paladin feels Blair is irrational, a danger to his carrier, and states that he intends to turn Blair in.

Blair is adamant. He tells Paladin the story, how a Kilrathi killed his parents, then discovered him hiding. "He gave me a message: 'Remember'. Rather than kill me, the sadistic bastard wanted me to remember that day, to live with the horror. Well, I've lived with it every day of my life, and now I'm going to settle with him." Blair grabs Paladin by the arm. "And I wasn't crazy to come back. That was him out there. I heard his voice, his name. I'm close. Ten years ago he killed my family, and now he's finally within my grasp. Don't pull me back now." Paladin accuses Blair of being a danger to himself and others. Blair asks Paladin to deny he's the best fighter on the Tiger's Claw. Paladin can't. Blair goes on to say that's because he's dedicated his whole life to being the best fighter pilot in the Confederation, all to bring him to this point, and kill the Kilrathi known as Thrakhath. Paladin's eyes go wide. "Ach, laddie. You'll come to grief for sure. Thrakhath is going to be the next Emperor of Kilrah."

Blair smiles. "After I've killed him, he'll find that a bit difficult."

As Blair begs Paladin to conceal his secret, Thrakhath pitches a snarling fit aboard the Deathlunge. His attack was thwarted by the humans, especially by the one named Blair, who fought like a demon. Thrakhath has no desire to die at the Emperor's hands as his father did.

He rips a lieutenant's heart out in a fit of rage, but then apologizes, confessing to the dying Kilrathi that he has his grandfather's temper. At any rate, it is time to draw the Tiger's Claw away from the border. Where an attack failed, cunning may suffice. A diversion is in order.

We cut to the Nifelheim Sector. A massive Kilrathi strike against Confed forces occurs. Terrans are taken aback by the suicidal ferocity of the onslaught. It is obvious to those at Confed HQ that the Kilrathi are making their move into Confed space along Nifelheim. The activity along Olympus was just a ruse. HQ recalls the Tiger's Claw.

Back in the Olympus Sector, Halcyon briefs everyone. The Claw is pulling out. Blair argues with the logic behind the move - what did the Kilrathi gain by their suicidal tactics? What if they don't really have enough of a force to make a thrust? Something's wrong - Blair feels it in his gut. But Halcyon follows orders. He had to inform HQ that the Claw had only encountered two medium patrols during their occupation of Olympus Sector, hardly evidence of a build-up. He decides the Claw will pull out, as ordered.

Convinced he's right, Blair steals a fighter and heads into Kilrathi territory. He comes across the Kilrathi fleet in orbit around Olympus. Tries to run. Is captured. He is thrown in the brig, and Thrakhath decides to personally interrogate Blair when he learns Blair's identity. Thrakhath is outraged at the inconvenience Blair has caused him, and is about to execute Blair when a blow rocks the ship.

The Tiger's Claw has followed Blair in, and assaults the fleet. In the confusion, Blair escapes, steals a Kilrathi vessel and joins the battle.

The Kilrathi fleet has been clumped in tight formation, to present radar returns suggesting a large asteroid rather than a fleet. It will take a while to deploy the larger vessels to maneuver. The surprise invasion is ruined, but Thrakhath has one consolation. The Claw is as good as dead.

Blair taps into Kilrathi communications, and hears that the stealth fighters are poised above the Claw, ready to strike. As the Strakha decloak, Blair sneaks up on them and blasts them! He radios the Claw, suggesting that Halcyon begin his retreat. But it's hopeless, Halcyon replies. Their escape is cut off! Better to stay and go down fighting. But Blair has a better idea ...

He fights his way through the fleet and boards the Drayman. Maneuvering the Drayman right into the midst of the clumped fleet, he ignites the fuel tanks and blows it up. Horrified, Thrakhath watches his fleet go up in a chain reaction. Blair's escape pod drops to the planet. Thrakhath follows, determined to kill Blair.

Blair is outgunned. A single-turret battle pod is hardly a match for Thrakhath's fighter. But Blair's skill compensates for the handicap. He shoots Thrakhath down, then lands the pod, blaster in hand.

He finds Thrakhath dazed, struggling to get out of his fighter. Blair gets the drop on Thrakhath. At gunpoint, the two enemies renew their acquaintance. Blair is ready to fry Thrakhath, but before he does, Blair asks one thing.

"What did you mean, telling me, 'remember'?"

Thrakhath replies that he was impressed by the bravery of that small ape, who so defiantly brandished a toy at him. Warriors must

learn hard lessons in life, but the lesson he had wanted Blair to remember was simply this:

Even in the heart of your most bitter enemy, you may yet find mercy.

Blair is astonished. "So you didn't mean me to suffer the rest of my life? You're telling me you spared me? I had no idea the Kilrathi are capable of mercy."

Thrakhath frowns. "And I had no idea that apes were capable of courage."

Blair considers this information. What he had always considered a cruelty had been a kindness, of sorts. An alien kindness. The Kilrathi may not be entirely evil, but they are irreconcilably different, and it's clear that there's no way they can ever coexist peacefully. He decides to spare Thrakhath's life for the time being, as Thrakhath had spared him. A life for a life. But Blair assures Thrakhath that the next time they meet, one of them will die. War or not, Thrakhath killed his parents, and that's a debt which must be paid.

Blair is picked up and returns to the Claw. It turns out that Halcyon didn't follow Blair into Kilrathi space to support him; he followed Blair because he wasn't about to let someone steal a fighter from HIS ship. Halcyon suggests Blair deserves a court martial, but will probably have to make do with a medal. Paladin asks Blair if it's over now. Blair doesn't answer, lost in his own thoughts, as the Tiger's Claw heads back into Confed space and we

FADE OUT.

WING COMMANDER - THE MOVIE - G. P. Austin - 10-23-91

FADE IN:

EXT. DEEP SPACE - ESTABLISHING SHOT - OLYMPUS SECTOR

CAMERA TILTS DOWN to three PLANETS as the following words fade in, superimposed:

OLYMPUS SECTOR
AT THE EDGE OF KILRATHI SPACE

From the distance, we see a lone dot that rapidly transforms into a FERRET Patrol Fighter. The FERRET approaches the CAMERA, and zooms overhead and offscreen.

MED. CU - FERRET
The FERRET is damaged, and sparks fly from its tail as it speeds across the sky.

INT. FERRET - CU - FORBES
sitting in his cockpit. He is sweating, and looks fearful.

FORBES
Mayday! Mayday! Forbes to Olympus Station, do you copy? Code One, Alert! Invasion imminent!

CU - DAMAGED COCKPIT CONSOLE
The CONSOLE is cracked, the right VDU reads "COMM SYSTEM DAMAGED", and we HEAR the sound of electrical shorts.

FORBES (O.S.)
I can't read you, Olympus, but I sure hope you're getting this message ...

CU - FORBES
turns his eyes away from the useless communicator and stares in horror at his radar display.

CU - RADAR DISPLAY
A solid wall of red returns line the lower edge of the DISPLAY.

FORBES (O.S.)
... because you're about to have company.

CU - LEFT VDU
begins FLASHING in red letters: FUEL LOW

FORBES (O.S.)
Damn!

CU - FORBES
pushing a console button.

CU - LEFT VDU
reads:

NEAREST REFUELING POINT
COORDINATES 9232-02-867867

CU - FORBES
jerking the joystick.

EXT. DEEP SPACE - MED SHOT - FERRET
swerving, sparking, flying into the distance.

WIPE TO:

REVERSE ANGLE - FERRET
as it flies toward a large refueling station in the distance, leaving sparks in its wake.

CU - REFUELING STATION
with FERRET approaching in the background.

MED. SHOT - FERRET
docks with the refueling station. Far in the distance, we SEE a large number of stars formed in an unnaturally straight, dense line. These stars, unlike the others, glitter.

INT. FERRET - CU - FORBES
nervously watches his console.

FORBES
Come on ... come on ...

CU - FUEL GAUGE
shows 1/3 full and rising.

EXT. DEEP SPACE - LONG SHOT - FERRET
refueling at station in the distance. Six JALKEHI streak towards the FERRET, followed by an enormous RIGAKH Strike Carrier.

INT. FERRET - CU - FORBES
staring at the CONSOLE.

CU - FUEL GAUGE
shows 3/4 full.

CU - RADAR DISPLAY
shows a large number of red dots converging on the center of the screen.

CU - FORBES
looks back over his shoulder as ships appear in his rear-view window.

EXT. DEEP SPACE - MEDIUM SHOT - FERRET
pulls away from the fuel depot, leaving the frame just as an antimatter blast annihilates the depot.

WIDE ANGLE - DEPOT
flares into an impressive explosion as the JALKEHIS swing clear of the blast, darting off screen in pursuit of the FERRET. Behind them, the RIGAKH lumbers past the destroyed depot, undisturbed.

WIDE ANGLE - FERRET
streaking toward an asteroid field pursued by the six JALKEHI.

MED. SHOT - FERRET
weaving through asteroids and offscreen, followed in a moment by the JALKEHI.

INT. FERRET - CU - FORBES
concentrating fiercely.

MED. SHOT - FORBE'S POV
peering through the cockpit window as he dodges asteroids.

EXT. ASTEROID BELT - CU - FERRET
dodges an asteroid, flies offscreen. We SEE the JALKEHI further back, dodging asteroids in pursuit of the FERRET.

INT. JALKEHI - CU - KILRATHI PILOT
concentrating.

KILRATHI PILOT
Be still, primate, and I'll make this quick!

MED. SHOT - KILRATHI PILOT'S POV
as HE dodges asteroids, attempting to keep the FERRET in view.

EXT. ASTEROID FIELD - FERRET
approaching a mass of asteroids. The FERRET rapidly dodges two of them, swings behind the third, and vanishes.

INT. JALKEHI - CU - KILRATHI PILOT
The KILRATHI PILOT'S EYES narrow, darting back and forth.

KILRATHI PILOT
What?

MED. SHOT - KILRATHI PILOT'S POV
as HE swings his ship about wildly, trying to reacquire the FERRET.

KILRATHI PILOT
Where did you go, apeling? Where ... WHA?

CU - KILRATHI PILOT
starting with horror.

EXT. ASTEROID FIELD - MED. CU - LARGE ASTEROID
The FERRET swings up and over the asteroid, cannons blazing.

MED. SHOT - JALKEHI
as its shields flare and vaporize, and the JALKEHI explodes.

INT. FERRET - MED SHOT - FORBE'S POV
as the explosion blossoms, he flies through it, only to emerge on the other side of the explosion confronted by the other TWO JALKEHI.

CU - FORBES
eyes wide.

FORBES
NOOOOOO!

EXT. ASTEROID FIELD - MED SHOT - FERRET
executes a flip attempting to veer away from the JALKEHI.

CU - JALKEHI
launching a MISSILE.

MED SHOT - FERRET
as the MISSILE clips the FERRET'S TAIL. It skids in place from the impact, recovers, but too late!

MED CU - TWO JALKEHI
converging and firing.

CU - FERRET
exploding.

MED SHOT - TWO JALKEHI
leaving the asteroid belt.

MED SHOT - RIGAKH
as the JALKEHI return to it.

INT. RIGAKH BRIDGE - WIDE ANGLE - EMPEROR
standing at the windows in profile, gazing off into the distance.
ADMIRAL G'L'MAHN approaches the EMPEROR and kneels.

CU - EMPEROR
gazing off into the distance.

EMPEROR
Rise, Admiral G'L'Mahn. I trust you bring good news.

TWO SHOT - EMPEROR AND G'L'MAHN
The EMPEROR stands in the foreground as G'L'MAHN rises.

G'L'MAHN
Yes, my Emperor. The human sentry has been killed.
Our Jalkehi escort returns even now.

EMPEROR
Did he alert the outpost of our attack?

CU - G'L'MAHN

G'L'MAHN
No, my lord.
(nervously)
At least ... we detected no transmission.

ECU - EMPEROR
We SEE the EMPEROR'S FACE in the extreme foreground, and G'L'MAHN'S FACE behind it.

EMPEROR
Let us hope no word reached the apelings.
Such a warning would endanger this operation ...
(sinisterly)
... and your position ... Admiral.

CU - G'L'MAHN
swallows nervously, averting his eyes.

G'L'MAHN
My lord, I am at your disposal.

TWO SHOT - EMPEROR AND G'L'MAHN

EMPEROR
And therefore disposable.
(pause)
Now tell me, what of the rest of our fleet?

G'L'MAHN
They converge even as we speak. We will be in visual range of Olympus within minutes.

MCU - EMPEROR
as the CAMERA DOLLYS IN TIGHT to ECU.

EMPEROR
Then in Sivar's name, let the massacre begin!

The EMPEROR laughs, and his laughter echos up and over the scene as we

DISSOLVE TO:

EXT. DEEP SPACE - WIDE ANGLE - KILRATHI ARMADA
filling the screen as the EMPEROR laughs. RIGAKH, FRALTHRA and LUMBAKH rumble through the heavens as waves of JALKEHI, DRAKHRI and GRIKATH sweep toward, over and around the CAMERA.

WIPE TO:

EXT. OLYMPUS SECTOR - ESTABLISHING SHOT - OLYMPUS STATION
in orbit around a blue-green planet.

INT. OLYMPUS STATION - ESTABLISHING SHOT - COMMAND CENTRAL
COMMAND CENTRAL is the base's equivalent of a bridge. Windows ring the walls. A COMM OFFICER is bent over his station, his COMMANDER inspecting a hand-held data screen, standing beside him.

CU - COMM OFFICER
looking puzzled, eyes locked on his screen.

COMM OFFICER
Commander ... I'm getting a strange reading here ...

TWO SHOT - COMM OFFICER AND COMMANDER
as the COMMANDER leans down into the frame.

COMMANDER
What do you mean, strange?

COMM OFFICER
I mean impossible, ma'am. I'm getting this huge mass ...
... a single return of incredible dimensions ...

COMMANDER leans down closer to the screen.

COMMANDER
Let me see ...

CU - COMMANDER
as she inspects the screen and then looks up sharply, peering directly out the window.

COMMANDER
(continuing)
Good Lord.

CU - COMM OFFICER
squinting intently at his screen.

COMM OFFICER
A malfunction?

TWO SHOT - COMMANDER AND COMM OFFICER
The COMMANDER is staring out the window, the COMM OFFICER absorbed in his monitor.

COMMANDER
I wish it were! Take your eyes off that scanner a minute and see for yourself!

COMM OFFICER looks up, eyes going back and forth.

REVERSE SHOT - COMM OFFICER
WE SEE the back of the COMM OFFICER'S HEAD as he looks out the window at stars which glitter.

COMM OFFICER
I don't see anything but stars ...

TWO SHOT - COMM OFFICER AND COMMANDER

COMMANDER
Those aren't stars!

The COMMANDER raises her hand.

CU - ALARM BUTTON
on the console. The COMMANDER'S HAND drops into the frame, hitting the button.

INT. OLYMPUS CORRIDOR - MED SHOT - PILOTS
silhouetted in the corridor listen to the announcement as RED LIGHTS flash.

AUTO ALARM
ALERT! ALERT! CODE ONE, LEVEL ONE!
ALL PILOTS IMMEDIATE SCRAMBLE!

CU - PILOTS
scrambling.

CU - PILOT'S FEET
as they run down the corridor.

INT. OLYMPUS FLIGHT DECK - ESTABLISHING SHOT - RAPIERS
sitting in their bays.

MED SHOT - RAPIER
as a PILOT climbs into the cockpit.

MED SHOT - BROADSWORD
being made ready by TECHS.

MED CU - RAPIER
rising from the bay. A silhouetted TECH stands in the foreground.

MED CU - RAPIER
seen from behind. ENGINES glow as the RAPIER fires up.

MED CU - RAPIER
as TECH signals the fighter is cleared for launch.

EXT. OLYMPUS STATION - MED CU - FLIGHT DECK
as several RAPIERS tear forth into space.

WIDE ANGLE - OLYMPUS STATION

as RAPIERS swarm into space from several bays.

WIDE ANGLE - KILRATHI FLEET
approaching the planet.

INT. RIGAKH BRIDGE - LOW ANGLE - EMPEROR AND G'L'MAHN
gazing from the window.

EMPEROR
Admiral G'L'Mahn, is the troop carrier ready to make its landing?

G'L'MAHN
Yes, my lord. Is it true, your grandson Prince Thrakhath is aboard?

CU - EMPEROR

EMPEROR
Under Admiral K'Rigar's command. His first chance for glory.

CU - G'L'MAHN

G'L'MAHN
His claws will drip blood.

TWO SHOT - EMPEROR AND G'L'MAHN

EMPEROR
No doubt. This purge will teach the apes not to colonize so close to Kilrathi space.

The EMPEROR turns his head toward G'L'MAHN

EMPEROR
(continuing)
I want no survivors, Admiral.

G'L'MAHN
We will leave nothing behind but despair.

CU - EMPEROR
as the EMPEROR grins and growls, turning his head back front.

EMPEROR
Look at the fools. Launching as if they stood a chance against us.

CU - G'L'MAHN

G'L'MAHN
If the ape had gotten word to them, they might've fought us. Now, they are doomed.

LOW ANGLE - EMPEROR AND G'L'MAHN

EMPEROR
Make that plain to them, Admiral. Let us unveil

our little surprise.

G'L'MAHN
Yes, my Emperor.

MCU - G'L'MAHN
as he raises a COMMSET and speaks.

G'L'MAHN
(continuing)
Strakha, decloak ... now!

EXT. OLYMPUS STATION - MED SHOT - OLYMPUS STATION
As we watch OLYMPUS STATION, we SEE three STRAKHA appear from nothingness over the station. Six MISSILES detach from the fighters, launch toward OLYMPUS STATION, and annihilate it in an awesome pyrotechnical display.

INT. RIGAKH BRIDGE - CU - EMPEROR
as the light shines onto the bridge, his eyes narrow and he growls his satisfaction.

EXT. PLANET - WIDE SHOT - RIGAKH
as the explosion finally dies down. A large LUMBAKH bearing ground troops sweeps past the RIGAKH and heads toward the PLANET, blasting small fighters as it moves.

MED. SHOT - LUMBAKH
blasting small FIGHTERS as it moves effortlessly through Terran resistance.

CU - RAPIER
taking a blast and exploding.

CU - BROADSWORD
taking a blast and exploding.

WIDE ANGLE - LUMBAKH
assuming low orbit around the planet, flaring red due to upper atmospheric resistance.

MED SHOT - LUMBAKH LAUNCH DECK
as DRAKHRI swarm forth.

WIDE ANGLE - PLANET
as DRAKHRI enter the atmosphere.

EXT. OLYMPUS SETTLEMENT - ESTABLISHING SHOT - OLYMPUS SETTLEMENT

We SEE a collection of buildings in a forest clearing. Four large AA BATTERIES flank the base, and a tall OBSERVATION TOWER rises above the settlement.

MED SHOT - SENTRY
SENTRY is a human female atop the OBSERVATION TOWER with BINOCULARS. SHE scans the skies.

CU - SENTRY
lowering her BINOCULARS, her face registering shock.

CU - SENTRY'S HAND
hitting a switch on the tower console.

CU - SPEAKERS
suspended on poles above the settlement.

SENTRY (V.O.)
Alert! Alert! Kilrathi fighters approaching!

MED SHOT - TERRANS
listening with dread to the announcement.

SENTRY (V.O.)
Man all batteries!

CU - ANGRY MAN
whose determination shows on his face.

SENTRY (V.O.)
Repeat, Kilrathi approaching! Man all batteries!

MED SHOT - TERRANS
scrambling in different directions.

MED SHOT - GUNNER
climbing into the seat of the AA BATTERY.

MED CU - GUNNER # 2
climbing into AA BATTERY # 2.

SENTRY (V.O.)
This is not a drill!

CU - AA BATTERY CONSOLE
powering up.

SENTRY (V.O.)
I repeat, this is not a drill!

CU - AA BATTERY
glowing as it energizes.

HIGH ANGLE - OLYMPUS SETTLEMENT

as the four AA BATTERIES, glowing now, rotate to meet the threat.

CU - SENTRY

SENTRY (V.O.)
Break out small arms! Repeat, break out ...

SENTRY pauses, face growing horrified. She screams.

WIDE ANGLE - OBSERVATION TOWER
is hit by a BLASTER and explodes. A DRAKHRI circles the flaming tower, and swoops out of frame.

WIDE ANGLE - AA BATTERIES
firing photon blasts.

MED SHOT - TWO DRAKHRI
approaching camera, avoiding blasts, letting loose with their guns.

MED SHOT - AA BATTERY
hit by DRAKHRI fire, exploding.

REVERSE ANGLE - DRAKHRI
swooping down on AA BATTERY position, blasts missing it.

MED SHOT - AA BATTERY
as BLASTS crater the ground right and left its position.

CU - AA BATTERY BARREL
flaring as it fires.

MED CU - DRAKHRI
exploding.

MED SHOT - TWO DRAKHRI
swoop into frame and fire.

MED SHOT - AA BATTERY
is hit and explodes.

MED SHOT - DRAKHRI
flies low over settlement and drops a BOMB.

INT. BLAIR'S DOME - ESTABLISHING SHOT - MAIN ROOM
The building shakes as WE HEAR the bomb's detonation. CARA BLAIR hugs her ten year old son ARTURO while KYLE BLAIR looks out the door.

MEDIUM SHOT - KYLE
peering out the door as CARA and ARTURO watch in the background.

CARA
Kyle? What's happening?

CU - KYLE
KYLE turns from the window, looking grim.

KYLE
Our guns can't hold them. They're landing, Cara.

CU - CARA
afraid.

CARA
No.
(stubbornly)
No! Isn't there anything we can do?

MEDIUM SHOT - KYLE
CAMERA PANS with KYLE as he walks over to a gun rack on the wall, and takes down a pulse rifle.

KYLE
Only one thing to do.

MEDIUM WIDE SHOT - KYLE
as he turns solemnly to CARA and raises the rifle, CAMERA shooting over CARA'S shoulder.

CU - KYLE

KYLE
(continuing)
Kilrathi don't take prisoners.

WIDE ANGLE - CARA, KYLE AND ARTURO
standing in silhouette profile as FLASHES OF LIGHT from outside shine in through the doorway, KYLE holding the rifle between them, almost pointing it at CARA.

CU - KYLE
gazing intently into KARA'S EYES.

CU - CARA
looking afraid.

CU - KYLE
as his eyes shift down to ARTURO.

CU - CARA
as her eyes move down.

HIGH ANGLE - ARTURO
fiddling with his toy pistol, oblivious to the unspoken debate.

CU - CARA
who looks up with steely determination.

CARA
Then we fight.

MEDIUM SHOT - ARTURO
brandishing a TOY BLASTER, his face serious.

ARTURO

Mother? Can I fight too?

WIDE ANGLE - CARA AND ARTURO
CARA kneels beside her son.

CARA
No, Arturo! You've got to hide behind the desk, and don't come out, no matter what. You hear me? No matter what! Promise?

MEDIUM CU - ARTURO
shot over CARA'S shoulder.

ARTURO
I promise, Mother.

CARA hugs him.

REVERSE ANGLE - CARA

CARA
Good boy.

CARA glances over her shoulder toward the doorway as we HEAR an EXPLOSION closer to the house.

CARA
(continuing)
Get behind that desk and be quiet. Hurry now!

MEDIUM SHOT - DESK
as ARTURO runs into the frame and squeezes into the narrow space behind the desk.

MEDIUM SHOT - DOORWAY
A MAN appears in the doorway.

MAN
Kyle, they're here, they're ... AAAAAH!

MED CU - MAN
is hit by a PHOTON BOLT, and vaporizes.

TWO SHOT - CU - CARA AND KYLE
as they react with horror.

EXT. BLAIR'S DOME - MED SHOT - KILRATHI RAIDERS
Two KILRATHI crouch in the street with guns. One is PRINCE THRAKHATH, the other is named ROKAKH.

ROKAKH
Excellent shot, Prince Thrakhath.

THRAKHATH

Yes.

ROKAKH
I'm sure none will escape your wrath today, my prince.

THRAKHATH
Enough of your empty flattery, Rokakh.
There are more inside to be slaughtered.

They walk toward the BLAIR'S DOME.

INT. BLAIR'S DOME - MED SHOT - KYLE AND CARA
KYLE is poised by the door, CARA by the window.

KYLE
Here they come. Ready?

CARA
Let's give them a surprise.

KYLE and CARA fire from the door and window.

EXT. BLAIR'S DOME - MED SHOT - THRAKHATH AND ROKAKH
ROKAKH screams as the blast vaporizes him. The shot aimed at THRAKHATH barely misses him.

MEDIUM CU - THRAKHATH
THRAKHATH drops to the ground.

CU - THRAKHATH
returns fire.

INT. BLAIR'S DOME - MED SHOT - KYLE
KYLE is hit by the fire. HE is vaporized.

CU - CARA
horrified.

CARA
KYLE!

SHE is hit through the window, and vaporizes in mid-scream.

CU - ARTURO
in the shadows, closes his eyes and cups his ears.

MED SHOT - THRAKHATH
appears in the doorway, hunched and ready to fire, his tail swishing.
HE jerks right, left, sees no one, relaxes, straightens up.

MED CU - THRAKHATH
He looks around the room, turns as if to go.

MED CU - THE DESK
CAMERA DOLLYS IN. WE HEAR a SNIFFLE.

CU - THRAKHATH
in profile. His ears pivot, his eyes slowly swinging back into the room.

MED SHOT - ARTURO
hidden behind the desk, frozen, wide-eyed.

MED SHOT - ARTURO'S POV
as he watches the crack between the wall and the desk.

MED SHOT - ARTURO
behind the desk as THRAKHATH'S SHADOW looms over him.

CU - THRAKHATH
ready to fire.

MED SHOT - ARTURO
staring up at THRAKHATH with hatred.

MCU - ARTURO
pulling the trigger of his toy pistol.

MED SHOT - THRAKHATH
lowering his rifle.

CU - THRAKHATH
staring at ARTURO.

CU - ARTURO
looking up, defiantly.

CU - THRAKHATH
raises an eyebrow.

CU - ARTURO
in profile, staring up, as THRAKHATH'S MASSIVE PAW reaches down, claws brandished, and gently fingers a locket around ARTURO'S NECK. With a flick of his claw, THRAKHATH opens the locket.

CU - LOCKET
containing a picture of CARA and KYLE.

CU - THRAKHATH
growling meditatively.

MED SHOT - ADMIRAL K'RIGAR
standing in the doorway.

K'RIGAR
Thrakhath! What are you doing standing there?

MED SHOT - THRAKHATH
straightening up, imperiously. He is unaccustomed to being addressed in such a manner. We see him visibly contain his temper.

THRAKHATH
(pause)
Nothing ... sir.

MED SHOT - K'RIGAR
walking over to THRAKHATH

K'RIGAR
What's this, then?

K'RIGAR stops beside THRAKHATH, and peers down.

POV - K'RIGAR
as ARTURO points his toy pistol up at K'RIGAR.

TWO SHOT - K'RIGAR AND THRAKHATH

K'RIGAR
A commander of the Terran forces, I see.
No wonder they're fodder.
(looks at THRAKHATH)
And what are you doing playing with this little monkey?
Do you think your divine birthright gives you the right to shirk your duty?

CU - THRAKHATH

THRAKHATH
No, Admiral. I do not.

CU - K'RIGAR

K'RIGAR
Then kill it and move on! Stop wasting time!
You may be Prince, but I am in command today!

TWO SHOT - THRAKHATH AND K'RIGAR

THRAKHATH
Understood.

K'RIGAR walks out of frame. THRAKHATH watches him.

CU - THRAKHATH
in profile, growling softly in anger.

MED SHOT - K'RIGAR
walking out the door.

MED SHOT - THRAKHATH
turning his head back to ARTURO.

CU -ARTURO
defiant.

CU - THRAKHATH

THRAKHATH
Remember.

CU - ARTURO
as the SHADOW moves away.

MED SHOT - THRAKHATH
walks out the door.

THRAKHATH
This building is clear. Come with me.

Thrakhath leads a number of SOLDIERS off to the right.

CU - ARTURO
fighting back bitter tears as we

DISSOLVE TO:

WING COMMANDER MOVIE COMMENTS
WS -- 11/8/91

1. How did Blair know about the Kilrathi activity in Olympus sector? Explain that he requested duty there because he DIDN'T know who killed his parents and the best chance he had of finding out who did it was to start near his childhood home. He spends his time trying to discover the identity of the Kilrathi who killed his folks, rather than tracking down Thrakhath. (In the course of his investigations, he could come across references to the young prince Thrakhath's involvement in the raid...a photo of the prince triggers long buried memories. Flash-cut/flashbacks of the photograph and CU of Thrakhath's face as he killed Blair's father, etc.)

2. We need more variety in the missions. In addition to the space battles, find a giant battle cruiser and fly around inside it, engage in a speeder chase through a forest, fly from space through the atmosphere to engage in a low-altitude battle above an alien world. Create alien landscapes -- purple skies, multiple suns, etc. Battle huge, alien creatures. Put the character at the controls of a variety of vehicles (or fighting a variety of vehicles) -- Atat-types, land speeders, air cycles, etc.

3. Downplay the military stuff in the second half of the story. Force the confrontation with Halcyon at the mid-point in the plot. Blair resigns his commission and goes freelance. He does some heroic stuff (see the note above about variety in missions), and then becomes a semi-official/undercover guy, like Paladin.

4. Where do we go with a character whose whole reason for being is removed in the final scene? Once he's no longer bitter about the past, what is he? What drives him? More depth, better motivation.

5. Instead of Blair's parents dying in a punitive raid on a civilian settlement, frame the opening as an attack on an elite military base. (The samurai-ethic of the Kilrathi precludes Thrakhath's involvement in a ground assault on anything less...) Make the kid's father an ace pilot or the commanding officer of the base (or both).

6. Instead of the kid being the sole survivor of the attack, have several survivors. Executions could be going on. The kid's father is killed by Thrakath. The kid screams, leaps from his hiding place, and blasts away at Thrakhath with a laser. Maybe he even grazes Thrakhath. For his bravery, Thrakhath spares his life. "Leave him -- the welp is brave, but he can do us no harm..." (A thought -- maybe Thrakhath gives Blair the medallion to ensure that none of the Kilrathi soldiers kills him. This could bring up some interesting "who's the traitor" situations later...) The kid stumbles from the scene, tears in his eyes. Outside, he's nearly run down by another survivor -- a grizzled smuggler. The smuggler snatches the kid up and makes a daring run into the Kilrathi spaceport. There, he grabs a fighter and blasts off, lasers firing madly all around. The kid and the smuggler escape. (The final scene could be the kid, no longer crying, holding the Kilrathi medallion up, examining it, stone-faced...) Dissolve to Blair, examining the same medallion in

the cockpit of a confederation fighter as he enters Olympus sector for the first time in a decade. What we don't see is the years Blair spent with the smuggler, his surrogate father, his mentor. The smuggler teaches him unconventional battle tactics, survival skills, negotiating skills, etc. But all the time, Blair has it in his mind to find the Kilrathi who killed his dad...

7. The Kilrathi warrior ethic is very strong, but the Emperor is above it. He's cold and calculating, not evil, hot-headed, or blood-thirsty (no cackling laughter or pointless punitive strikes...). He takes Thrakhath under his wing, acting as his mentor (in a nice parallel with Blair's situation). The ability to see the big picture to stand above the ritual and rigidity of the warrior code is crucial to the Emperor's success. The Emperor sees a lot of himself in Thrakhath.

8. Set up a really evil guy, someone to stand in contrast with Thrakhath and the Emperor (who are noble adversaries). Maybe a human traitor -- a turncoat. This could be a plantary governor or other confederation official or maybe even Blair's mentor, the smuggler. Thrakhath could kill the smuggler, giving Blair even more reason to want Thrakhath's hide (despite his mixed feelings upon learning the smuggler was a traitor) or Blair could kill the smuggler himself. Either way, there are some powerful dramatic possibilities here. (Plus, it gives us a major character and important personality we can off -- something the plot lacks right now...)

9. When Blair resigns his commission, it's because he sees notable parallels between the confederation's current actions and the actions that resulted in the loss of the base ten years earlier (and the death of his father). The confederation pulls the fleet out, as part of a grand strategy, sacrificing several small colonies and leaving a few military installations behind to fight suicide missions (or some such).

10. Blair may be too much of a jerk. Tone him down a bit. Give him some good points, to balance the chip on his shoulder. Create some other jerks -- a book-keeper type who causes grief because of his devotion to proper procedure, an insecure officer who bosses people around to make himself feel important, etc.

11. Revenge is a cheap motivation. Half-way through the story, after Blair resigns his commission, he learns this. He finds himself without a fighter, without access to information about the Kilrathi, without any way to achieve the primary goal he's set for himself. He descends to the depths (drinking, etc.?) until his old mentor, the smuggler finds him and straightens him out. (This encounter also has the advantage of getting Blair a ship again and allowing him to go to a variety of planets -- see greater variety in adventures...)

12. Weird brain-fart: Have Blair end up working for Thrakhath. He doesn't remember which Kilrathi killed his father, so why not?

That's it. Hope this helps. Sorry it isn't better organized, but I gotta go. See you on Monday.

Warren

FORBES
Human pilot

KILRATHI PILOT
Kilrathi pilot

EMPEROR
Kilrathi leader

G'L'MAHN
Kilrathi officer

COMM OFFICER
Human male

COMMANDER
Human female

AUTO ALARM
Computerish voice

SENTRY
Human female

CARA
Human female

KYLE
Human male

ARTURO
Human child (male)

MAN
Human male

ROKAKH
Kilrathi soldier

THRAKHATH
Kilrathi leader-to-be (young Kilrathi male)

K'RIGAR
Kilrathi officer

FORBES

1. Mayday! Mayday! Forbes to Olympus Station, do you copy? Code One, Alert! Invasion imminent!

2. I can't read you, Olympus, but I sure hope you're getting this message ...

3. ... because you're about to have company.

4. Damn!

5. Come on ... come on ...

6. NOOOOOO!

KILRATHI PILOT

1. Be still, primate, and I'll make this quick!

2. What?

3. Where did you go, apeling? Where ... WHA?

EMPEROR

1. Rise, Admiral G'L'Mahn. I trust you bring good news.

2. Did he alert the outpost of our attack?

3. Let us hope no word reached the apelings. Such a warning would endanger this operation ... (sinisterly) ... and your position ... Admiral.

4. And therefore disposable. (pause) Now tell me, what of the rest of our fleet?

5. Then in Sivar's name, let the massacre begin!

6. Admiral G'L'Mahn, is the troop carrier ready to make its landing?

7. Under Admiral K'Rigar's command. His first chance for glory.

8. I want no survivors, Admiral.

9. Look at the fools. Launching as if they stood a chance against us.

10. Make that plain to them, Admiral. Let us unveil our little surprise.

G'L'MAHN

1. Yes, my Emperor. The human sentry has been killed. Our Jalkehi escort returns even now.

2. No, my lord. (nervously) At least ... we detected no transmission.

3. My lord, I am at your disposal.

4. They converge even as we speak. We will be in visual range of Olympus within minutes.

5. Yes, my lord. Is it true, your grandson Prince Thrakhath is aboard?

6. His claws will drip blood.

7. We will leave nothing behind but despair.

8. If the ape had gotten word to them, they might've fought us. Now, they are doomed.

9. Yes, my Emperor.

10. Strakha, decloak ... now!

COMM OFFICER

1. Commander ... I'm getting a strange reading here ...

2. I mean impossible, ma'am. I'm getting this huge mass ... a single return of incredible dimensions ...

3. A malfunction?

4. I don't see anything but stars ...

COMMANDER

1. What do you mean, strange?

2. Let me see ...

3. Good Lord.

4. I wish it were! Take your eyes off that scanner a minute and see for yourself!

5. Those aren't stars!

AUTO ALARM

1. ALERT! ALERT! CODE ONE, LEVEL ONE! ALL PILOTS IMMEDIATE SCRAMBLE!

SENTRY

1. Alert! Alert! Kilrathi fighters approaching!

2. Man all batteries!

3. Repeat, Kilrathi approaching! Man all batteries!

4. This is not a drill!

5. I repeat, this is not a drill!

6. Break out small arms! Repeat, break out ...

7. <She screams.>

CARA

1. Kyle? What's happening?

2. No. (stubbornly) No! Isn't there anything we can do?

3. Then we fight.

4. No, Arturo! You've got to hide behind the desk, and don't come out, no matter what. You hear me? No matter what! Promise?

5. Good boy. (continuing) Get behind that desk and be quiet. Hurry now!

6. Let's give them a surprise.

7. KYLE! (horrified)

KYLE

1. Our guns can't hold them. They're landing, Cara.

2. Only one thing to do. (continuing) Kilrathi don't take prisoners.

3. Here they come. Ready?

ARTURO

1. Mother? Can I fight too?

2. I promise, Mother.

MAN

1. Kyle, they're here, they're ... AAAAAH!

ROKAKH

1. Excellent shot, Prince Thrakhath.

2. I'm sure none will escape your wrath today, my prince.

3. <He screams.>

THRAKHATH

1. Yes.

2. Enough of your empty flattery, Rokakh. There are more inside to be slaughtered.

3. (pause) Nothing ... sir. (controlling anger)

4. No, Admiral. I do not.

5. Understood.

6. Remember.

7. This building is clear. Come with me.

K'RIGAR

1. Thrakhath! What are you doing standing there?

2. What's this, then?

3. A commander of the Terran forces, I see. No wonder they're fodder.

4. And what are you doing playing with this little monkey? Do you think your divine birthright gives you the right to shirk your duty?

5. Then kill it and move on! Stop wasting time! You may be Prince, but I am in command today!