

Privateer 3

Live-Action
Documentation

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SCRIPT

PRIVATEER RETRIBUTION

SECOND DRAFT

version 3.1
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P3 INTRODUCTION:

FADE FROM ORIGIN LOGO SCREEN:

EXT. KILRATHI STATION

Screen fades to show deep space. Suddenly, an Armageddon multi-role jumps in. The camera follows it as it approaches the huge Kilrathi Battle Station. As the ship gets closer to the station, two Strakha fighters uncloak beside the ship and escort it. We become aware of the station's immense size. This is echoed when the tiny Armageddon flies into the station's monstrous bay.

INT. KILRATHI STATION HANGAR

From the Armageddon steps a leather clad BOUNTY HUNTER. He pulls on the restraints of a SCIENTIST who looks fearful of his surroundings. Two large Kilrathi guards flank the newcomers to escort them. The bounty hunter doesn't appear pleased at the sight of the huge fur balls and keeps his side arm at close range. He doesn't seem to notice that the huge doors to the hanger are closing, sealing off his escape route.

INT. DRAKAS' COMMAND CENTER

The party enters a large room that has a huge observation window. On the far side is a KILRATHI LEADER [GENERAL DRAKAS] looking out at the stars. Though he is only a silhouette, we can tell from his uniform he is the top cat here. (We are not suppose to find out who this cat is in this sequence.)

The bounty bunter pushes the scientist ahead of him. who falls to his knees. Scientist appears drugged. Leader turns to view the newcomers.

KILRATHI LEADER

So, bounty hunter, you have finally returned. What was the cause of your delay?

BOUNTY HUNTER

Let's just say that Confed doesn't appreciate it when you grab one of their top scientist. Now, to business.

KILRATHI LEADER

Did you make certain your ship
was not followed? I will not
permit carelessness to
sabotage my plans.

Bounty Hunter

Listen, Kilrathi, I'm a
professional. I delivered on
my end of the bargain. Now I
expect you to settle our
score. You got that?

(comments to himself)
Smells like a goddamn litter
box in here...

Kilrathi Leader

Settle our score? Indeed.
(Growls) Kilrathi are
warriors. They TAKE what they
want!

Leader approaches. Bounty Hunter was half expecting this.
His blaster slide out of his sleeve.

Bounty Hunter

Don't toy with me, Kilrathi!
You're gonna pay me what you
owe me or I'm gonna paint this
room with his precious brains.
You hear me?

Suddenly, the figure moves on the dais. The whirling noise
of a tri-bladed Sulkar cuts through the air. The Bounty
Hunter is struck in the chest. The Sulkar cuts into him
while its curved blades wrap around his torso, preventing
the device from being withdrawn.

Kilrathi Leader

(Growls) Humans! You are
barely fit to be our slaves.

The Bounty hunter is in pain and he knows he's a dead man
now. He's going to piss them off as his last act of
defiance.

Bounty Hunter

Yeah? (pain) At least my
species didn't get their ass
kicked in the Galactic War,
Kilrathi...

Kilrathi Leader

The leader keeps his calm composure. He's not about to give
this ape the satisfaction. He motions to the scientist.

On the contrary. You have just
delivered the instrument by
which we will amend that
situation. You want your
reward, bounty hunter. Then
you shall have it!

The leader grabs the Sulkar, which begins to tighten around
the bounty hunter's chest. Bounty Hunter struggles, noises
of his own mortality fill every gurgling breath.

Kilrathi Leader

Soon, Kiranka will again
assume its sovereign
birthright and the Kilrathi
Empire will be restored to
its former glory. With the
completion of this Battle
Station, I will lead the
Kilrathi forces to a final
victory over the Terrans.

Leader gives one swift tug to the weapon, bounty hunter's
ribs crack. Mercifully, he dies.

At long last, Kilrah will
have its RETRIBUTION!

FADE TO PRIVATEER: RETRIBUTION LOGO.

FOLLOW BY MAIN MENU SCREEN.

Scene 1.1

EXT. ORBITING NEW DAMASCUS

The flick starts with a shot of New Damascus off in the distance. Suddenly, the scream of engines shatters the silence as a Sathori freighter flies by. In pursuit are four Pirate Furies. (We need to see their pirate logo to establish who's who here.) Travers' Predator is acting as an escort for the Sathori.

New Damascus

Transways Heavy two-six-niner on approach to New Damascus. Do you require assistance? Over. (Pause)
Transways Heavy two-six-niner, do you copy? Over.

Travers

New Damascus, this is echo-zero-three. Two-six-niner has lost communications.

We see that the transport has lost its communications array. Pirates inflict more damage to it.

Travers (cont.)

They have taken substantial damage and will require emergency landing procedures. Over.

New Damascus

Echo-zero-three. We are detecting hostile traffic in your area. Do you require assistance. Over.

Travers

(Mutters to himself.)
No. I like getting my ass kicked out here.

New Damascus

Echo-zero-three, we didn't
copy that? Over.

Travers

Echo-zero-three. Affirmative.

We watch as Travers' ship gets over flown by a pirate.
Naturally, Travers follows right behind him.

Travers

Pirate, you're about to have
a really bad day.

Travers launches a missile which lights up the pirate's
ship. In the meantime the other pirates have unleaded a
barrage of missiles. In a series of eruptions, the transport
begins to loose integrity. In a massive fireball it gives up
the ghost. A pirate fighter pierces the flames and stays on
our hero's tail.

Travers

Okay, pirate, you're
beginning to piss me off.

All pirates begin chasing and firing on Travers' ship.
Though he pulls some acrobatics, they are able to keep up
with him. Just when it looks like they have him, the middle
pirate ship explodes. We watch as three Vampires drop in
behind the remaining pirates.

Col. Egan

Echo-zero-three, this is
Colonel Egan of Confed. Hang
in there, pilot. The
cavalry's here.

Two of the Vampires launch missiles at the remaining ships.

Vampire Pilot One

Fox-one, missiles away.

We watch as the remaining pirates explode in unison as they are trying to pull away.

Travers

Colonel Egan?
(talks to his mic)
Say, is that you, Widower?

Col. Egan

No... that's not who I think it is...
(talks to his mic)
You should have warned me, Blade. I wouldn't have responded if I had known it was you.

Travers

You're a real prince, colonel. Say, what are you doing out this far?

Col. Egan

You mean besides saving your sorry ass? (laughs) A Confed transport disappeared last week that had a important scientist aboard. We're checkin' it out.

Travers

Sorry, can't help you there. But I'll buy you a drink if you're setting down on New D.

Col. Egan

Sorry, Blade. Duty calls.

Travers

Well, thanks anyhow. If you ever need anything, just give me a shout.

Col. Egan

Oh, don't think I won't!
Looks like you've got
something cookin' on your
wing.

From the outside we can see the flames streaming from
Travers' ship.

Travers

Great, A leak in the fuel
coupler. That's not gonna be
expensive.

Egan

Do you need a fly-in?

Travers

No, but if you know of a
cheap mechanic.

Egan

Sorry, Blade, but you're on
your own there. Have a better
one. Egan out.

The Vampires pull away from the Predator in perfect
formation. We watch as Travers' ship continues to New
Damascus.

Scene 1.2

EXT. NEW DAMASCUS HANGAR

We watch as the beat up Predator sails down to the planet surface. In the hangar, Travers is intercepted by a oil spattered, slack jaw MECHANIC. (The whole scene is meant to be rushed as Travers is pulling on his street duds.)

Mechanic

Hey, you can't leave that ship there. I've got a freighter coming in from Yena...

Travers

Don't worry, it's going to be long overdue.

Mechanic

(Looks at Traver' ship.)
Holy mother Moses! What happen out there?

Travers

I lost the jump drive, the aft shield unit blew and there's a crack on the port side fuel coupler. Just put it on my account...

Mechanic

Jump drive, shield, coupler... Hey, you don't have an account here!

Just as Travers disappears though the doorway.

Travers

Oh, check the tires and give me a new air freshener too! Pine scent.

Mechanic

What the hell is he talking about?

Scene 1.3

INT. RICHART'S INTERGALACTIC BAR.

The bar looks like an updated version of Rick's bar from Casablanca. The belly dancer sways serpentinely to the techno-Arabic music. VICTOR STRIKOV is there with his entourage near the stage. As our hero saddles up to the bar, OTTO, Strikov's hired gun, bends over and whispers to Strikov. Silently, Strikov nods. Soon Otto heads towards Travers. BARTENDER, a woman in her forties with a cigar, saunters up.

Female Bartender

So, handsome. What can I do for you?

Travers starts tossing the bar nuts into the air and catching them in his mouth

Travers

Whatever liquid painkiller you got.

Female Bartender

Coming right up.

Travers

So, darling. Who around here has any jobs? I'm gonna be needing some quick cash to get my jumper repaired.

Otto approaches unobserved and presses a massive handgun against the base of Travers' skull.

Female Bartender

I think some one wants to talk to you first.

Travers turns Otto. He coldly smiles, then follows where Otto motions. Travers walks around the stage with the belly dancer. They make eye contact. Travers mouths, "Hey, baby." She smiles back. Otto sees this and pushes him forward.

Strikov

Ahhh, Mr. Travers. I'm so glad that you happen to drop by. It saved me the trouble of having Otto track you down.

Travers

(Takes a seat)
Look, I don't know who you are, but if this has anything to do with the payment I missed on my ship...

Strikov

(Cuts him off)
No, it does not. You were the pilot escorting that "unfortunate" freighter today, were you not?

Travers

(Stands up)
Hey, if you're from the insurance syndicate I should be getting a bounty for those pirates I took out...

Otto shoves him back down in his chair

Strikov

A competitor of mine was attempting to import certain "commodities" without my permission.
(beat)
Those "pirates" that you killed were three of my best men.

Travers

Whoa... Look, I'm just a small time privateer trying to earn some scratch...

Strikov

Really, Mr. Travers? My, you are the modest one. I had Otto run a check on your past.

Otto hands him a holo-clipboard

Lieutenant Kyle Travers. Flew for Confed from 21 to 24. Numerous accommodations, veteran of the Galactic war. After war? Caught attempting to run contraband to a quarantined planet. Even got a fellow squad member killed. Given a dishonorable discharge after a term at Port Leavenworth. My, what a bad boy you were.

Travers

That's one way of looking at it. I remember it differently.

Strikov

I'm sure you do. But that is all in the past now. I am only concerned with the present. Now, Mr. Travers, how would you like to work for me?

Travers

Hold it. Time out. Didn't you just say I dusted three of your best guys?

Strikov

Business is business. I find myself with a few "vacancies" that need filling. You have already proven that you are qualified.

Travers

I see. What kind of jobs?

Strikov

Oh, just running a few errands for me from time to time. Nothing too risky.

Travers

Nothing? Then why do you want an ex-fighter jock?

points to geek at bar who is obviously trying to hit on one of the waitresses at the bar.

I'm sure Captain Dashing over there would suit your needs.

Strikov

Mr. Travers, since Confed pulled out of the area, my enterprise has become a high risk occupation. I need pilots with your skill. And I promise, you will find this a lucrative venture.

Travers

How lucrative?

Strikov

Very lucrative.

Travers

Hmmmmm. What do you have in mind, mister..?

Strikov

Strikov. Viktor Strikov.
Today, if you desire. I need a "package" delivered to the Vigilance platform. Do that and you'll earn five thousand credits.

Travers

The Vigilance Platform, eh?
I'll do it.

Strikov

Excellent.

(talks to Otto)

Otto, attend to our friend's vessel. Make sure the shipment is loaded, and any repairs taken care of.

(talks to Travers)

I have a feeling that this is the start of grand alliance. I will contact you after you have reached Vigilance. Good luck, Mr. Travers.

BETWEEN SCENES:

1. When the player lands at Vigilance, in a short clip a Shady Character tells him that they will unload the cargo they are carrying. They tell the character to head back to New Damascus as Mr. Strikov will contact them again.
2. After the player leaves Vigilance, the player receives a V-mail from Strikov telling them to go to Nav 4 in order to rendezvous with a ship named the Sheffield. There the player will need to pick up a container that the Sheffield ejects and bring it back to New D.
3. At Nav 4, when the player meets the ship it is under attack. It drops the container, but is destroyed. The player must destroy the fighters who attacked the Sheffield and pick up the package.
4. If the player leaves Nav 4 without the package they get a V-mail from Strikov telling them to go back.
5. If the player returns to New D without the package a Shady Character will tell them to go back and get it.
6. If the player returns with the package the Shady Character will tell them to head to the bar to talk to Strikov.

Scene 1.4

INT. RICHART'S GALACTIC BAR

This time the bar has less people than before. There is sniveling little man across from Strikov.

Mr. Sonoda

B-but my family, Mr. Strikov.
Think about me kids. Little
Joey is only four and a
half...

Strikov

You should have thought about
him before you betrayed me.
Otto...

Mr. Sonoda

Mr. Strikov. No, please,
listen... Mr. Strikov.
PLEASE...

Otto and goons pick Mr. Sonoda out of the chair. He stills blubbers as they carry him off.

Strikov

Greed, Mr. Travers. Some
people become so blinded by it
that they can't see what is
important until it is too
late. `Tis a pity.
(beat)
I understand that you had some
difficulties out there.

Travers

Nothing my guns couldn't deal
with. (Yawns)
Got anything more challenging?

Strikov

Why, yes. I need you to take
this brief case to this young
lady on Felicity.

Strikov shoves case across the table, a picture lies on top.

Strikov (cont.)

She'll be at the Sivar Grand Casino, waiting in the Kit Kat lounge. Usually I would have Otto do it, but he is currently "occupied."

Travers

Uh-I hate to bring this up, Mr. Strikov, but your former employees took out my jump drive during that freighter fiasco.

Strikov

Mmmmmm. Then you'll have to take one of mine. An Aurora will be fueled and waiting for you in the hangar. While you are away I'll make sure that your ship is upgraded as payment.

(Travers turns to leave.)

Strikov (cont.)

Oh, and, Mr. Travers... Bring my ship straight back. I don't want to send Otto to have to "retrieve" it. Understand?
(smiles)

Scene 1.5

INT. NEW DAMASCUS HANGAR

After Travers' ship lands this next scene automatically runs. Travers runs into DR. LUZARO. By the stiffness in the scene we gather that the two knew each other. We gather some kind of incident split them apart. Luzaro mentions that she is on her way to Ursula. She heads off to her ship while Travers heads off to the bar.

BETWEEN SCENES:

1. On the way to the Grand Sivar, the player encounters two mercs. They threaten to destroy the player for working for Strikov. Since the player has Strikov's ship, taking care of these guys will be easy.
2. If the player jumps out to any system other than Sanctuary or Felicity they will receive a V-mail from Strikov stating that he will send a merc after the player unless they bring his ship back.
3. If the player jumps to another system other than Felicity or Sanctuary they will be attacked by an Ace sent by Strikov.
4. Since the player is not in his own ship he can not buy or sell the ship, buy or sell equipment, buy or sell commodities. This forces the player to return the ship quickly if they want to move forward in the game.

Scene 1.6

INT. FELICITY'S BAR

Sivar Kay is Vegas at its worst. It is a Casino like the MGM, but with a Kilrathi theme. The Kilrathi theme here is taken to the extreme of waitresses in little outfits with cat tails. ALACIA is seated at a gaming table. She doesn't look up when Travers sits down at the chair next to her.

Travers

Excuse me, Miss, but...

She waves him away as she is staring at the wheel. The ball drops.

Dealer

House wins.

Alacia

Well, it's about damn time.
I'm almost out of money.
(looks up)
Hey, you're not Otto.

Travers

I'm aware of that. The name is
Travers.
(Hands over the brief case)
Mr. Strikov wanted me to
deliver this to you, Miss...?

Alacia

Alacia. I'm his daughter.

Opens case and looks at money. She takes out some to play with. Waitress delivers a drink.

So, I guess I shouldn't have
been too surprised that my
father sent you instead of his
usual lackey.

Travers begins checking out the waitress.

Travers

Why is that?

Alacia

He must think you're expendable. Haven't you noticed how my father's ships are getting knocked off?

Alacia catches him checking out the waitress.

Or have you been too distracted lately?

Waitress smiles and leaves. Travers watches her go.

Travers

Actually, I think he liked my piloting skills. I took out four of his own ships.

Dealer

Place your bets.

Alacia

Father must have been impressed with you to let you live. What were you, some kinda Confed ace?

Travers

Maybe.

Alacia

Yeah, right. A real fighter jock wouldn't be slumming out here in the Border Worlds. And they especially wouldn't be caught working for someone like my father.

Travers

Let just say I didn't leave
the service with a spotless
record.

Travers steals a drink as the waitress goes by.

Alacia

Ooooh, I'm intrigued now. What
happen, sleep with the
admiral's daughter? What am I
saying, they probable give
medals for that sort of
stuff...

Travers

I never got any medals. They
don't give you any for the
missions I flew.

Alacia

Are you're saying you were in
some kind of covert
operations?

Travers

(becomes introspective, angry
at the memories)

Confed. They treat you like
some kind of pawn in a big
galactic game. The want you to
take care of all their dirty
business, do what they say,
take all the risks. Then, when
a high ranking piece gets into
trouble, bang, they sacrifice
you. You get all the blame.

(downs his drink. Returns to
the world)

I don't mind working for your
father. I may not agree with
everything he does, but I
trust him a lot more than my
previous employer.

Dealer

No more bets.

Travers

So, what's this about your father's ships?

Alacia

Another mob boss has been muscling in on my father's territory. It won't be too long before he'll put him out of business all together.

Travers

Quite the optimist, aren't you?

Alacia

Look, I'm a realist. I know things are going to be changing whether my father wants them to or not. He's old and stubborn. One day he's going to run out of luck.

Dealer

Twenty-three.

Travers

It looks like your luck has changed. Well, I better get going before mine does. I have to get your father's ship back before Otto comes looking for me.

Dealer begins paying off Alacia. Alacia flips Travers a chip.

Alacia

Here, for your troubles.

BETWEEN SCENES:

1. After the player takes off from Felicity they will receive a V-mail from Strikov asking them to escort a Drayman from a jump point back to New D.
2. When the player gets to the jump point, the Drayman, plus two fighters will be there. The player will have to destroy the fighters to successfully escort the Drayman to New D.
3. When the player gets to New D with the Drayman the captain will radio their thanks.
4. If the Drayman is destroyed Strikov will send a V-mail telling the player that they will need to do better if they want to remain in Strikov's employment.
5. If the player jumps out to any system other than Sanctuary or Felicity they will receive a V-mail from Strikov stating that he will send a merc after the player unless they bring his ship back.
6. If the player jumps to another system other than Felicity or Sanctuary they will be attacked by an Ace sent by Strikov.
7. Since the player is not in his own ship he can not buy or sell the ship, buy or sell equipment, buy or sell commodities. This forces the player to return the ship quickly if they want to move forward in the game.

Scene 1.7

INT. NEW DAMASCUS HANGAR

After Travers' ship lands this next scene automatically runs. They are met by Strikov at the hangar area just as he is about to board his Hurricane. The scene is structured in such a way that we see Strikov's ship and not Travers'. We want to see Strikov's ship since we will recognize it later.

Strikov

Mr. Travers, I'm so glad you returned before my departure. How is my daughter?

Travers

Mr. Strikov, she sends her warmest regards.

Strikov

(Laughs) I wish that were true. Unfortunately, we are not on speaking terms any longer.

(turns to leave.)

Oh, as a compensation for your services I made sure a new jump drive was installed in your ship.

Travers

Let me guess. Another assignment.

Strikov

Perceptive. A group of rebels on Maxxor will pay prime credit for old Kilrathi war surplus. I need you to escort the transport.

Travers

The Maxxor system. That's a pretty fair run from here.

Strikov

It pays ten thousand credits. IF... it arrives safely. My competitors may try to "cancel" the shipment.

Travers

Then they'll have to tango with me first.

Strikov

Very well, I leave it in your capable hands. Good day, Mr. Travers.

Strikov turns to leave. Otto lingers to watch Travers, then turns to follow Strikov. NOTE: I'm just trying to make Otto look suspicious. Travers may think he is the "client" working with Ikari.

BETWEEN SCENES:

1. When the player jumps into the Maxxor system ships loyal to another mob boss will attack the transport. They player will need to destroy them in order to successfully get the ship to Maxxor.
2. After the attack, the player will receive a message from the other mob boss stating that he has a proposition for the player.
 - If the player defeated the mob boss' fighters, the boss is impressed with the player.
 - If the freighter is destroyed, the other mob boss sends out an invitation to meet with him, stating that the player may need to look for new employment.

Scene 1.8

INT. IKARI'S SHIP

Travers enters through the airlock. He has his gun drawn since he's not sure what to expect. JOHNNY IKARI, a sharply dressed Yakuza type gangster, greets his armed guest. Two body guards wait in the shadows.

Mr. Ikari

Ahhh, Mr. Travers. Thank you for accepting my invitation. Please allow me to introduce myself, my name is Ikari.

(Ikari's waitress pours Travers a drink as he puts his weapon away)

I represent a client who is interested in certain "profitable activities" in this quad.

Travers

This client, he must be the one whose "soldiers of misfortune" I keep dusting?

Mr. Ikari

Yes. You have been a great hindrance to us. That is why my client wishes to recruit you.

Travers

I'm flattered. But I already have a day job.

Mr. Ikari

Come now, Mr. Travers, everyone one has their price. I would expect you of all people, given your history.

Travers

(talks to himself)
Is there any one who doesn't
know my past?

Ikari

All we ask is that you return
to New Damascus. When Strikov
to return from his business
trip. Boom. Fifty thousand
credits.

Travers

What makes you think I'm a
cold blooded assassin, given
my past?

Ikari

So, you're holding out. I
expected as much. If it were
up to me, I would make it a
million. But my client has
currently contracted other
mercenaries. Should they fail
though, I'm sure the bounty
can be adjusted.

Travers

If I were smart, I'd take out
the others.

Mr. Ikari

You're a shrewd man, Mr.
Travers. (laughs) Just don't
wait too long. Whether you
make the hit or not, someone
eventually will. And once
Strikov is dead, those who
were loyal to him will become
"liabilities" to my client.

Travers

I'll have to remember that.

Mr. Ikari

You do that. I'm sure you'll see it our way. It's about time the quad had some new blood. Good day, Mr. Travers.

BETWEEN SCENES:

1. When the player returns to New D they will find Strikov's ship under attack by four fighters. Strikov will send a comm begging the player for help. The fighters will break and attack the player instead. Once the player has destroyed all but one, the last fighter's intelligence should go up to Ace.
2. Once the player has taken out the last ship, in a comm Strikov will ask to meet the player on the planet surface. Strikov's ship will move to land. They will meet in the following cinematic.

Note: Strikov can not be killed. There is no way to fail this mission except by dying.

Scene 1.9

INT. NEW DAMASCUS HANGAR

After Travers' ship lands this next scene automatically runs. They are met by Strikov at the hangar area.

Strikov

So, it seems that I owe you a debt of gratitude, Mr. Travers. How fortuitous that you happen to come along when you did.

Travers

I got a tip that one of your rivals might try something when you returned.

Strikov

Indeed? Did you get that tip from Mr. Ikari?

Travers appears somewhat stunned. He stumbles when he talks.

Travers

Actually... Yes. He wanted me to take you out. Needless to say, I didn't take his offer.

Strikov

Oh, that Ikari is a sharp one. I knew that he would contact you, but I did not imagine it being so soon. (Sighs)
Oh, I'm far too old for these games. I need to find a way to live out the rest of my years in peace.

Mr. Travers. I need you to locate this Mr. Ikari for me.

Travers

Locate Ikari? Honestly, I don't think he'll be too happy to see me after today.

Strikov

Ikari doesn't care, he's just a front man. I need you to find and ask him what it will take to resolve this conflict.

Travers

Why not send Otto? He's a better a public speaker than I am.

Strikov

No. Ikari trusts you.

Travers

Why do I have this feeling...

Strikov

Excellent. Just ask around the bars in the local systems. Find out where he is likely to be, then go to him.

Oh, yes. I will have Otto credit your account. Good work today, Travers. Some day I will

As Travers is leaving, we see Otto bending over and whispering to Strikov. Strikov nods, and Otto leaves in haste. This is just to make the Travers suspicious.

BETWEEN SCEENS:

1. The player will need to leave New D to find Ikari. If they go to any information exchange and talk to any bartender or hint character they will receive the data to find Ikari. But it will cost them 5 grand.
2. If the player follows the data and goes to Nav two in the Calypso system they will find themselves in a the next cinematic.

Scene 1.10

INT. IKARI'S SHIP

Travers has sought out and returned to Ikari's ship at Strikov's request.

Mr. Ikari

Mr. Travers, I hope you're here on business. If you want more money for disposing of Strikov I'm sure my client would agree to your terms now.

Travers

Actually, Mr. Strikov wants me to make a deal with you.

Mr. Ikari

What?!? Strikov sent you here?

Ikari moves to the window as Travers speaks.

Travers

He wants to know what it would take to settle this thing quietly and without bloodshed.

Mr. Ikari

Fool! Your boss didn't send you here for that.

Intercom

Sir, two unidentified ships have just entered the area! What do you want us to do?

Through the window we can see two Dragons approaching.

Mr. Ikari

Get us out of this system. Now!

Intercom

Sir, we can't. Not while we're docked.

Mr. Ikari

Go, get out of here before we are both killed!

Travers heads for the airlock. Ikari moves towards the window before speaking.

Mr. Ikari (cont.)

So, this is the way it's going to be. Well, we'll see who laughing last, fat man. We'll just see.

BETWEEN SCENES:

1. As soon as the previous scene is over we see Ikari's ship being blown apart by two of Strikov's men flying Dragons. They quickly jump out so that the player can not fight them.
2. Strikov sends V-mail explaining that he had the player followed so that he could find Ikari. He pays the five grand for having used them as a decoy.
3. Strikov asks the player to fly a quick job for him.
4. When the player completes this job, he is paid, but told that Strikov's daughter, Alacia is now missing and feared kidnapped. Strikov asks the player to ask around to locate her.
5. If the player asks any Bartender or Hint Character in any information exchange. For ten grand the character will arrange for a meeting. He tells the player to head towards Felicity.
6. Strikov will send V-mail stating that the kidnappers have asked for 10 million credits. He says that he has been contacted and that the kidnappers want the player to go to Felicity. There they will discuss the terms for the transaction.
7. When the player goes to Felicity, the get the next scene immediately after landing.

Scene 1.11

INT. FELICITY'S HANGAR NIGHT

The scene is straight out of a Film Noir. Few key lights. The fog is coming in. The scene begins as Travers is heading for the port having just landed. Alacia and two bodyguards appear from out of the shadows. Travers' goes for his side arm, but the bodyguards draw quicker.

Alacia

It's about time you showed, Travers. I was starting to believe you had lost my trail.

Travers

What the hell's going on here,
Alacia! I came here to help
you.

Alacia

Help me? Everything was going fine until you showed up. You ruined everything when you got Ikari killed.

Travers

What? (catches on) So, Ikari was your front man. You were the one calling the shots all along. *Why the hell are you trying to take over your own father's operation?*

Alacia

Two years ago I learned about my father's retirement plans. He wanted to divvy up the syndicate within the entire family. That meant I would be lucky if I got a tenth of his whole operation. But I wanted it all. And I would have, that is until you showed up.

Travers

So, what's with this phony ransom meeting? You certainly didn't lure me here just to kill me.

Alacia

Lucky thing for you, I need your help. How would you like to make a quick fortune, Mr. Travers?

Travers

Let me guess. You want the ransom money. Ten million would allow start up your own syndicate.

Alacia

You're smarter than you look. I've already arranged everything. My father will meet you with the money at nav point four. All you need to do is show up and return with the money.

Travers

If I were really smart, I'd take the money and run.

Alacia

You could, but then my old man would hunt you down. Don't worry. I'll give you a cut so you can start over too.

Alacia turns and fades into the darkness.

Don't worry about my father. He can afford this. Then you, me, we'll all be rich. Who knows, maybe I could use a pilot like you.

BETWEEN SCEENS:

1. The player will fly to Nav 1 and there they will meet Strikov's ship. In a comm he will announce that he is dropping off the container that has the money. The player only need tractor beam aboard the money and fly back to Felicity.
2. If the player jumps out of the system they will get a V-mail from Strikov directing the player to return to Felicity.

Scene 1.12

INT. FELICITY'S HANGAR

NIGHT

The scene looks like a scene from a 50's film. It's at night and the scene is lit by a few key lights. Like Casablanca, they are standing near Alacia's Hurricane, (since we can't show Travers' ship.)

Alacia

You did well, Travers. Maybe I can use a man like you within my outfit. After all, with the millions that are in this case, I'll be able to afford the best.

Alacia opens the magnetic locks of the case and it slides open. There is nothing in it.

Alacia (cont.)

What? You double-crosser! I should have known better...

Travers starts to back away. The goons spread out.

Strikov

Alacia!

Camera whips to see dad. Otto and bodyguards emerge with weapons drawn.

Alacia

Father!

Slow Mo: Alacia's goons grab for weapons. We see close-up of guns as they blast away. We see Alacia's bodyguards being blown backwards. The night is illuminated by the flashes from the energy weapons. Alacia takes a series of hits and is hurled into the darkness.

NOTE: No large amounts of blood, for the Germany's sake!

Strikov

Ungrateful child.

I am sorry, Mr. Travers, but I will no longer require your services. Unfortunately, I find that it is past time for me to retire.

Strikov turns to leave, but turns back.

Oh, yes. As a token of my esteem I will have your ship equipped with the galactic maps for this sector. Leave this quad and seek your fortune elsewhere.

Strikov begins to walk away slowly. Henchmen follow.

And if you happen to have any children, don't spoil them. They will not appreciate it. Good luck, Mr. Travers.

Scene 1.13

INT. DRAKAS' COMMAND CENTER

Two Kilrathi guards escort the scientist into Drakas' chamber. The scientist is forced to kneel. He looks around fearfully, expecting the worst. We still can not see the lead Kilrathi's face.

Drakas

Since the end of the Galactic war I have patiently waited for this day. Now, at long last, I finally have you before me.

Dr. Severan

Bu-but I'm just a scientist. Why am I here?

Drakas

Did you not develop the Temorlar bomb that destroyed Kilrah? You, and you alone are responsible for slaying more Kilrathi in one day than in all the entirety of the war!

Dr. Severan

A-ar-are you going to...
(gulp)
K-k-kill me?

Drakas

Kill you? And waste that magnificent brain of yours? No, doctor. I have need of your precious intellect.

Dr. Severan

Wha-what is it that you require?

Drakas

I now want to use you as a
weapon against the
Confederation.

Turns on holo projections of Steltek relics and diagrams

I have learned of an ancient
Steltek device. A device that
will resurrect Kilrah from the
very ashes of its destruction.
A destruction that was forged
by your hand.

The doctor has been watching the schematics being displayed
on the holo projector.

Dr. Severan

But, but... That is not
possible! You can not expect
me to build such a device!

Drakas

Not possible? Do you mean that
you refuse! Decide now,
doctor. But know this, to
refuse me means that your life
will be forfeit!

Dr. Severan

NO! No, I will build it. I
WILL build it. But this will
require time. Time... time...

Drakas

Very well. Take him away.

Guards obey. Drakas turns to look out the window.

Drakas (cont.)

Soon, Terra will once more
know fear. With the rebirth of
the Empire, I will begin my
crusade. This time none shall
be spared. I will rid the
universe of all humans. Once
and for all time!

STARTING SUB-PLOT TWO:

When the player arrives at any of the jump points leading into Quad Two they will see this scene already in progress:

1. Three Outcast fighters are attacking a Kilrathi ship. The freighter will send out a comm during the set scene. Shortly after, the player's ship will jump into the system. The freighter will give its second comm followed by the ship's destruction, (the player will not have had sufficient time to aid it.) The Outcasts will attack the player, using their cloaking devices in the process.
2. Afterwards, the player will be contacted by the tracking system at Sakhat'Re. They will request that the player aid them in an investigation of the disappearance of Kilrathi ships in the area, the last being the one the player watched be blown up by the Outcast fighters.

Scene 2.1

INT. K'KARA'S TEMPLE

Travers is escorted by two KILRATHI GUARDS into the sanctum with the priestess K'KARA and General DRAKAS. There is very little light here except near the principals who are lit with the glow of the nearby braziers.

KILRATHI GUARD

Your holiness, the pilot you summoned.

Travers walks up and stands before the priestess.

K'Kara

Pilot Travers, I am the high priestess K'Kara. I thank you for coming for this matter is most imperative in nature.

Travers

Your holiness, I came because I have a bond the K'Karan clan. They have aided me in the past and I have sworn to help them when possible.

K'Kara

You are most honorable, pilot Travers. Your assistance may aid us in our investigations into the recent disappearance of four Kilrathi transports. Were you not there when the K'thar vanished?

Travers

I was, Priestess. The ship was destroyed by rouge fighters in the area.

K'Kara

Rouge fighters? Can you elaborate?

Travers

Yes, Priestess. The K'thar was destroyed by stealth equipped *Intolerance* fighters. The same kind that are used by the Outcasts.

Drakas

Then it was the Outcasts!
(Growls) Using our own technology against us!
Priestess, does *this* not convince you to act?

K'Kara

No, General Drakas. Under the Shok Li'ma treaty that would be an act of war.

Drakas

(Growls) But your holiness, the Outcasts beg for their blood to be spilled!

K'Kara

General Drakas! Hold your tongue for you speak treason!

(turns to Travers)

Forgive us, Pilot Travers.
We will relate your observations to Confed Central at once.

(looking at Drakas)

The matter will be in their hands. Thank you for your time.

The priestess leaves. As Travers turns to go the general walks down to meet with him.

Drakas

Forgive my outburst, pilot. I meant no dishonor to your kind. Only to those (growl) Outcasts.

Travers

It's okay, general. Most humans don't have any love for those fanatics either. (beat) They're almost like your own band of crazies, the Bloodhunters.

Drakas

Trying not to show his disdain for the accidental slur

I would not compare the Bloodhunters to the Outcasts. The Outcast are bent of the destruction of the entire Kilrathi race. The Bloodhunters are warriors who merely wish to avenge the destruction of their home world.

Travers

I had to deal with both after the war and I'm not to thrilled about either of them. (beat) I assume you're not here to talk about politics, general.

Drakas

No. Pilot, would you be willing to escort a Kilrathi transport to Mathrang III? Your presence could avert a Outcast attack. We would be willing to pay you ten thousand credits for its safe passage.

Travers

Hmmmm. Ten kay for a run to Mathrang III? Sure. You got yourself a deal.

Drakas

It is humans such as yourself that will help forge the new alliance between our worlds in this period of transition.
Good day, Pilot Travers.

The general watches as Travers leaves the sanctum without the escort. When the general turns to leave, the escort follows him instead.

BETWEEN SCENES:

1. The player will be contacted by the ship they will be escorting to Mathrang III.
2. Should the player jump to any system other than Fang, the captain of the escorted ship will tell the player that they are will not follow them and will leave.
3. When the player gets to the jump point at Fang three Outcast ships will attack the convoy. The last ship alive will attack the transport only.
4. General Drakas will send the player a V-mail congratulating or the player for their mission.
5. The player will get a V-mail from Hakon asking the player to come to Redemption for a job.
6. If the player takes longer than a day to go to Redemption, they will get another V-Mail from Hakon reminding the player to come to the Outcast's planet.

Scene 2.2

INT. HAKKON'S OFFICE

There is little light in this room, except for a few lights in the corner. There are flags and banners (Outcast trademarks) that hang in the shadows. In a totalitarian type uniform, DAMON HAKON (Fifty-ish) is looking out at rows of Intolerance fighters outside his window. He does not turn to face Travers when he first walks in.

Hakon

Ahhhh, look at them out there. Doesn't it make your heart race. To be fresh out of the Academy again. Those were the days. Back when you could meet the enemy on the field of honor and decide each other's fate with a blast of ion fire. Back when you knew who your enemy was.

Hakon turns. We see that he has massive scar tissue, along with a cybernetic eye.

You must be Travers. I'm Damon, Damon Hakon. It is not everyday that we have visitors here on Redemption.

Travers

(Looking at some of the banners with skulls on them)

Gee, I can't imagine why. It's so-touristy.

Hakon

(humorless laugh) You appear to be unenlightened, Mr. Travers. I suspect that if only you knew the truth about those cats out there you would be persuaded to join our noble cause.

Travers

Noble cause? I heard you have been destroying unarmed Kilrathi transports? Your "Outcast" cause doesn't sound too noble if you ask me.

Hakon keeps a stiffer upper lip.

Hakon

We prefer the name "The Chosen." I wouldn't have taken you for a cat lover. Especially since you flew against them during the war, *Lieutenant Travers*. (beat) But to answer your question, no. If the treaty was broken, it was not by us.

Which incidentally, is why you were invited here. A Kilrathi transport will be going to the Nakar G'tok system. We have reason to believe it contains weapons--in defiance of the treaty. Since you're in good with the cats, we wanted to enlist your services.

Travers

And I you want me to destroy it and start a war? You're out of your freaking mind, Hakon. (turns to leave)

Hakon

No, Mr. Travers, we are not barbarians here. If you allow us to upgrade your ship's scanners, you can *inspect* the vessel and prove to yourself--and Confed--the Kilrathi's treachery.

Travers

If the Kilrathi are running
weapons why don't you get
Confed to check them out?

Hakon

I would, but since Confed
pulled of the area there
aren't enough patrols to go
round. Trust me, things are
starting to fall through the
cracks. I know those
Bloodhunters are up to
something and when it happens,
boom, we're gonna be at war!

Travers thinks about the consequences.

Travers

Okay. I'll do it. But I'm not
doing this for your "cause."
I'm doing this because I
fought in one war and I don't
want to see repeated.

Travers turns to leave. Hakon calls after him.

Hakon

Maybe we will make a believer
out of you yet, Mr. Travers...

Travers

(speaks under his breath)
Fat chance, Hakon. Fat chance.

BETWEEN SCENES:

1. When the player goes to the rendezvous point to scan the Kilrathi ship for the Outcasts, it is attacked by Outcasts and destroyed. The Outcast ships then turn on the player and attack them.
2. The player receives a V-mail from Drakas. He is angered by the Outcasts' attack and wants the player to retaliate for the Kilrathi. He claims that he will pay the player fifty grand if they steal a weapon that the Outcasts are hiding in an old derelict ship within Outcast territory.
3. When the player jumps into the Outcasts' area with the derelict ship they will be able to fly in and get the object. Drakas will V-mail the player telling them to return with the object to Sakhat'Re.
4. But on the way out, the player will be attack by Outcast fighters as they try to leave. They will have to fight through two waves of fighters to leave the area.

Scene 2.3

INT. KILRATHI PLANET HANGER

Drakas meets Travers on the hangar deck as soon as he arrives. In the background we see the artifact in the background. It looks mysterious and dangerous.

Drakas

Pilot Travers, you have returned to us. And more importantly, you have the device.

Travers

That device. Just what the hell is it?

Drakas

I understand that it is a ancient Steltek artifact rumored to be capable of directing great power. I have heard that the Outcasts have been researching how to use it. It is a good thing you have removed it from their grasp.

Drakas motions to the doorway.

The Priestess is expecting you, pilot. Go now, I will prepare the device to be turned over to the Confederation authorities.

Travers heads for the doorway.

INT. K'KARA'S TEMPLE

The Priestess is facing a large projected screen in space. On the screen is the face of Hakon. Travers watches this more as a spectator.

Hakon

Priestess, I must insist that you return the device your agent has taken from us. If not, we will be reclaim it by force!

K'Kara

You will do no such thing, Hakon! Under the Shok Li'ma treaty all weapons of mass destruction are forbidden.

Hakon

That may be true, K'Kara, but by possessing it, you yourselves are breaking the treaty.

K'Kara

As soon as our agent arrives we will turn it over to the proper Confed authorities. Ah, I believe they are here now.

Guard rushes in through other door and kneels before the priestess.

Kilrathi Guard

Priestess! General Drakas has taken the artifact and has fled aboard his private fighter!

K'Kara

What? He would not dare!

Kilrathi Guard

We tried to follow him, but
his accomplices have already
destroyed four of our own
fighters. (hesitates)
I believe that they are
Bloodhunters.

Hakon

Poor, K'Kara. It appears that
you have been betrayed by your
own general. That is most
unfortunate.

K'Kara

Do not attempt to threaten us,
Hakon. We will quickly
intercept Drakas, and then
hand over to the Confederation
the device YOU were harboring.

Hakon

I hope for your sake you are
correct, K'Kara. If I think
for one moment that Drakas has
gained the knowledge to use
that device, we will be forced
to take appropriate measures.
Good day, Priestess.

Hakon's picture fades. Now K'Kara sees Travers.

K'Kara

Pilot Travers, it appears that
we have both been misled.
Instead of peace, we are on
now a collision course for
war. Can you regain the device
for us?

Travers

What do you want done,
Priestess?

K'Kara

Anything it takes. Remove
Drakas from the sky if need
be. Just bring us that device
back.

Travers

You can count on it.

(turns and leaves)

General, you're about to have
a really bad day.

INT. CORRIDOR LEADING TO K'KARA'S TEMPLE

Travers runs into Dr. Luzaro and Col. Egan (Luzaro was here to pick up the artifact.) There is a brief scene where Dr. Luzaro complains about Travers. After Travers leaves, Col. Egan lets her in on the reason that split them in the first place. Realizing that Travers wasn't to blame, Dr. Luzaro treats him better in future encounters.

BETWEEN SCENES:

1. As soon as the player launches they will find themselves being attack by Kilrathi Bloodhunters sent to make sure that the general escapes.
2. When the player kills the Bloodhunters they will get a message from the priestess asking them to go to Redemption and tell Hakon what has happened in order to prevent a war.
3. When the player gets to Redemption, a few disgruntle Outcasts will attack the "cat lover." After making it past these fighters, the player will be able to land and talk to Hakon.

Scene 2.5

INT. HAKON'S OFFICE

Hakon

So, the prodigal son has returned. Even I didn't expect you to betray the whole human race.

Travers

You can't start a war, Hakon. It was General Drakas all along. His Bloodhunters were using ships that looked just like yours to destroy the transports K'thar and Shi'thi.

Travers

Are you suggesting that Drakas has been attacking the Kilrathi's own ships? Right!?! What kind of cat-nip have you been smoking, Travers?

Travers

It's true. He wanted to provoke a war with the human race, to return to the glory days of the Galactic war. He thinks if he can start out here, more Kilrathi worlds will join in. Its a ploy to re-establish the empire, Hakon!

Hakon weighs the truth in Travers' words.

Hakon

Do you know what that device was you stole?

Travers

I've got a feeling it was pretty important.

Hakon

It's an ancient Steltek device
that some say could be used to
change the course of history.
We were safeguarding it,
hoping to prevent it from
falling into the wrong hands.

Travers

Why didn't you just destroy
it? Or were you hoping to one
day use it on the Kilrathi?

Hakon

(grins because Travers is
right)
I can't say that that thought
hasn't occurred to us. Yes, it
was a pity we didn't know how
to use it or we might have
been able to wipe out those
cats long ago. I suspect the
general knows. If he does--
humans beings could become an
extinct species.

Travers

Then I guess we'd better find
him and stop him. Where would
he have taken this thing?

Hakon marches over to a console. Typing on the keyboard
brings up a holo display.

Hakon

Fortunately, we've been
tracking Kilrathi movements
for some time now. I've always
suspected they had a secret
outpost in the T'karath
system, but due to the treaty
we were never able to check it
out.

Travers

Then I guess its up to me.
I'll warn K'Kara to divert
some fighters to help with the
search.

Travers turns to leave.

Hakon

If you don't pull this off
within a week, Travers, mark
my words, there will be war.
The blood of many worlds will
be on your hands.

Travers

I know. Believe me, I know.

BETWEEN SCENES:

1. The player must now attack a Kilrathi outpost in order to appease the Outcasts that the device will not fall into the wrong hands. The Kilrathi themselves will help to destroy the Bloodhunter's base to help insure the peace.
2. When the player gets to the nav point they will be greeted by Kilrathi warriors ready to attack the outpost. They tell the player that they have a resupply ship nearby.
3. When the player destroys the Outpost they will receive a V-mail congratulations from the Priestess. She will announce that the player is a Friend of the Kilrathi and will have certain privileges.
4. If the player leaves the action they will receive a V-mail stating that because the outpost was not taken out in time the Outcasts launched an attack against the Kilrathi. For the next game week, all Kilrathi ports will be closed. In the Kilrathi action spheres there will be many Outcasts ships. Afterwards, when the Kilrathi planets re-open they will have Outcast signs and banners in them. All Kilrathi postage stamps will be replaced with Outcast postage stamps. All the Kilrathi planets have fallen, except for Sakath'Re.

Scene 2.6

EXT. KILRATHI STATION

We watch as two Strakha fighters jump into the system near the huge Kilrathi station. These ships fly into the station's monstrous bay.

INT. DRAKAS COMMAND CENTER

General Drakas enters the room with moves toward the console that Dr. Severan is putting together.

Drakas

Severan. I have brought you the Steltek device that you will install within this battle station. Do not disappoint me. This new weapon WILL work.

Dr. Severan

B-But of course it will, general! All that I require now is your patience.

Drakas

Patience, doctor, is a virtue that I lack. Test me and you will find your entrails scattered before you.

Drakas turns to leave. Severan clutches at his stomach.

Dr. Severan

Y-y-yes, My lord. I'll get on it right away.

Severan pauses to wipe away the sweat from his face. For a brief moment, his expression is that of a man who knows that he is doomed. He quickly gets back to work, ignoring his fate.

STARTING SUB-PLOT THREE:

When the player arrives at any of the jump points leading into Quad Three will see this scene:

In a set scene, the player's ship ends up at a jump point that is littered with ship debris. As the player fly through it he comes across a ship that is still intact. The player's ship docks with the craft and the following scene is run.

Scene 3.1

INT. KEACH'S SHIP

We hear the metallic release and the hatch hisses. Boldly, Travers enters the ship's interior. His lamp is the only light and casts strange shadows in the damaged interior. We hear only the sounds of breathing from Travers' breath mask. Slumped over in a chair near the window is the lone figure of BRANDON KEACH. Our hero quickly applies a mask to the helpless individual.

Travers

What happened here?

Labored breathing. Finally, Brandon Keach speaks in a whisper in his breathe mask.

KEACH

P-Pirates. Morgan's Marauders. They attacked us. Just as we jumped in.

Travers

Pirates? It looks like they were waiting for you. Lucky thing you had an escort.

Keach

Ha--for all the good they did me. I'd be a dead man if you hadn't shown up. Say, you're not a pirate, are you?

Travers

Nope, I'm just a privateer. I stopped to check out this ship, hoping that I could salvage her.

Keach

Listen. If you drop me off at the nearest planet I will gladly make it worth your while. In compensation of you missing your salvage rights.

They move towards the air lock.

Travers

Worth my while, eh? You got yourself a deal, errr...?

Keach

Branden Keach, president of Transways Enterprise. You may have heard of me.

Travers

Heard of you? Who in this sector hasn't. No wonder why they were waiting for you. here. We'd better get out of here fast. You never know if another band of those pirates may be heading this way.

BETWEEN SCENES:

1. After the scene is finished, the player's ship detaches from Keach's ship. As it does, three pirate ships from Morgan's Marauders show up. They will attack the player until they are destroyed.
2. Next, the player must take Keach to where he wants to go. Once there, he thanks the player and tells them that he will send them a reward as soon as he gets in touch with his company. He also promises to reward the player with an employment offer that will prove quite beneficial.
3. A day after Keach has been returned, the player will get a V-mail with the reward that Keach promised as well as an invitation to earn more money working for him. In the V-mail he asks the player to meet him at his office on Vanatol.

Scene 3.2

INT. BRANDON KEACH'S OFFICE

Keach's office is onboard Vanatol. He stands near a large window overlooking the hanger. Taking up most of this section of the hanger is a Drayman that is being loaded.

Keach

Ah, Mr. Travers. It is good to see you again. I take it that you come concerning my offer?

Travers

Let's put it this way, a hundred thousands credits is a hard thing to turn down. I take it this ain't no freight jockey run?

Keach

Care for some Kilrathi Bloodwine?
(begins to pour)
No. I need you for something special. Think of it as a public service.
(hands Travers his drink)
I want you to help me eliminate those cutthroats known as Morgan's Marauders.

Travers

(drinks, coughs a little)
I may be good, Mr. Keach, but I'm just one man. For something like that you're going to need mercs, and lots of them.

(Motions for more Bloodwine)

Keach

Only the best! (pours)
You misunderstand me, Mr.
Travers. What I need is for
you to locate their base. Once
I know where they are then I
will bring in my mercenaries.

Travers

I take it you've tried looking
for them before?

Keach

Yes, but with little success.
The pirates usually send us
our scouts back to us. In
boxes. Little boxes.
(motions little box with one
hand) It's not that I'm trying
to get you killed Mr. Travers,
but I think you are different.
I think a man like you could
handle a job like this.

Travers

I've done work like this
before, for Confed. A hundred
thousand just to locate their
base? I think I can handle
that.

Keach

Very well. The previous scouts
usually started by escorting
my ships, then following any
pirates who attacked them. If
you are interested, there's a
transport currently in need of
safe passage to Jonas' IV.

(motions to the Drayman
outside the window)

Travers

I'll see that it gets there in one piece.

Keach

Thank you. You'll be doing the entire quad a favor when you put those Marauders out of business. Happy hunting, Mr. Travers.

○

BETWEEN SCENES:

1. When the player leaves Vanatol they are greeted by the transport they must escort.
2. On the way to Jonas' IV the convoy will be jumped by some of Morgan's Marauders. The player will get V-mail from Keach congratulating the player for getting the transport through.
3. If the transport doesn't make it, Keach will sportingly still give the player half the money that he promised for the escort run.
4. The player will get a V-mail after the mission. It will be from a woman calling herself Val telling the player that she can help him with his mission to find the pirates. She asks the player to meet her on Tara.

Scene 3.3

INT. TARA'S BAR

This bar is basically a Vegas sports book. The walls have large screens displaying the ships of the arena combatants and there are large groups of people cheering. After some explosions, the announcer breaks the bad news and the bettors groan as visions of the big jackpot fade.

The scene starts as Travers walks in the door. Our hero passes through the crowd then finds VAL THORSON, a tough, ruggedly dressed woman in her twenty who could easily pass for a privateer. She's sitting at the bar watching the action. She doesn't notice as Travers takes the seat next to her.

Travers

Say there, mind if you buy me
a drink?

Without looking, she launches a punch that connects with Travers' jaw. He falls into the waitress next to him who helps steady him. As she turns away, he takes the drink that she was carrying. He downs it, then rubs his jaw. She realizes who she has struck, but makes no amens.

Val

Sorry about that. It's a
reflex.
(Offers to shake hands)
You must be Travers. I'm Val.

Travers

(Travers' notices her strong
grip)

So, Val, I take it you have a
score to settle with some
pirates?

Val

If you are taking about
Morgan's Marauders, yes. I
know where they are. But if
you're looking at going after
them you'll have some
problems.

Travers

Problems? Such as...?

Val

Well for starters, their
hiding in a nebula.

Travers

(Yeah, big deal...)
Yeah, the ion storms in a
nebula can disrupt shielding,
making them less effective.
But that can be a double edged
sword. Then it's up to who is
the best pilot.

Val

Yeah? Except for the fact that
those pirates have nebula
shields. Without one yourself
those pirates can tear you to
pieces in seconds.

Travers

Humph. Know where I can pick
one up?

Val

Sorry, I hear that only the
Marauder's have them. And they
don't care to share their
technology. Bad for business.
You may want to look into
upgrading your armor though.

Travers

Great... Val, I know you're
looking to get a piece of the
action, but I can't promise
anything until Keach pays
me...

Val

I'm not interested in
profiting from this, Mr.
Travers. I want something that
no amount of money can give
me. All I want is payback.

As she talks her eyes are distant as if she is reminiscing.
The explosions from the arena echo the story in her eyes.

My father accidentally
stumbled upon the Marauder's
base when he got lost in a
Charon nebula. Later, when
they found out he knew, they
hunted him down. But they
didn't kill him right away.
They blasted his ship until
its life support systems
failed. Then they left him to
die... a slow, agonizing
death.

She has blinks. The Vision is over.

I'm glad to hear Keach has
decided to do something about
them. Finally.

Sets holocube in front of Travers.

Travers

What's this?

Val

It's the location to a hidden
nav point in Charon. There you
should find the Marauder's
hidden base.

Travers

Thanks, I'll check it out.

Val

Good luck, Mr. Travers. Where
you're going you're gonna need
it.

BETWEEN SCENES:

1. When the player gets to the nav point given to him by Val, he finds that he has been set up. A pirate Ace tells the player they are going to be sent back to Keach in a box so that the entrepreneur will quit sending privateers to spy on them.
2. If the player leaves the action sphere without destroying the pirate they will get a V-mail from Keach telling them to return and finish off the pirate.
3. When the player destroys the ace, a capsule will be ejected in the debris containing the pirate's life pod. The player will need to pick up the pod and take it back to Keach.
4. If the player leaves the action sphere without the capsule Keach will tell them to pick up the pirate and return with the prisoner.
5. When the player gets back to Vanatol, a Shady Character tells the player that they will attend to the pirate. He says that Keach will meet with them shortly in his office. The player will need to go to the information exchange to see Keach.

Scene 3.4

INT. KEACH'S OFFICE

Keach is meeting with DR. REZNOR, a woman in her thirties who wears black leather and looks amazingly sadistic. Also in the office is the female pirate that Travers brought back. She is laying in some kind of chair that looks like it could be used as a torture device. She appears to be unconscious.

Keach

Ah, Mr. Travers! How may I help you?

Travers

We made an agreement. I supply you with the location of the pirate's base and you pay me a hundred kay.

Keach

Why, of course, Mr. Travers. But as yet I do not have any confirmation that the base exists. It took awhile but my "physician" was able to make her talk.

Dr. Reznor

In fact, I was able to make her sing. (chuckle)
Unfortunately, my methods are somewhat "crude." We have yet to investigate the validity of her statements.

Keach

But now that you are here.
(Hands over a holocube)
That contains the location of a pirate base in the TSE-31 system. Or so this Marauder claims. Though the doctor couldn't tell me if she was fully telling the truth, you can. Twenty-five kay, just to scout the location.

Travers

Twenty-five whether or not
anything is there, right?

Keach

For your time and effort. And
if you find Mr. Morgan and his
band of merry men, the full
reward will still be yours.

Travers

I guess it must be worth a lot
to have those pirates off your
back.

Keach

You can not imagine how much
more profitable my business
will be without them. Good
day.

Keach and the doctor watch as the Travers exits the room.

BETWEEN SCENES:

1. When the player goes to the place Keach instructed, they will find out that these are not Morgan's Marauders, but mercenaries who are working for Keach. They will attack the player since Keach wanted the player disposed of.
2. After the player has defeated the mercenaries sent to kill him, he will get a V-mail from Val. She learned that the player had been set up and wants to know if the player wants to get revenge upon Keach. She tells the player that she will even give the player the location of their pirate base in order for the player to join them.
3. As of this point, the player will not be attacked up any of Morgan's pirates.

o

Scene 3.5

INT. THE GRINNING SKULL TAVERN

Travers enters the tavern to find it filled with the scum of the quad who are laughing and drinking. The atmosphere seems to be jovial, though the big battle is looming over their heads. These pirates know that there may be no tomorrow and are living it up today.

Travers comes up behind Val, and taps her on the shoulder. When she turns around, he returns the chin action. She's a tough girl, and doesn't flinch. The partying instantly stops.

Travers

You could have saved me a lot of trouble had you just explained things when we first met.

Val

(To the group) It's okay.

She wipes the blood from her lip. The pirates around her see that she's not going to return the blow, and go back to drinking.

(to Travers)
I guess I deserved that.
You know you were suppose to be a messenger to Keach. We planned on sending you back to him in a box, as a warning not to try to find us. Instead, you turned out to be a better pilot than we expected.

Travers

Sorry to disappoint you.
(steals a drink from a passing waitress)
Hell, you disappointed me. You had me going with that whole "father story." A nice piece of acting.

Val

Actually, I wasn't. Keach's mercenaries were the ones who killed my father. They hunted him down, then threaten to blow him out of the sky unless he dropped his cargo. He did, but they torpedoed him anyway. Keach not only steals the cargo, but he wipes out all competition for his precious Transways Enterprise too. Permanently.

Travers

You don't mean to tell me all these... "pilots" were once freighter jockeys until Keach drove them out of business?

Val

Most of them. We have been attacking his ships in an effort to wipe him out. Unfortunately, now he wants to wipe us out so his "pirates" will control the quad.

Travers

Too bad I didn't leave him to die when I had the chance.

A klaxon goes off. People start heading out of the bar.

Alarm Voice

Warning. Mercenary capital ship approaching. Man your stations.

Val

Keach's forces must be at the edge of the system!

Val prepares to leave.

We're going to need every pilot we can get. Are you up for a fight, Travers?

Travers

(Low keyed, but confident)
I'm ready to kick some ass.

Val

Good. I'll make sure your ship gets a nebula shield. That way you won't be effected by the ionic disturbances.

Turns to go, but adds a last comment.

Val (cont.)

Glad we have you on our side, Travers.

INT. PIRATE HANGER

Val is directing the effort as pilots are heading for their ships. She's in her pilot duds on her way to her craft.

Val

All right, folks! This is what we've been waiting for! Let's go out there and show them what *real* pirates can do!

BETWEEN SCENES:

1. After the player launches from the pirate's station, a group of Keach's mercs attack them. After fighting off the first wave the player can go on to attack the capital ship waiting at the jump point.
2. If the player jumps out of the system without taking out the capital ship, they get a V-mail from Val stating that the pirates have lost. (The pirate base disappears from the system.)
3. If the player takes out the capital ship they get a V-mail from Val asking them to return to the pirate station to celebrate their victory. The following scene runs.

Scene 3.6

INT. PIRATE HANGAR

This is the party after the destruction of Keach's capital ship. There are a dozen pirate pilots spraying each other with Champaign and giving high-fives.

Val

Nice flying out there,
Travers. I don't think we
could have pulled this off
without you.

Travers

Just doing my job. I guess the
Marauders can retire from
pirating now that Keach has
been taken care of.

Val

We'll see. I doubt Transways
will change any until Confed
comes back to the quad. By the
way, we owe you.

Travers

Forget it. You're going to
need it more than I will.

Val

Tell you what, I'll arrange it
so you get free repairs and
fuel at any pirate base in
this sector. Hey, that's the
least I can do.

Travers

Thanks. You guys aren't bad.
For a bunch of pirates.

Val

Yeah, but don't go spreading
that around. Take it easy,
Travers. Maybe someday our
paths will cross again.

She joins in the festivities as our hero heads out.

STARTING SUB-PLOT FOUR:

When the player arrives at any of the jump points leading into Quad Four, and both sub-plots two and three are complete, this next scene will run:

After the player jumps into the area they will see a mercenary destroyer be destroyed by alien craft. When the ship is toast the alien fighters will attack the player. After the player has survived their encounter with the aliens, Colonel Egan asks the player to come to V-station to help him with his investigation of a new threat in the quad.

Scene 4.1**INT. COL. EGAN'S OFFICE**

Col. Egan's is in an operations room overlooking the busy flight deck. The large portal window allows him to survey the military might that is V-station. There is a holo-table nearby that Egan uses to show Travers the alien menace.

Travers

Okay, colonel, I'm here.
What is all this about a
new "species?"

Egan

I guess you've been in deep
space too long, Travers.
You need to keep up with
the news.

Egan motions to a holo console that tosses images up. One image is of the creatures, allowing the pair to see the aliens.

Egan (cont.)

A few months ago the TCS
Midway encountered these
creatures in the Kilrathi
sector. After that, Confed
began mobilizing its forces
to combat this new threat.

Travers

So that's why Confed pulled
out of all the border world
sectors...

Egan

Yes, and unfortunately some
of these creatures appeared
to have slipped through
their dragnet. Now they're
our problem.

Travers

So where are they now?

Turning back to the holo console, more star screens appear. Egan motions to them as they play across the camera.

Following the pattern of their attacks, we believe the aliens are heading in this direction. That's why I need someone to scout Haferis system.

Travers

And that's where I come in.

Egan

You got it. Scout the system. If you can handle it, take it out. If you can't, the cruiser, Yorkshire should be in the area.

Travers

Gotcha. Anything else I should know.

Egan

Oh, I'll arrange some perks at the company store so you won't go broke. Check out the hangar before you leave.

Travers turns to leave, but thinks better of it.

Travers

Colonel. If this is such an emergency, why didn't you get Confed to recall its ships to help on this?

Egan

Who says I didn't? Intel told me they didn't have any to spare. Whatever it is that's going on in the Kilrathi sector must be big. Real big.

Travers acknowledges the gravity of the situation, then heads out.

BETWEEN SCENES:

1. When the player gets to the nav point at Haferis they will find the TCS Yorkshire under fire by six alien Stingrays. The player will need to defend the ship in order to keep it alive.
2. The first alien ship destroyed will drop an artifact as debris. The player will be told to pick up the artifact and take it to Ursula.
3. If the player leaves the action sphere they will receive a comm asking them to return to help the Yorkshire.
4. If the player leaves after the alien ship has dropped its artifact the player will receive a V-mail asking them to pick up the artifact and take it to Ursula.

1.Scene 4.2

INT. DR. LUZARO'S LAB

Dr. Luzaro's lab looks out into deep space. The interior is dark, but there are many alien "artifacts" that are hovering in air, completely lit in columns of volumetric lighting. She did not see Travers enter and is caught off guard by his arrival, in more ways than one.

Travers

When you told me you
studied ancient artifacts I
thought you meant Kilrathi
pottery.

Dr. Luzaro

Kyle? What are you doing
here? This is a restricted
area.

Travers

I thought I'd stop by, drop
off an alien artifact,
that's all.

Dr. Luzaro

You found this? It's
Steltek in origin.

Travers

So what is it? Some kind of
super drive? Small fighters
can't exist this far without
some kind of support.

Dr. Luzaro

You're right. In fact Intel
thinks they must have a
capital ship near by.
Mmmmm. Who do we have here
who could pull that off?

Travers

A capital ship?

Dr. Luzaro

Hey, I use to know a pilot
who could thread the needle
on Vakakar. With
afterburners.

Travers

Heh, forgot about that one.

Dr. Luzaro

Look, all we need is MFH-31
re-conned with a jump-
tracker. If you don't have
one, we'll install one.
That way if you should find
their cap ship, you can tag
it if you get at least
within 5000 klicks. Then we
can track it.

Travers

Okay, I'll do it. But I'll
expect dinner for this.

Dr. Luzaro

What? Dinner? What dinner?

Travers turns to leave. He talks loud enough for the doctor
to hear.

Travers

You know...? Dinner. A cozy
restaurant, a bottle of
wine, violins. Dinner!

BETWEEN SCENES:

1. When the player gets to MFH-31 they will encounter an alien cruiser and will be attacked by Stingrays. When the player has gotten within 5000 clicks then they will receive an comm from Dr. Luzaro stating that the tracker is working. She instructs the player to head to V-station to help Col. Egan.
2. At V-station the player will meet with Egan who warns them that the Alien cap ship is heading towards them. He says that he is taking a group of Vampire fighters to head it off at Nav 4 in the Vjilnia system. The player agrees to help them out.
3. The player must attack and take out the alien cruiser at Nav 4. A re-supply ship follows the squad so that the player will not need to leave the nav point.
4. If the player leaves the nav point they will be pursued by an alien ace fighter who will hunt them down.
5. When the alien ship is destroyed, there will be a small scene where Col. Egan thanks the player for his effort and he gets attaboys from the rest of the squad. Egan invited him to return to V-station, but the player replies that he has business with Dr. Luzaro back on Ursula.

STARTING SUB-PLOT FIVE:

1. When the player arrives at Ursula they will find it under attack by the Bloodhunters. Dr. Luzaro asks the player for help because the Bloodhunters are stealing the Steltek artifacts.
2. Though there are six of them, the last fighter the player will need to go up against will turn into an Ace when all others are killed.
3. Only after the player has destroyed all the Bloodhunters will they be allowed to land at Ursula.

Scene 5.1

INT. DR. LUZARO'S LAB

Dr. Luzaro's lab looks like a bomb has hit it. Tables are over turned. Items are broken. There are blood splats on a few walls. All the Steltek devices are gone. The good doctor looks like she has seen better days.

Dr. Luzaro

Kyle, I'm so glad you're here. Those Bloodhunters-- they landed on the deck-- then that's when all the shooting started. They killed two of my assistants, then took all the artifacts.

Travers

Bloodhunters? What would they want with those ancient relics?

Dr. Luzaro

I'm not sure, but I bet the Outcasts know.

Travers

The Outcasts? So that's why you were on Redemption.

Dr. Luzaro

They told me that the Bloodhunters were searching for Steltek artifacts. They warned us that Ursula may become a target.

(beat)

I thought they were just paranoid...

Travers

Looks like I'll have to pay them a visit. Maybe they can explain what is going on.

Dr. Luzaro

Good, I'll go with you.

Travers

You? I thought you'd never
fly with me again?

Dr. Luzaro

After today, not even *your*
flying would scare me. I'll
meet you in your ship.

6

BETWEEN SCENES:

With the player needing to take Dr. Luzaro to Redemption, the following scene will run after a special auto-pilot scene as they arrive at their destination. The player will see the destruction of Redemption before that player's character arrives there.

Scene 5.2

EXT. KILRATHI STATION IN NEBULA

Same establishing shot as the intro.

INT. DRAKAS' COMMAND CENTER

This is the same set as the intro, though a new console has been added near the window. This is the controls for the

Dr. Severan

General, all of the Steltek devices are in place. They are functioning well within tolerance. We are ready for the initial tests.

Drakas

Very well. You may proceed.

EXT. KILRATHI STATION IN NEBULA

We see as the giant station begins to glow and *ripple space*. A deep bass rolls through the station, building like a THX trailer. (Like the Death Star activation)

INT. DRAKAS' COMMAND CENTER

Drakas

Soon, very soon, the Terrans will once more know fear and cower before the might of the Empire.

(As he speaks, gestures with his arms outstretched. This climaxes the scene as well as the building bass effect.)

EXT. KILRATHI STATION IN NEBULA

We see as the giant station begins become a blinding white. Suddenly, a huge shockwave of *rippled space* is cast in every direction. The deep bass has climaxed as an ethereal choir.

EXT. ORBIT CAM ON REDEMPTION

We see the Redemption as a huge shockwave comes hurling towards it from space. Without any warning, the planet is struck, and pulverized in the gravitomic wave. Planetoids are spewed forth, crashing into the camera. As the piece fan out, we watch as the wave continues out into outer space.

BETWEEN SCENES:

After the player has seen the destruction of Redemption they will jump into the area in the game engine. (An asteroid field will simulate the remnants of the planet.) On board the player's ship there will be a short scene where the player and Dr. Luzaro discuss what they must do now that Redemption has been destroyed. They decide they must go to talk to the priestess to find out where they can find the Bloodhunter's base.

Scene 5.3

INT. K'KARA'S TEMPLE

The cinematic begins with Kyle Travers and Dr. Luzaro entering into the great hall.

K'Kara

Pilot Travers. Dr. Luzaro.
What is the meaning of this
intrusion?

Travers

Priestess, you know what has
happened to Redemption. I
believe that the
Bloodhunters had a hand in
it.

The priestess appears stunned.

K'Kara

I can no longer pretend that
my suspicions are unfounded.
Now I see that my worst of
my fears are yet to be
realized.

The camera zooms in on the priestess' eye. The eye dissolves
into the darkness of space.

EXT. DEEP SPACE

This is a vision sequence with a voice over. We see
sequences as if from the end of WC3 as Kilrathi ships fight
with Confed ships. Scenes ripple in and ripple out.

The Bloodhunters were once
an elite group of warriors
pledged to defend Kilrah.
When our homeworld was
destroyed, their leader
vowed vengeance upon your
kind.

Travers

The leader, General Drakas I
presume?

EXT. KILRATHI SPACE STATION

Dissolve to a shot of space station for the fifth sub-plot.

K'Kara

Correct. He learned of a
story, more a myth, of an
ancient device used by the
Stelteks. It was said that
this device could warp space
no only to transport a
vessel across vast
distances, but also through
time.

Since the end of the war he
has searched for this
device. His ambitions are
not just to save Kilrah, but
to change the outcome of the
entire galactic war.

INT. K'KARA'S TEMPLE

From the scene we dissolve back into the Priestess's eye.

Dr. Luzaro

That's impossible! Time
travel is physically
incompatible with the
structure of our universe.

Travers

Maybe. But... what if the
Stelteks found a way, a
loophole?

Dr. Luzaro

No. Time travel is just
science-fiction. To do so
would mean you would have to
change all the physical
properties of the cosmos.

Travers

Even if that's true, after seeing what happened to Redemption, we have to stop the Bloodhunters.

(beat)

Priestess, is there any information you can give us? Do you know where their base is?

o

K'Kara

Sadly, no. General Drakas was very shrewd in covering his operations. But, I know of something that will be of aid.

She motions and a holopic shows us a wire frame of what she is describing.

Go to Sakan Tor. There you must locate an a derelict ship that has long been forgotten. It contains a cache of ancient Stelte artifacts that were removed from our laboratories on Gora'Kar before it was destroyed. This was a secret I have kept from the general.

Dr. Luzaro, I hope that you may be able to use them to find the answers that you seek.

Dr. Luzaro

Thank you, priestess.

Travers

Come on, Jess. We've got work to do.

Travers and Dr. Luzaro turn and leave.

BETWEEN SCENES:

1. When the player launches from the Kilrathi planet they will be met by one Bloodhunter Ace. At the beginning of the encounter the player will hit by their first cosmic quake while in flight. (The Ace will state that Drakas is testing the weapon.) The Ace will follow the player to the next nav point if he is not killed.
2. After flying to Sakan Tor the player will need to pick up the cargo container that is stored within a derelict ship. Dr. Luzaro will state that they now must take the cargo back to Ursula so that she can study it.
3. Upon exiting the player will be attacked by six Bloodhunter fighters who followed the player.

Scene 5.4

INT. URSULA'S HANGAR

This is a quick scene to unload the cargo picked up from the Kilrathi. The camera should be facing away from Travers' ship so we don't have to see it.

Dr. Luzaro

I'll see to it that those
Steltek devices are
unloaded from your ship.
(beat)
Thanks for getting me back
here in one piece, Kyle.

Travers

No problem.
(Uncomfortable silence)
I guess while you're
deciphering those relics, I
can be scouting for that
Bloodhunter base.

Dr. Luzaro

Still the fighter jock,
aren't you Travers.

Travers

Somebody's got to do it.

Dr. Luzaro

You might check out the
systems around Redemption.
I'm guessing the epicenter
must be near.

Travers

That sounds like a plan.
(turns to leave)
I'll be seeing you.

Dr. Luzaro

Hey, you watch it out
there. Okay?

Travers

Don't worry. I'll be back.

(turns and leaves)

BETWEEN SCENES:

1. After the player leaves Ursula they are hit by another cosmic quake. Right afterwards they receive a V-mail from Dr. Luzaro telling them that they have located the epicenter at the Charybdis nebula. She asks the player to go there to explore the area.
2. When the player reaches Charybdis they will be met by two pirate ships, one carrying Val from plot three. She will tell the player that she was tracking a pair of Bloodhunter before they jump into the nebula. She was able to track where they went, but because of the black holes in the area it is far too dangerous to follow. The player immediately forwards it to Dr. Luzaro.
3. Next the player will receive a V-mail from Dr. Luzaro. She thanks the player for sending the information and asks them to return to Ursula. She says she has a jump drive that will allow the player to successfully make it into the nebula without being sucked into a black hole. The player must go to Ursula in order to see the next scene.

Scene 5.5

INT. LUZARO'S LAB

Dr. Luzaro

Kyle, You're just in time.

Travers

Don't tell me. I saw them working on a Devastator out there. You're not actually putting that Steltek device into a ship are you?

Dr. Luzaro

Actually, we were able to make a crude facsimile that should be compatible with our own technology. Problem is, we haven't tested it yet.

Travers

Don't tell me. You called me here because you need a test pilot.

Dr. Luzaro

Look, Kyle, I won't lie to you. That Steltek drive doesn't have all the bugs worked out of it. It may work. It may not. You may be able to jump into the Coriolis Ring, but there are no guarantee you'll be able to make it out. But I wouldn't be asking this of anyone if the odds weren't stacked against us.

Travers

Jess, if that's the best
sales pitch you can make...

Cut to shot of alarm flashing.

ALARM

Warning. Gravitonic Shock
wave approaching! All hands
prepare for impact!

Luzaro and Travers brace for impact.

EXT. EXTERIOR OF URSULA

We watch as the great shockwave approaches the station. A small fighter is flying towards the station and gets destroyed before it can reach safety. We watch as the station is rocked back and forth.

INT. INTERIOR OF URSULA

We see a shot of the port screen of Ursula, as any object not bolted down flies towards the camera, including some hapless workers.

INT. DR. LUZARO'S LAB

We catch the last the last part of the rocking to find that the doctor has taken minor damage.

Dr. Luzaro

Kyle... Kyle! Are you all
right?

A pile of debris moves. Travers removes the debris to find himself face to face with Luzaro. For a moment, the world is distant. It is only these two people. Suddenly, the alarm brings them back to the present.

ALARM

Analysis of Gravitonic
shock wave, ten point zero
six on the Omori scale.

Dr. Luzaro

That-that was ten times the power of the last one! At the rate their increasing, we won't be able to survive another one.

Travers

Okay, Jess. You've sold me. You've got your test pilot.

INT. URSULA'S HANGAR BAY

Travers is fixing to board his hyperdrive Devestator. He is all suited up like a military pilot now.

Dr. Luzaro

We've programmed the hyperdrive to become active only at the Charybdis system. That way you won't have to worry about accidentally using it before you need it.

Travers

Great. Can you put some training wheels on it too?

Dr. Luzaro

Kyle. Just in case you don't come back, I-I wanted you to know...

Travers

Jess, don't worry. I'll be back. (winks)
Remember? You owe me a dinner.
(Jessica smiles. Travers turns away to board ship.)

SCENE 5.7

LOOSING END GAME: THIS SCENE IS IF THE PLAYER DOESN'T MAKE IT OUT IN TIME BEFORE THE BIG EXPLOSION.

EXT. KILRATHI STATION

The base explodes and we see the Travers' Devastor being consumed in the explosion. We then cut to the jump point where the other Confed fighters have collected. The scene starts just after the last Confed fighter jumps in.

Col. Egan

This is Egan. Did everyone make it out?

Pilot One

Sir, that civilian pilot, Travers, I don't think he got out in time.

Col. Egan

Damn. Without him I don't think we would have been able to take that station out.

I'll make sure he gets a posthumous medal. That's the least I can do. Well, let's head home, troops.

The ships fly by the camera, then all jump out at the same time. The screen fades to black, and the credits start to roll.

SCENE 5.8

LOOSING END GAME: THIS SCENE RUNS IF THE PLAYER LEAVES THE ACTION SPHERE BEFORE THE BLOODHUNTER BASE IS DESTROYED.

EXT. DEEP SPACE

We hear the voices of the Confed pilots right before the space station begins to glow and sends out a final shockwave. We watch as four ships attempt to assault the ship.

Pilot One

Colonel, they have initiated their startup sequence. I think we're too late.

Egan

We can't just stand here and let this happen. Form on my wing. We're going in.

Pilot One

We're with you, colonel.

As the Confed ships approach, the Bloodhunter base begins to glow. We watch as the shockwave expands out, destroying the Confed ships. After the station "disappears" the screen fades to black. Credits roll.

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SCENE 5.9

WINNING END GAME: THIS SCENE PLAYS IF THE PLAYER JUMP OUT IN TIME BEFORE THE BLOODHUNTER BASE EXPLODES.

INT. DRAKAS'S COMMAND CENTER

A deep rumbling shakes the ship while warning klaxons are blaring. The doctor is standing before the console. Drakas is upon this dais, but soon descends to loom over the doctor.

Drakas

Severan! You told me this would work. You swore on your honor that you would have this station operational by now.

Dr. Severan

General, you don't understand. I must have more time!

Drakas

Time?!? (Growls) That is one commodity you do not have, doctor.

Approaches the doctor. Doctor backs up.

Dr. Severan

But general, without me, you will never be able to avenge Kilrah!

Whips out his blade, brandishing it before the camera.

Drakas

It is through you that I DO avenge it!

Eviscerates the doctor. Turns to guards nearby

Prepare my ship.

EXT. KILRATHI STATION

We see the Kilrathi station being destroyed, but without Travers' ship being consumed.

INT. URSULA'S HANGER

The last Devastator lands on the deck back at Ursula. In the hangar Col. Egan meets Travers after he has dismounted his ship. A crowd, plus Dr. Luzaro is there.

Pilot One

Good work out there, Travers.

Pilot Two

If it wasn't for you out there I don't think we would have pulled this off.

Travers

Thanks guys.

Egan walks up. Travers salutes him, Egan returns it.

Egan

Seems like old times, doesn't it, Travers? Ever think about re-enlisting? We'd make a pretty good team.

Dr. Luzaro runs up, and plants one on Travers. After he comes up for air, amid all the attaboys...

Travers

Actually, colonel, I think I've already got a good team going here. And if you'll excuse me, my teammate and I've got plans.

Dr. Luzaro

Sorry, colonel, but I promised him.

The couple starts walking off towards the port, but is intercepted by a statesman SENATOR MCLEAN and his entourage. Our hero is temporarily blinded by the senator's pants.

Senator McLean

Hello, Mr. Travers. I'm Senator McLean of the Confederation Assembly. Can I have a moment of your time?

Travers

What-what's going on here?

Egan

I-I radioed ahead, Travers. I told them how you took out the Bloodhunter's station.

Senator McLean

Yes, as a member of the central Assembly it is my privilege to present you with the highest honor that can be bestowed upon a civilian member of the Confederation.

(Opens box and hands it to Travers)

The Confederation Medal of Valor.

Travers and the doctor beam over it. Egan looks uneasy.

Dr. Luzaro

It's-it's beautiful.

Travers

I-I don't know what to say.

Egan

Don't say anything, Travers. Just give him back the box.

Travers

What?

Dr. Luzaro

What?

Senator McLean

We're they not informed?

Travers

No, it was my fault. Listen, Travers. You can't keep the medal. You were working on a covert operation. It's better if the public doesn't find out what actually happened out there today anyway.

Travers

No, I'm not.

Egan

What?

Travers

I earned it. I'm going to keep it. Thanks senator. How about dinner, Jess?

(begins to walk away, with Egan following. The Senator is left behind.)

Egan

Travers...

Dr. Luzaro

What do you feel like? Italian?
Venusian? Altairian?

Egan

Travers...

Travers

I know this great little place on
New Damascus, you'll love it.

Egan

Travers!

Travers and the doctor continue walking into the port
screen, with Egan following, still calling out Travers'
name. The Senator is left behind to look around and shrug
his shoulders at the events.

Other items:

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INFORMATION EXCHANGES: (12 different bars/tavern/markets members to be spread across the 57 worlds.)

4 Bartenders (for getting hints at the bar) -

4 full body movement (for postage stamp)
10 opening/closing lines (shot CU)

4 shady characters (for getting hint at non-bar locations) -

4 full body movement (for postage stamp)
10 opening/closing lines (shot CU)

10 Alliance Members - (give missions at the bar)

4 full body movement (for postage stamp)
10 opening/closing lines (shot CU)

HANGERS SCREENS:

2 Shady Character (removes illegal cargo from players ship)

5 stock lines (shot CU)

2 Confed Character (removes legit cargo from players ship) -

5 stock lines (shot CU)

BUDGET

CROCODILLE PRODUCTIONS INC.
PRIVATEER: RETRIBUTION

PRODUCTION NO.: 8888

DATE: 12/10/97

PRODUCER: MARK W. DAY

LOCATIONS: TBA

DIRECTOR: ADAM FOSHKO

SCRIPT DATE: NA

START DATE: MARCH 16, 1998

FINISH DATE: MARCH 27, 1997

BUDGET #A.01

NOTE:

Acct #	Category Title	Page	Total
600-00	STORY	1	66,500
610-00	PRODUCER	1	62,600
620-00	DIRECTOR	2	16,600
625-00	LEGAL	2	0
630-00	CAST	2	121,000
640-00	FRINGES	3	0
650-00	TRAVEL & LIVING	3	12,000
	Total Fringes		33,838
	TOTAL ABOVE-THE-LINE		312,538
700-00	EXTRA TALENT	3	29,000
705-00	PRODUCTION STAFF	3	73,713
710-00	CAMERA	5	91,733
715-00	SET DESIGN	6	32,580
720-00	SET CONSTRUCTION	6	96,500
721-00	SET STRIKING	7	17,000
722-00	MINIATURES	7	0
725-00	SET OPERATIONS	7	67,975
726-00	CATERING/CRAFT SERVICE	9	25,625
730-00	ELECTRICAL	9	123,759
735-00	SPECIAL EFFECTS	10	0
740-00	SPECIAL SHOOTING UNITS	11	0
745-00	SET DRESSING	11	34,150
750-00	PROPERTIES	12	24,625
755-00	WARDROBE	13	35,773
760-00	MAKEUP & HAIRSTYLISTS	14	29,430
765-00	PRODUCTION SOUND	15	11,600
770-00	TRANSPORTATION	15	8,000
775-00	LOCATION EXPENSE	16	0
780-00	PROCESS PHOTOGRAPHY	17	0
785-00	PRODUCTION DAILIES	17	13,500
790-00	LIVING EXPENSE	17	10,000
795-00	FRINGES	18	0
797-00	TESTS	18	0
798-00	FACILITIES FEES	18	77,000

Acct #	Category Title	Page			Total
	Total Fringes				62,966
	TOTAL SHOOTING PERIOD				864,929
800-00	EDITING	18			130,500
810-00	MUSIC	19			0
820-00	POST PRODUCTION SOUND	20			105,000
830-00	STOCK SHOTS	20			0
840-00	TITLES	20			0
850-00	OPTICALS, MATTES, INSERTS	20			0
860-00	LABORATORY PROCESSING	20			0
870-00	FRINGES	21			0
	Total Fringes				0
	TOTAL COMPLETION PERIOD				235,500
910-00	ADMINISTRATIVE EXPENSES	21			0
912-00	PPC INTERNAL	21			0
920-00	PUBLICITY	21			0
950-00	FRINGES	22			0
	Total Fringes				0
	TOTAL OTHER				0
	Total Below-The-Line				1,100,429
	Total Above and Below-The-Line				1,412,966
	Completion Bond				0
	Contingency				141,297
	Overhead				0
	Insurance				0
	Grand Total				1,554,263

CROCODILLE PRODUCTIONS INC.
PRIVATEER: RETRIBUTION

PRODUCTION NO.: 8888
PRODUCER: MARK W. DAY
DIRECTOR: ADAM FOSHKO
SCRIPT DATE: NA
START DATE: MARCH 16, 1998
FINISH DATE: MARCH 27, 1997
BUDGET #A.01

DATE: 12/10/97
LOCATIONS: TBA

NOTE:

Acct #	Description	Amount	Units	X	Rate	Subtotal	Total
600-00	STORY						
600-01	RIGHTS PURCHASED						0
600-03	WRITERS						
	Writer1	1			25,000	25,000	50,000
	Writer2	1			25,000	25,000	
600-04	SCREENPLAY PURCHASE						0
600-05	RESEARCH						0
600-06	STORYBOARD						
	Storyboard1	1			15,000	15,000	15,000
	Storyboard2						
600-07	STORYBOARD SUPPLIES						
	SUPPLIES		FLAT		500	500	500
600-10	WRITER'S EXPENSES						0
	WRITER1 FED EX, PHONE, ETC.						0
	WRITER2 FED EX, PHONE, ETC.						
600-11	SCRIPT COPY						
	Duplication of Scripts	1			1,000	1,000	1,000
						Total For 600-00	66,500
610-00	PRODUCER						
610-01	EXECUTIVE PRODUCER						0
610-02	PRODUCER						
	PRODUCER	1	WEEK	8	7,500	60,000	60,000
610-03	ASSOCIATE PRODUCER						0
610-06	SECRETARIES						0
610-07	PRODUCER'S ENTERTAINING						
	WRAP PARTY, BIZ MEALS, ETC.	1			1,000	1,000	1,000
610-09	PRE-PRODUCTION EXPENSES						0
	TRAVEL & LIVING						0
610-12	OFFICE FURNITURE						
	RENTAL OF OFFICE FUNISHINGS	1			600	600	600

Acct #	Description	Amount	Units	X	Rate	Subtotal	Total
610-00	PRODUCER (CONT'D)						
610-14	PRODUCERS OVERHEAD ALLOC						
	TRAVEL AND LIVING PRODUCTION	1			1,000	1,000	1,000
					Total For 610-00		62,600
620-00	DIRECTOR						
620-01	DIRECTOR						0
	Director	22	Weeks		0	0	0
620-02	TECHNICAL ADVISORS						0
620-03	CASTING FEES						
	MIKE FENTON & ASSOC.	1			15,000	15,000	15,000
620-04	CHOREOGRAPHERS						0
620-05	DIALOGUE COACHES						0
620-06	DIRECTOR'S SECRETARY						0
620-07	DIRECTOR'S ENTERTAINING						0
620-08	CASTING EXPENSES						
	TAPESTOCK, SPACE, ETC.	1			1,000	1,000	1,000
620-12	OFFICE FURNITURE						
	RENTAL OF OFFICE FURNISHINGS	1			600	600	600
620-10	SECOND UNIT DIRECTOR						0
					Total For 620-00		16,600
625-00	LEGAL						
625-02	CAST CONTRACTS						0
625-03	OUTSIDE LEGAL/CASTING						0
625-04	TITLE & SEARCH FEES						0
	TITLE AND SEARCH						0
					Total For 625-00		0
630-00	CAST						
630-01	PRINCIPAL PLAYERS						
	Principles	1			100,000	100,000	100,000
630-02	DAY PLAYERS						
	DAY PLAYERS	1			20,000	20,000	20,000
630-03	SINGERS/DANCERS						0
630-04	STUNTS & ADJUSTMENTS						0
	STUNTS						0
630-05	LOOPING						0
630-06	ASSISTANTS TO CAST						
	ASSIST#1	1	Week		1,000	1,000	1,000
	ASSIST#2	2	WEEKS		0	0	
	ASSIST#3	2	Weeks		0	0	

Acct #	Description	Amount	Units	X	Rate	Subtotal	Total
630-00	CAST (CONT'D)						
						Total For 630-00	121,000
640-00	FRINGES						
640-01	WRITER'S FRINGES						0
640-20	DIRECTOR'S FRINGES						0
640-30	CAST FRINGES						0
						Total For 640-00	0
650-00	TRAVEL & LIVING						
650-01	WRITER'S TRAVEL						0
	WRITER1						0
	WRITER2						
650-02	WRITER'S LIVING						0
	WRITER1						0
	WRITER2						
650-03	PRODUCER'S TRAVEL						
	AIR FARE/CAR RENTAL	1			3,000	3,000	3,000
650-04	PRODUCER'S LIVING						
	APARTMENT RENTAL ETC.	1			3,000	3,000	3,000
650-05	DIRECTOR'S TRAVEL	1			3,000	3,000	3,000
650-06	DIRECTOR'S LIVING	1			3,000	3,000	3,000
650-07	CAST TRAVEL						0
650-08	CAST LIVING						0
						Total For 650-00	12,000
Total Fringes							33,838
TOTAL ABOVE-THE-LINE							312,538
700-00	EXTRA TALENT						
700-01	SIDELINE MUSICIANS						0
700-02	EXTRAS AND STANDINS						
	EXTRAS & STANDINGS	1			25,000	25,000	25,000
700-03	WELFARE WORKERS						0
700-04	PAYROLL FRINGES						0
700-05	CASTING AGENCY COMMISSION						
	CASTING AGENCY COMMISION	1			4,000	4,000	4,000
700-08	ALLOWANCES-CAR/WARD/MILE						0
						Total For 700-00	29,000

Acct #	Description	Amount	Units	X	Rate	Subtotal	Total
705-00	PRODUCTION STAFF						
705-01	PRODUCTION SECRETARY						0
705-02	UNIT PRODUCTION MANAGER						
	Mary Ann Fabian	6	Weeks		3,000	18,000	18,000
	Overtime 1.5		Hours		90		
	Overtime 2.0		Hours		120		
705-03	1ST ASSISTANT DIRECTOR						
	Harry Jarvis	3	Weeks		2,500	7,500	7,500
	Overtime		Hours		75		
	Overtime 2.0		Hours		100		
705-04	2ND ASSISTANT DIRECTOR						
	Tia Ardran	3	Weeks		1,500	4,500	4,500
	Overtime 1.5		Hours		36		
	Overtime 2.0		Hours		48		
705-06	SCRIPT SUPERVISOR						
	Script Sup.1	2	Weeks		2,500	5,000	7,600
	Overtime 1.5	30	Hours		60	1,800	
	Overtime 2.0	10	Hours		80	800	
705-07	ESTIMATOR/PROD ACCOUNTANT						
	Laurie Woken	1	Week	6	2,000	12,000	12,000
705-07	ASSIT. ACCOUNTANT						
	Assist. Acct.	4	Weeks		1,000	4,000	4,000
705-08	ASST. DIR PA'S (SET PA'S)						
	SET PA#1	3	Weeks		700	2,100	3,600
	Overtime 1.5		Hours		13.50		
	Overtime 2.0		Hours		18		
	SET PA#2	3	Weeks		500	1,500	
	Overtime 1.5		Hours		9		
	Overtime 2.0		Hours		12		
705-09	PRODUCTION COORDINATOR						
	JAMES CAPP	4	Weeks		2,000	8,000	8,000
	Overtime 1.5		Hours		45		
	Overtime 2.0		Hours		60		
705-10	PRODUCTION ASSISTANTS						
	RAY COBO	4	Weeks		750	3,000	4,613
	Overtime 1.5		Hours		22.50		
	Overtime 2.0		Hours		30		
	PA#2	3	Weeks		375	1,125	
	Overtime 1.5	30	Hours		11.25	338	
	Overtime 2.0	10	Hours		15	150	
	PA#3		Weeks		325		
	Overtime 1.5		Hours		9.75		
	Overtime 2.0		Hours		13		

Acct #	Description	Amount	Units	X	Rate	Subtotal	Total
705-00	PRODUCTION STAFF (CONT'D)						
705-11	POLOIDS/FILM CONTINUITY						
	FILM & PROCESSING	1			1,400	1,400	1,400
705-12	BOX RENTAL						
	EQUIPMENT RENTAL	1			2,500	2,500	2,500
						Total For 705-00	73,713
710-00	CAMERA						
710-01	DIRECTOR OF PHOTOGRAPHY						
	VIRGIL HARPER (PREPRO)	2	Weeks		3,000	6,000	
	VIRGIL HARPER (PRODUCTION)	2	Weeks		5,000	10,000	
	Overtime 1.5		Hours		150		
	Overtime 2.0		Hours		200		
	VIRGIL HARPER (WRAP)		Weeks		2,500		16,000
710-02	OPERATOR						0
710-03	1ST ASST CAMERAMAN						
	AC#1	2	Weeks		2,275	4,550	
	Overtime 1.5	30	Hours		68.25	2,048	
	Overtime 2.0	10	Hours		91	910	7,508
710-04	2ND ASST CAMERAMAN						0
	AC#2		Weeks		1,700		
	Overtime 1.5		Hours		51		
	Overtime 2.0		Hours		68		0
710-05	FILM LOADERS						0
710-06	VIDEO TECH.						
	GREG NOYES	2	Weeks		1,500	3,000	
	Overtime 1.5	30	Hours		45	1,350	
	Overtime 2.0	10	Hours		60	600	4,950
710-07	ULTIMATTE OPERATOR						
	BOB KURTEZ	2	Weeks		2,750	5,500	
	Overtime 1.5	30	Hours		82.50	2,475	
	Overtime 2.0	10	Hours		110	1,100	9,075
710-08	CAMERA RENTALS						0
	LDK 10P		Weeks		4,400		0
710-09	CAMERA SUPPLIES						
	Cameratape etc.		FLAT		1,000	1,000	1,000
710-11	CAM ACCESSORIES/VIDEO EQU						
	Ultimatte & Video Support	3	Weeks		16,900	50,700	50,700
710-20	LOSS, DAMAGE & REPAIR						
	Loss & Damage	1			2,500	2,500	2,500
						Total For 710-00	91,733

Acct #	Description	Amount	Units	X	Rate	Subtotal	Total
715-00	SET DESIGN						
715-01	PRODUCTION DESIGNER						
	Cherie Baker	4	Weeks		3,000	12,000	12,000
715-01	ART DIRECTOR						0
715-02	SKETCH ARTISTS (ILLUST.)						0
	Sid Meid		Flat				0
715-03	SET DESIGNERS (DRAFTSMEN)						
	Draftsman1	2	Weeks		1,500	3,000	5,500
	Draftsman2	2	Weeks		1,250	2,500	
715-04	RESEARCH						
	Research Materials	1			1,000	1,000	1,000
715-05	BLUEPRINTS & SUPPLIES						
	Blueprints	1			2,000	2,000	3,200
	Supplies	1			1,200	1,200	
715-06	CONSTR COORD/FOREMAN						
	Michael Clark	4	Weeks		1,800	7,200	7,200
715-07	ART DEPT. STAFF						0
	Ann G. Spiegler		Weeks		1,000		0
715-10	BOX/CAR RENTAL						
	Box Rental	1			1,235	1,235	1,235
715-11	ART DEPT FILM/PROC						
	FILM	1			1,200	1,200	2,445
	PROCESSING	1			1,245	1,245	
					Total For 715-00		32,580
720-00	SET CONSTRUCTION						
720-01	CONSTRUCTION LABOR						
	Labor	1			30,000	30,000	30,000
720-02	CONSTRUCTION MATERIAL						
	Construction Material	1			25,000	25,000	25,000
720-17	HARDWARE CHARGES						
	Hardware	1			5,000	5,000	5,000
720-20	STUDIO SET						0
720-21	SCENIC PAINTERS						
	Painters	1			20,000	20,000	20,000
720-22	SCENIC SUPPLIES						
	Supplies	1			10,000	10,000	10,000
720-23	OUTSIDE CONSTRUCTION CONTRACTS						0
	Outside contracts						0
720-24							0

Acct #	Description	Amount	Units	X	Rate	Subtotal	Total
720-00	SET CONSTRUCTION (CONT'D)						
720-25							0
720-26							0
720-27							0
720-28							0
720-29							0
720-30							0
720-31							0
720-32							0
720-33							0
720-34							0
720-35							0
720-36							0
720-60	LOCATION SETS						0
720-61	RENTALS/EQUIP (CONDORS)						
	Condor Rental	1			4,000	4,000	4,000
720-62							0
720-63							0
720-64							0
720-65	BOX RENTALS						
	Box Rental	1			2,500	2,500	2,500
720-66							0
					Total For 720-00		96,500
721-00	SET STRIKING						
721-01	STUDIO STRIKING FEES						
	Fees	1			4,000	4,000	4,000
721-02	LOCATION STRIKING COSTS						0
721-03	STUDIO STRIKING COSTS-DIR						
	Striking	1			13,000	13,000	13,000
					Total For 721-00		17,000
722-00	MINIATURES						
722-01	MINIATURE CONSTRUCTION						0
722-02	MINIATURE ACTION PROPS						0
722-03	MINIATURE OPERATING						0
722-05	CONTRACT NO. 1						0
722-06	CONTRACT NO. 2						0
722-09	OTHER COSTS						0
					Total For 722-00		0

Acct #	Description	Amount	Units	X	Rate	Subtotal	Total
725-00	SET OPERATIONS						
725-01	KEY GRIP						
	KEY1	4	Weeks		2,250	9,000	11,925
	Overtime 1.5	30	Hours		67.50	2,025	
	Overtime 2.0	10	Hours		90	900	
725-02	BEST BOY GRIP						
	BB1	3	Weeks		1,750	5,250	7,525
	Overtime 1.5	30	Hours		52.50	1,575	
	Overtime 2.0	10	Hours		70	700	
725-03	DOLLY GRIP						
	DOLLY GRIP1	3	Weeks		1,750	5,250	7,525
	Overtime 1.5	30	Hours		52.50	1,575	
	Overtime 2.0	10	Hours		70	700	
725-04	HAMMER/GRIP						0
	HAMMER1		Weeks		750		0
	Overtime 1.5		Hours		22.50		
	Overtime 2.0		Hours		30		
	HAMMER2		Weeks		600		
	Overtime 1.5		Hours		18		
	Overtime 2.0		Hours		24		
	HAMMER3		Weeks		900		
	Overtime 1.5		Hours		27		
	Overtime 2.0		Hours		36		
	HAMMER 4		Weeks		600		
	Overtime 1.5		Hours		18		
	Overtime 2.0		Hours		24		
	HAMMER5		Weeks		800		
	Overtime 1.5		Hours		24		
	Overtime 2.0		Hours		32		
725-05	CAMERA DOLLIES						
	DOLLY RENTAL	1			5,000	5,000	5,000
725-06	CAMERA CRANES						
	CRANE RENTAL	1			2,000	2,000	2,000
725-07	PRELIGHT/STRIKE CREW						0
	STRIKE CREW						0
725-08	GRIP EQUIPMENT RENTALS						
	RENTALS	1			20,000	20,000	20,000
725-09	GRIP PURCHASES						0
725-10	GRIP BOX RENTALS						
	BOX RENTALS	1			2,000	2,000	2,000

Acct #	Description	Amount	Units	X	Rate	Subtotal	Total
725-00	SET OPERATIONS (CONT'D)						
725-11	HEAVY LIFTS						
	LIFT RENTALS	1			7,500	7,500	7,500
725-12	SET CLEANUP & TRASH DISP.						
	CLEANUP1	3	Weeks		500	1,500	3,000
	CLEANUP2	3	Weeks		500	1,500	
725-13	STANDBY NURSERYMEN						0
725-14	STANDBY PAINTERS						0
725-15	STANDBY SECURITY						0
725-19	FIRST AID - MEDIC						0
	EMT		Weeks		1,500		0
	Overtime 1.5		Hours		45		
	Overtime 2.0		Hours		60		
725-20	GRIP LOSS & DAMAGE						
	L&D	1			1,500	1,500	1,500
725-21	ELECTRICAL HOOKUPS						0
725-22	HEATING/AIR CONDITIONING						0
725-23	DRESSING RM INSTALLATION						0
725-24	DRESSING RM RENTALS						0
725-25	MISCELLANEOUS EXPENSE						0
725-30	LOCATION LOAD AND UNLOAD						0
						Total For 725-00	67,975
726-00	CATERING/CRAFT SERVICE						
726-01	CRAFT SERVICE PERSON						
	CRAFT SERVICE PERSON	2	Weeks		1,875	3,750	8,625
	Overtime 1.5	60	Hours		56.25	3,375	
	Overtime 2.0	20	Hours		75	1,500	
726-02	CRAFT SERVICE FOOD						
	FOOD/SUPPLIES	2	WK		2,500	5,000	5,000
726-03	CATERING						
	CATERING SERVICE	2	WK		6,000	12,000	12,000
						Total For 726-00	25,625
730-00	ELECTRICAL						
730-01	GAFFER						
	REGGIE	3	Weeks		2,500	7,500	11,325
	Overtime 1.5	35	Hours		75	2,625	
	Overtime 2.0	12	Hours		100	1,200	
730-01	BEST BOY						
	BB	3	Weeks		1,750	5,250	7,858
	Overtime 1.5	35	Hours		52.50	1,838	
	Overtime 2.0	11	Hours		70	770	

Acct #	Description	Amount	Units	X	Rate	Subtotal	Total
730-00	ELECTRICAL (CONT'D)						
730-02	LAMP OPERATORS						
	LO1	3	Weeks		1,500	4,500	
	Overtime 1.5	35	Hours		45	1,575	
	Overtime 2.0	11	Hours		60	660	
	LO2	3	Weeks		900	2,700	
	Overtime 1.5	35	Hours		27	945	
	Overtime 2.0	11	Hours		36	396	
	LO3		Weeks		600		
	Overtime 1.5		Hours		18		
	Overtime 2.0		Hours		24		
	LO4		Weeks		750		
	Overtime 1.5		Hours		22.50		
	Overtime 2.0		Hours		30		
							10,776
730-03	STUDIO RIGGING/STRIKE						0
730-04	PRELIGHT/STRIKE CREW						
	STRIKE1	2	Weeks		1,750	3,500	
	STRIKE2	2	Weeks		1,200	2,400	
	STRIKE3	2	Weeks		900	1,800	
	STRIKE4	2	Weeks		750	1,500	
							9,200
730-05	EXPENDIBLES						
	EXPENDIBLES	1			15,000	15,000	15,000
730-06	POWER						0
730-07	LIGHTING EQUIPMENT RENTALS						
	RENTALS	1			65,000	65,000	65,000
730-08	ELECTRICAL EQUIP RENTALS						
	RENTALS	1			600	600	600
730-09	ELECTRICAL EQUIP PURCHASE						0
730-10	BOX RENTAL						
	BOX RENTAL	1			1,500	1,500	1,500
730-11	STUDIO GENERATOR OPERATOR						0
730-12	LOC. GENERATOR OPERATOR						0
730-13	MISCELLANEOUS EXPENSE						0
730-14	STUDIO ELECT. MAINTENANCE						0
730-15	LOC. ELECT. MAINTENANCE						0
730-20	LOSS, DAMAGE, & REPAIR						
	LOSS	1			2,500	2,500	2,500
730-30	LOCATION-LOAD & UNLOAD						0
						Total For 730-00	123,759

Acct #	Description	Amount	Units	X	Rate	Subtotal	Total
735-00	SPECIAL EFFECTS						
735-01	SFX/FIRE MARSHALL						0
	FIRE MARSALL		Days		800		0
	Overtime 1.5		Hours		120		
	Overtime 2.0		Hours		160		
735-02	ASST SPECIAL EFFECTS MEN						0
735-03	MANUFACTURING - SHOP L&M						0
	SHOP COSTS				70,000		0
735-04	STANDBY PROPMAKERS						0
735-08	SPEC. EFFECTS EQUIP RENT						0
	RENTALS						0
735-09	SPEC. EFFECTS PURCHASES						0
	PURCHASES						0
735-10	SPECIAL EFFECTS BOX RENT						0
735-11	ADDED SPECIAL EFFECTS						0
						Total For 735-00	0
740-00	SPECIAL SHOOTING UNITS						
740-01	UNIT #1						0
740-02	UNIT #2						0
740-03	UNIT #3						0
740-04	UNIT #4						0
740-05	UNIT #5						0
						Total For 740-00	0
745-00	SET DRESSING						
745-01	SET DECORATOR						
	SET DECORATOR1	4	Weeks		1,500	6,000	7,950
	Overtime 1.5	30	Hours		45	1,350	
	Overtime 2.0	10	Hours		60	600	
	SET DECORATOR2		Weeks		1,250		
	Overtime 1.5		Hours		37.50		
	Overtime 2.0		Hours		50		
745-02	LEADMAN/SWING GANG						0
	#1	4	Weeks		1,125	0	0
	Overtime 1.5	30	Hours		33.75	0	
	Overtime 2.0	10	Hours		45	0	
	#2	4	Weeks		900	0	
	Overtime 1.5	30	Hours		27	0	
	Overtime 2.0	10	Hours		36	0	
	#3	4	Weeks		875	0	
	Overtime 1.5	30	Hours		26.25	0	

Acct #	Description	Amount	Units	X	Rate	Subtotal	Total
745-00	SET DRESSING (CONT'D)						
745-02	LEADMAN/SWING GANG (CONT'D)						0
	Overtime 2.0	10	Hours		35	0	0
	#4	4	Weeks		525	0	
	Overtime 1.5	30	Hours		15.75	0	
	Overtime 2.0	10	Hours		21	0	
745-03	SET DRESSING - ALTER/MFG						0
745-04	SET DRESSING PURCHASED						
	PURCHASED	1			6,000	6,000	6,000
745-05	SET DRESSING RENTALS						
	RENTALS	1			8,000	8,000	8,000
745-06	SIGNAGE						0
	SIGNAGE						0
745-07	SET DRESSING CLEAN & DYE						0
745-08	DRAPERY RENTALS						0
	RENTALS						0
745-09	DRAPERY PURCHASES						0
745-11	DRAPERY INSTALL & STRIKE						0
745-12	DRAPERY MANUFACTURE						0
745-13	DRAPERY CLEAN & DYE						0
745-14	CARPET-INSTALL-STRIKE						0
745-16	CARPET PURCHASES						
	PURCHASE	1			2,200	2,200	2,200
745-20	LOSS, DAMAGE & REPAIR						
	LOSS	1			1,500	1,500	1,500
745-25	MISCELLANEOUS EXPENSE						0
745-26	EXPENDIBLES						
	EXPENDIBLES	1			3,000	3,000	3,000
745-27	BOX/CAR RENTAL						
	CAR RENTALS	1			1,500	1,500	1,500
745-30	CONSOLE MONITORS						
	MONIOR PURCHASE	1			4,000	4,000	4,000
					Total For 745-00		34,150
750-00	PROPERTIES						
750-01	PROPERTY MASTER						
	PROP MASTER	4	Weeks		1,250	5,000	6,625
	Overtime 1.5	30	Hours		37.50	1,125	
	Overtime 2.0	10	Hours		50	500	
750-01	ASSISTANT PROPERTY MASTER						0
	ASST.	3	Weeks		875	0	0
	Overtime 1.5	30	Hours		26.25	0	
	Overtime 2.0	10	Hours		25	0	

Acct #	Description	Amount	Units	X	Rate	Subtotal	Total
750-00	PROPERTIES (CONT'D)						
750-02	EXTRA PROP MEN						0
750-03	ACTION PROP MANUFACTURING						
	PROP MANUFACTURE	1			5,000	5,000	5,000
750-04	PICTURE VEHICLE - L&M						0
750-05	PICTURE VEHICLE RENTALS						0
750-06	ANIMALS & LIVESTOCK						0
750-07	ANIMAL HANDLERS/WRANGLERS						0
750-08	PROP RENTALS						
	RENTALS	1			5,000	5,000	5,000
750-09	PROP PURCHASES						
	PURCHASES	1			4,000	4,000	4,000
750-10	PROP BOX RENTALS						
	KIT RENTALS	1			2,000	2,000	2,000
750-11	ANIMAL FEED & STABLING						0
750-12	EXPENDABLES						0
750-19	PICTURE VEHICLE PURCHASES						0
750-20	LOSS, DAMAGE & REPAIRS						
	LOSS	1			2,000	2,000	2,000
					Total For 750-00		24,625
755-00	WARDROBE						
755-01	WARDROBE SUPERVISOR						
	WARDROBE SUP	4	Weeks		650	2,600	3,445
	Overtime 1.5	30	Hours		19.50	585	
	Overtime 2.0	10	Hours		26	260	
755-02	KEY SET COSTUMER						
	Key Set Costumer	3	Weeks		750	2,250	3,398
	Overtime 1.5	35	Hours		22.50	788	
	Overtime 2.0	12	Hours		30	360	
755-03	ASSIST. COSTUME DESIGNER						
	ASST.	3	Weeks		750	2,250	2,910
	Overtime 1.5	20	Hours		22.50	450	
	Overtime 2.0	7	Hours		30	210	
755-04	COSTUME DESIGNER						
	KAREN MANN	4	Weeks		1,000	4,000	4,920
	Overtime 1.5	20	Hours		30	600	
	Overtime 2.0	8	Hours		40	320	
755-05	OTHER WARDROBE PERSONNEL						0
	#1	3	Weeks		500	0	
	Overtime 1.5	20	Hours		15	0	
	Overtime 2.0	7	Hours		20	0	

Acct #	Description	Amount	Units	X	Rate	Subtotal	Total
755-00	WARDROBE (CONT'D)						
755-05	OTHER WARDROBE PERSONNEL (CONT'D)						0
	#2	3	Weeks		500	0	0
	Overtime 1.5	20	Hours		15	0	
	Overtime 2.0	7	Hours		20	0	
	#3	3	Weeks		600	0	
	Overtime 1.5	20	Hours		18	0	
	Overtime 2.0	7	Hours		24	0	
	#4	3	Weeks		600	0	
	Overtime 1.5	20	Hours		18	0	
	Overtime 2.0	7	Hours		24	0	
755-06	SHOP SUPPLIES - NOTIONS						
	NOTIONS	1			5,000	5,000	5,000
755-07	CLEANING & DYEING						
	CLEANING	1			5,000	5,000	5,000
755-08	WARDROBE RENTALS/PURCHASES						
	RENTALS/PURCHASES	1			5,000	5,000	5,000
755-09	OTHER EXPENSES						
	OTHER	1			2,000	2,000	2,000
755-10	HAND BOX RENTALS						0
755-20	LOSS, DAMAGE & REPAIRS						
	LOSS	1			600	600	600
755-21	BOX RENTAL						
	BOX RENTALS	1			3,500	3,500	3,500
					Total For 755-00		35,773
760-00	MAKEUP & HAIRSTYLISTS						
760-01	HAIR STYLIST						
	HAIR	2	Weeks		2,500	5,000	8,250
	Overtime 1.5	30	Hours		75	2,250	
	Overtime 2.0	10	Hours		100	1,000	
760-02	MAKE-UP ARTISTS						
	MAKEUP	2	Weeks		2,500	5,000	8,250
	Overtime 1.5	30	Hours		75	2,250	
	Overtime 2.0	10	Hours		100	1,000	
760-03	BODY MAKE-UP ARTISTS						0
760-04	KEY HAIR STYLIST						0
760-05	ADDITIONAL HAIR/MAKEUP						
	#1	2	Weeks		1,200	2,400	
	Overtime 1.5	30	Hours		36	1,080	
	Overtime 2.0	10	Hours		48	480	
	#2	2	Weeks		900	1,800	

Acct #	Description	Amount	Units	X	Rate	Subtotal	Total
760-00	MAKEUP & HAIRSTYLISTS (CONT'D)						
760-05	ADDITIONAL HAIR/MAKEUP (CONT'D)						
	Overtime 1.5	30	Hours		27	810	6,930
	Overtime 2.0	10	Hours		36	360	
	#3		Week		500		
	#4		Week		300		
760-06	WIG & HAIR PURCHASE						0
760-07	WIG & HAIR RENTAL						0
760-09	MAKEUP SUPPLIES/APPLIANCE						
	SUPPLIES	1			3,000	3,000	3,000
760-10	MAKE-UP/HAIR KIT RENTALS						
	KIT RENTAL	1			3,000	3,000	3,000
					Total For 760-00		29,430
765-00	PRODUCTION SOUND						
765-01	SOUND MIXER						0
	MIXER	3	Weeks		2,500	0	0
	Overtime 1.5	30	Hours		75	0	
	Overtime 2.0	10	Hours		100	0	
765-02	BOOMMAN						
	BOOM	2	Weeks		2,000	4,000	6,600
	Overtime 1.5	30	Hours		60	1,800	
	Overtime 2.0	10	Hours		80	800	
765-03	SOUND RECORDER						0
765-04	CABLEMEN						0
765-05	PLAYBACK OPERATOR (AUDIO)						0
765-06	SOUND EQUIP RENTALS						
	RENTALS	2	WK		2,500	5,000	5,000
765-07	PLAYBACK EQUIP RENTAL						0
765-11	MISCELLANEOUS EXPENSE						0
					Total For 765-00		11,600
770-00	TRANSPORTATION						
770-01	MESSENGER SERVICE						
	MESSENGER	1			1,500	1,500	1,500
770-02	TRANSPORTATION COORD.						0
770-02	DRIVER CAPTAIN						0
770-03	STANDBY DRIVERS						0
	STANDBY		Weeks		1,400		0
770-04	STANDBY VEHICLES						0
	LIMOS				5,700		0

Acct #	Description	Amount	Units	X	Rate	Subtotal	Total
770-00	TRANSPORTATION (CONT'D)						
770-05	MILEAGE ALLOWANCE						
	MILAGE	1			1,000	1,000	1,000
770-06	FUEL						
	FUEL	1			2,000	2,000	2,000
770-07	PICTURE CAR DRIVERS						0
770-08	LOCATION DRIVERS						0
770-09	LOCAL HIRE DRIVERS						0
770-10	VEHICLES & EQUIP						
	TRUCK RENTAL	1			2,500	2,500	2,500
770-11	CAMERA DEPARTMENT						0
770-12	CONSTRUCTION DEPARTMENT						0
770-13	DRAPERY DEPARTMENT						0
770-14	EDITORIAL DEPARTMENT						0
770-15	ELECTRICAL DEPARTMENT						0
770-16	GRIP DEPARTMENT						0
770-17	LABOR DEPARTMENT						0
770-18	PAINT DEPARTMENT						0
770-19	PRODUCERS OFFICE						0
770-20	LOSS, DAMAGE, REPAIRS						
	LOSS	1			1,000	1,000	1,000
770-21	PRODUCTION DEPARTMENT						0
770-22	PROPERTY DEPARTMENT						0
770-23	PUBLICITY DEPARTMENT						0
770-24	SOUND DEPARTMENT						0
770-25	SPECIAL EFFECTS DEPT						0
770-26	WARDROBE DEPARTMENT						0
770-27	ALL OTHER DEPARTMENTS						0
770-28	ALL OTHER TRANSPORTATION						0
770-35	STUDIO RENTAL CHARGES						0
					Total For 770-00		8,000
775-00	LOCATION EXPENSE						
775-01	SURVEY EXPENSE						0
775-02	LOCATION STAFF						0
775-03	SITE RENTALS/PERMITS/LIC.						0
775-04	HOTEL & LODGING						0
775-05	CATERING SERVICES						0
775-06	MEAL ALLOWANCES						0
775-08	PUBLIC CARRIERS & CHARTER						0

Acct #	Description	Amount	Units	X	Rate	Subtotal	Total
775-00	LOCATION EXPENSE (CONT'D)						
775-14	AIRPORT PICKUP/DELIVERY						0
775-15	LOCATION LOAD & UNLOAD						0
775-16	MISCELLANEOUS TRANSPORT.						0
775-17	GRATUITIES						0
775-18	OFFICE-RENT/FURNITURE						0
775-18	OTHER EXPENSE						0
775-19	LOCATION MEDICAL EXPENSE						0
775-20	SHIPPING						0
775-21	LOCATION SECURITY						0
						Total For 775-00	0
780-00	PROCESS PHOTOGRAPHY						
780-01	INSTALL/HOOKUP EQUIP						0
780-02	PROCESS CAMERAMAN						0
780-03	VIDEO DESIGN & PLAYBACK						0
780-04	OTHER PROCESS LABOR						0
780-05	PROCESS BACKGROUND PLATES						0
780-08	PROCESS EQUIPMENT RENTAL						0
780-09	RENT/PURCHASE/MFG. PLATES						0
						Total For 780-00	0
785-00	PRODUCTION DAILIES						
785-01	NEGATIVE RAW STOCK						0
785-02	DEVELOPING						0
785-03	PRINT DAILIES						0
785-04	SOUND RECORDING TAPE						0
785-05	TRANSFER SOUND DAILIES						0
785-07	CODING DAILIES						0
785-09	VIDEO TAPE TRANSFERS						
	SAFETY DUB MASTERS	1			9,000	9,000	
	NIGHT DUBBER	6	WK		750	4,500	13,500
						Total For 785-00	13,500
790-00	LIVING EXPENSE						
790-01	LIVING EXPENSES-CONTRACT.						
	CONTRACT	1			4,000	4,000	4,000
790-02	LIVING EXPENSES-E.A. STAFF						
	STAFF	1			6,000	6,000	6,000
790-03	FARES-OTHER THAN TO LOCAT						0
						Total For 790-00	10,000

Acct #	Description	Amount	Units	X	Rate	Subtotal	Total
795-00	FRINGES						
						Total For 795-00	0
797-00	TESTS						
797-01	TEST #1						0
	TEST#1						0
797-02	TEST #2						0
797-03	TEST #3						0
797-04	TEST #4						0
						Total For 797-00	0
798-00	FACILITIES FEES						
798-01	STAGE RENTAL						
	RENTAL	1			75,000	75,000	75,000
798-02	STAGE MANAGER OT						
	OT	1			2,000	2,000	2,000
798-03	STAGE WRAP						0
	WRAP				2,500		0
798-04	OFFICE SPACE						0
	OFFICE RENTAL						0
798-05	DRESSING ROOMS						0
						Total For 798-00	77,000
Total Fringes							62,966
TOTAL SHOOTING PERIOD							864,929
800-00	EDITING						
800-01	FILM EDITOR						0
	EDITOR	15	Weeks		0	0	0
800-01	ASSISTANT EDITOR						0
	ASST. #1	13	Weeks		0	0	0
800-01	APPRENTICE EDITOR						0
	ASST #2	12	Weeks		0	0	0
800-02	POST PRODUCTION PA						0
	PA #1		Weeks		750		
	PA#3		Weeks		750		0
800-03	MUSIC EDITING						0
800-04	NEGATIVE CUTTING						0
800-05	TAPE STOCK						
	STOCK	1			5,000	5,000	5,000

Acct #	Description	Amount	Units	X	Rate	Subtotal	Total
800-00	EDITING (CONT'D)						
800-06	PROJECTION						0
800-07	CONTINUITY SCRIPTS						
	COPIES ETC.	1			500	500	500
800-11	EDITORIAL FACILITIES						
	FACILITIES	1			125,000	125,000	125,000
800-12	OFFLINE EDIT EQUIP.						0
	EQUIP. RENTAL				30,000		0
800-14	POST PROD. SUPERVISION						0
800-17	OTHER COSTS						0
					Total For 800-00		130,500
810-00	MUSIC						
810-08	COMPOSER						0
810-09	CONDUCTOR						0
810-10	SONGWRITER						0
810-11	LYRICIST						0
810-21	RECORDING MUSICIANS						0
810-22	SINGERS & VOCAL COACHES						0
810-23	ORCHESTRATIORS & ARRANGER						0
810-24	COPYISTS & PROOFREADERS						0
810-25	MUSIC SUPERVISOR						0
810-26	MUSIC CLEARANCE SALARIES						0
810-27	MUSIC CLERICAL						0
810-28	MASTER USE LICENSES						0
810-29	MUSIC PUBLISHING LICENSES						0
810-30	PRESCORE						0
810-31	REHEARSAL MUSICIANS						0
810-32	DEMO COSTS						0
810-33	SCORE (FACILITIES)						0
810-34	STUDIO EQUIPMENT RENTALS						0
810-35	MUSIC INSTRUMENT RENTALS						0
810-36	MUSIC INSTRUMENT CARTAGE						0
810-37	MUSIC TRANSFERS						0
810-38	NEW USE/REUSE (MUSICIANS)						0
810-39	NEW USE/REUSE (SINGERS)						0
810-40	TRAVEL & PER DIEM						0
810-41	PAYROLL TAXES/FRINGES						0
810-42	PHONO						0
810-43	MUSIC RESEARCH REPORTS						0
					Total For 810-00		0

Acct #	Description	Amount	Units	X	Rate	Subtotal	Total
820-00	POST PRODUCTION SOUND						
820-01	DIALOGUE RECORDING (ADR)						
	ADR	1			25,000	25,000	25,000
820-02	NARRATION RECORDING						0
820-03	SOUND EFFECTS (FOLEY)						
	FOLEY	1			80,000	80,000	80,000
820-06	DUBBING SESSION						0
820-07	SOUND TRANSFERS						0
820-09	PURCHASED SOUND EFFECTS						0
820-11	SOUND TRANSFER 35 & 35/32						0
820-12	MAGNETIC TAPE FOR EDIT						0
820-13	OPTICAL NEG 35 & 35/32						0
820-14	PREVIEW EXPENSES						0
820-15	POST PRODUCTION AUDIO MIX						0
	MIX				154,914		0
					Total For 820-00		105,000
830-00	STOCK SHOTS						
830-01	LIBRARY EXPENSE						0
830-03	LABORATORY PROCESSING						0
830-09	RENTAL & PURCHASE						0
					Total For 830-00		0
840-00	TITLES						
840-01	TITLES (MAIN & END)						0
840-02	MAIN TITLES						0
840-03	END TITLES						0
840-04	MISCELLANEOUS TITLES						0
840-05	LABORATORY PROCESSING						0
					Total For 840-00		0
850-00	OPTICALS, MATTES, INSERTS						
850-01	OPTICAL EFFECTS/DUPE NEG						0
850-02	MASTER POSITIVES						0
850-03	LABORATORY PROCESSING						0
850-04	SPECIAL PHOTO EFFECTS						0
850-05	INSERTS						0
850-11	PURCHASES						0
					Total For 850-00		0

Acct #	Description	Amount	Units	X	Rate	Subtotal	Total
860-00	LABORATORY PROCESSING						
860-01	REPRINTING & DEVELOPING						0
860-02	1ST TRIAL COMPOSITE PRINT						0
860-03	MASTER POSITIVE PRINT						0
860-04	DUPLICATE NEGATIVES						0
860-06	DEVELOP SOUND NEGATIVE						0
860-07	ANSWER PRINT						0
860-17	LEADER & MISCELLANEOUS						0
						Total For 860-00	0
870-00	FRINGES						
							0
						Total For 870-00	0
	Total Fringes						0
	TOTAL COMPLETION PERIOD						235,500
910-00	ADMINISTRATIVE EXPENSES						
910-01	ACCOUNTING & TERMINAL FEE						0
910-02	MPAA CERTIFICATE						0
910-03	POSTAGE & STATIONERY						0
910-04	XEROX/MIMEO (No Scripts)						0
910-05	LEGAL EXPENSE & FEES						0
910-06	TELEPHONE/TELEGRAPH/TELEX						0
910-09	MATERIAL MGMT PURCHASES						0
910-11	INSURANCE EXPENSE						0
910-12	PREVIEW EXPENSE						0
910-14	PARKING LOT EXPENSES						0
910-15	UNCLASSIFIED EXPENSES						0
910-17	OFFICE RENT & OTH EXPENSE						0
910-35	STUDIO RENTAL CHARGES						0
						Total For 910-00	0
912-00	PPC INTERNAL						
912-02	RENT-STUDIO OFFICES						0
912-03	PARKING FEES-STUDIO						0
						Total For 912-00	0
920-00	PUBLICITY						
920-01	UNIT PUBLICIST						0

Acct #	Description	Amount	Units	X	Rate	Subtotal	Total
920-00	PUBLICITY (CONT'D)						
920-02	SPEC. STILL PHOTOGRAPHER						0
920-03	STILL FILM & PROCESSING						0
920-05	PUBLICITY STAFF - T&E						0
920-09	SPACE MEDIA						0
920-11	OUTSIDE SERVICES						0
						Total For 920-00	0
950-00	FRINGES						
						Total For 950-00	0
	Total Fringes						0
	TOTAL OTHER						0
	Total Below-The-Line						1,100,429
	Total Above and Below-The-Line						1,412,966
	Completion Bond						0
	Contingency						141,297
	Overhead						0
	Insurance						0
	Grand Total						1,554,263

CROCODILLE PRODUCTIONS INC.
Fringe Breakdown Summary

Fringe	%	Cutoff	Above The-Line	Prod.	Post Prod.	Other	Total
IA P&W	10.28%	None	0	0	0	0	0
DGA CORP	12.50%	200,000	0	0	0	0	0
DGA	28%	None	0	0	0	0	0
WGA	12.50%	200,000	6,250	0	0	0	6,250
SAG CORP	12.50%	200,000	0	0	0	0	0
SAG	27%	None	0	0	0	0	0
NON-UNION	18%	None	0	55,562	0	0	55,562
FICA #1	6.20%	53,400	7,713	2,294	0	0	10,007
FICA #2	1.45%	125,000	2,480	537	0	0	3,016
SUI	9.27%	7,000	2,039	1,298	0	0	3,337
FUI	0.80%	7,000	176	112	0	0	288
MISC. CORP	20%	None	0	0	0	0	0
AFTRA H&R	12.65%	None	15,180	3,163	0	0	18,343
Total			\$33,838	\$62,966	\$0	\$0	\$96,803

600-00 STORY		
600-01 RIGHTS PURCHASED	600-05 RESEARCH	600-10 WRITER'S EXPENSES
600-03 WRITERS	600-06 STORYBOARD	600-11 SCRIPT COPY
600-04 SCREENPLAY PURCHASE	600-07 STORYBOARD SUPPLIES	
610-00 PRODUCER		
610-01 EXECUTIVE PRODUCER	610-06 SECRETARIES	610-12 OFFICE FURNITURE
610-02 PRODUCER	610-07 PRODUCER'S ENTERTAINING	610-14 PRODUCERS OVERHEAD ALLOC
610-03 ASSOCIATE PRODUCER	610-09 PRE-PRODUCTION EXPENSES	
620-00 DIRECTOR		
620-01 DIRECTOR	620-05 DIALOGUE COACHES	620-12 OFFICE FURNITURE
620-02 TECHNICAL ADVISORS	620-06 DIRECTOR'S SECRETARY	620-10 SECOND UNIT DIRECTOR
620-03 CASTING FEES	620-07 DIRECTOR'S ENTERTAINING	
620-04 CHOREOGRAPHERS	620-08 CASTING EXPENSES	
625-00 LEGAL		
625-02 CAST CONTRACTS	625-04 TITLE & SEARCH FEES	
625-03 OUTSIDE LEGAL/CASTING		
630-00 CAST		
630-01 PRINCIPAL PLAYERS	630-04 STUNTS & ADJUSTMENTS	
630-02 DAY PLAYERS	630-05 LOOPING	
630-03 SINGERS/DANCERS	630-06 ASSISTANTS TO CAST	
640-00 FRINGES		
640-01 WRITER'S FRINGES	640-30 CAST FRINGES	
640-20 DIRECTOR'S FRINGES		
650-00 TRAVEL & LIVING		
650-01 WRITER'S TRAVEL	650-04 PRODUCER'S LIVING	650-07 CAST TRAVEL
650-02 WRITER'S LIVING	650-05 DIRECTOR'S TRAVEL	650-08 CAST LIVING
650-03 PRODUCER'S TRAVEL	650-06 DIRECTOR'S LIVING	
700-00 EXTRA TALENT		
700-01 SIDELINE MUSICIANS	700-04 PAYROLL FRINGES	
700-02 EXTRAS AND STANDINS	700-05 CASTING AGENCY COMMISSION	
700-03 WELFARE WORKERS	700-08 ALLOWANCES-CAR/WARD/MILE	
705-00 PRODUCTION STAFF		
705-01 PRODUCTION SECRETARY	705-07 ESTIMATOR/PROD ACCOUNTANT	705-11 POLARIDS/FILM CONTINUITY
705-02 UNIT PRODUCTION MANAGER	705-07 ASSIT. ACCOUNTANT	705-12 BOX RENTAL
705-03 1ST ASSISTANT DIRECTOR	705-08 ASST. DIR PA'S (SET PA'S)	
705-04 2ND ASSISTANT DIRECTOR	705-09 PRODUCTION COORDINATOR	
705-06 SCRIPT SUPERVISOR	705-10 PRODUCTION ASSISTANTS	
710-00 CAMERA		
710-01 DIRECTOR OF PHOTOGRAPHY	710-05 FILM LOADERS	710-09 CAMERA SUPPLIES
710-02 OPERATOR	710-06 VIDEO TECH.	710-11 CAM ACCESSORIES/VIDEO EQU
710-03 1ST ASST CAMERAMAN	710-07 ULTIMATTE OPERATOR	710-20 LOSS, DAMAGE & REPAIR
710-04 2ND ASST CAMERAMAN	710-08 CAMERA RENTALS	
715-00 SET DESIGN		
715-01 PRODUCTION DESIGNER	715-04 RESEARCH	715-10 BOX/CAR RENTAL
715-01 ART DIRECTOR	715-05 BLUEPRINTS & SUPPLIES	715-11 ART DEPT FILM/PROC
715-02 SKETCH ARTISTS (ILLUST.)	715-06 CONSTR COORD/FOREMAN	
715-03 SET DESIGNERS (DRAFTSMEN)	715-07 ART DEPT. STAFF	
720-00 SET CONSTRUCTION		
720-01 CONSTRUCTION LABOR	720-27	720-60 LOCATION SETS
720-02 CONSTRUCTION MATERIAL	720-28	720-61 RENTALS/EQUIP (CONDORS)

720-00 SET CONSTRUCTION (CONT'D)		
720-17	HARDWARE CHARGES	720-29
720-20	STUDIO SET	720-30
720-21	SCENIC PAINTERS	720-31
720-22	SCENIC SUPPLIES	720-32
720-23	OUTSIDE CONSTRUCTION CONTRACTS	720-33
720-24		720-34
720-25		720-35
720-26		720-36
721-00 SET STRIKING		
721-01	STUDIO STRIKING FEES	721-03
721-02	LOCATION STRIKING COSTS	STUDIO STRIKING COSTS-DIR
722-00 MINIATURES		
722-01	MINIATURE CONSTRUCTION	722-05
722-02	MINIATURE ACTION PROPS	722-06
722-03	MINIATURE OPERATING	722-09
		CONTRACT NO. 1
		CONTRACT NO. 2
		OTHER COSTS
725-00 SET OPERATIONS		
725-01	KEY GRIP	725-09
725-02	BEST BOY GRIP	725-10
725-03	DOLLY GRIP	725-11
725-04	HAMMER/GRIP	725-12
725-05	CAMERA DOLLIES	725-13
725-06	CAMERA CRANES	725-14
725-07	PRELIGHT/STRIKE CREW	725-15
725-08	GRIP EQUIPMENT RENTALS	725-19
		GRIP PURCHASES
		GRIP BOX RENTALS
		HEAVY LIFTS
		SET CLEANUP & TRASH DISP.
		STANDBY NURSERYMEN
		STANDBY PAINTERS
		STANDBY SECURITY
		FIRST AID - MEDIC
		GRIP LOSS & DAMAGE
		ELECTRICAL HOOKUPS
		HEATING/AIR CONDITIONING
		DRESSING RM INSTALLATION
		DRESSING RM RENTALS
		MISCELLANEOUS EXPENSE
		LOCATION LOAD AND UNLOAD
726-00 CATERING/CRAFT SERVICE		
726-01	CRAFT SERVICE PERSON	726-03
726-02	CRAFT SERVICE FOOD	CATERING
730-00 ELECTRICAL		
730-01	GAFFER	730-07
730-01	BEST BOY	730-08
730-02	LAMP OPERATORS	730-09
730-03	STUDIO RIGGING/STRIKE	730-10
730-04	PRELIGHT/STRIKE CREW	730-11
730-05	EXPENDIBLES	730-12
730-06	POWER	730-13
		LIGHTING EQUIPMENT RENTALS
		ELECTRICAL EQUIP RENTALS
		ELECTRICAL EQUIP PURCHASE
		BOX RENTAL
		STUDIO GENERATOR OPERATOR
		LOC. GENERATOR OPERATOR
		MISCELLANEOUS EXPENSE
		STUDIO ELECT. MAINTENANCE
		LOC. ELECT. MAINTENANCE
		LOSS, DAMAGE, & REPAIR
		LOCATION-LOAD & UNLOAD
735-00 SPECIAL EFFECTS		
735-01	SFX/FIRE MARSHALL	735-04
735-02	ASST SPECIAL EFFECTS MEN	735-08
735-03	MANUFACTURING - SHOP L&M	735-09
		STANDBY PROPMAKERS
		SPEC. EFFECTS EQUIP RENT
		SPEC. EFFECTS PURCHASES
		SPECIAL EFFECTS BOX RENT
		ADDED SPECIAL EFFECTS
740-00 SPECIAL SHOOTING UNITS		
740-01	UNIT #1	740-03
740-02	UNIT #2	740-04
		UNIT #3
		UNIT #4
		UNIT #5
745-00 SET DRESSING		
745-01	SET DECORATOR	745-08
745-02	LEADMAN/SWING GANG	745-09
745-03	SET DRESSING - ALTER/MFG	745-11
745-04	SET DRESSING PURCHASED	745-12
745-05	SET DRESSING RENTALS	745-13
745-06	SIGNAGE	745-14
745-07	SET DRESSING CLEAN & DYE	745-16
		DRAPERY RENTALS
		DRAPERY PURCHASES
		DRAPERY INSTALL & STRIKE
		DRAPERY MANUFACTURE
		DRAPERY CLEAN & DYE
		CARPET-INSTALL-STRIKE
		CARPET PURCHASES
		LOSS, DAMAGE & REPAIR
		MISCELLANEOUS EXPENSE
		EXPENDIBLES
		BOX/CAR RENTAL
		CONSOLE MONITORS

750-00 PROPERTIES

750-01	PROPERTY MASTER	750-06	ANIMALS & LIVESTOCK	750-12	EXPENDABLES
750-01	ASSISTANT PROPERTY MASTER	750-07	ANIMAL HANDLERS/WRANGLERS	750-19	PICTURE VEHICLE PURCHASES
50-02	EXTRA PROP MEN	750-08	PROP RENTALS	750-20	LOSS, DAMAGE & REPAIRS
750-03	ACTION PROP MANUFACTURING	750-09	PROP PURCHASES		
750-04	PICTURE VEHICLE - L&M	750-10	PROP BOX RENTALS		
750-05	PICTURE VEHICLE RENTALS	750-11	ANIMAL FEED & STABLING		

755-00 WARDROBE

755-01	WARDROBE SUPERVISOR	755-06	SHOP SUPPLIES - NOTIONS	755-20	LOSS, DAMAGE & REPAIRS
755-02	KEY SET COSTUMER	755-07	CLEANING & DYEING	755-21	BOX RENTAL
755-03	ASSIST. COSTUME DESIGNER	755-08	WARDROBE RENTALS/PURCHASES		
755-04	COSTUME DESIGNER	755-09	OTHER EXPENSES		
755-05	OTHER WARDROBE PERSONNEL	755-10	HAND BOX RENTALS		

760-00 MAKEUP & HAIRSTYLISTS

760-01	HAIR STYLIST	760-05	ADDITIONAL HAIR/MAKEUP	760-10	MAKE-UP/HAIR KIT RENTALS
760-02	MAKE-UP ARTISTS	760-06	WIG & HAIR PURCHASE		
760-03	BODY MAKE-UP ARTISTS	760-07	WIG & HAIR RENTAL		
760-04	KEY HAIR STYLIST	760-09	MAKEUP SUPPLIES/APPLIANCE		

765-00 PRODUCTION SOUND

765-01	SOUND MIXER	765-04	CABLEMEN	765-07	PLAYBACK EQUIP RENTAL
765-02	BOOMMAN	765-05	PLAYBACK OPERATOR (AUDIO)	765-11	MISCELLANEOUS EXPENSE
765-03	SOUND RECORDER	765-06	SOUND EQUIP RENTALS		

770-00 TRANSPORTATION

770-01	MESSENGER SERVICE	770-11	CAMERA DEPARTMENT	770-22	PROPERTY DEPARTMENT
770-02	TRANSPORTATION COORD.	770-12	CONSTRUCTION DEPARTMENT	770-23	PUBLICITY DEPARTMENT
770-02	DRIVER CAPTAIN	770-13	DRAPERY DEPARTMENT	770-24	SOUND DEPARTMENT
770-03	STANDBY DRIVERS	770-14	EDITORIAL DEPARTMENT	770-25	SPECIAL EFFECTS DEPT
0-04	STANDBY VEHICLES	770-15	ELECTRICAL DEPARTMENT	770-26	WARDROBE DEPARTMENT
770-05	MILEAGE ALLOWANCE	770-16	GRIP DEPARTMENT	770-27	ALL OTHER DEPARTMENTS
770-06	FUEL	770-17	LABOR DEPARTMENT	770-28	ALL OTHER TRANSPORTATION
770-07	PICTURE CAR DRIVERS	770-18	PAINT DEPARTMENT	770-35	STUDIO RENTAL CHARGES
770-08	LOCATION DRIVERS	770-19	PRODUCERS OFFICE		
770-09	LOCAL HIRE DRIVERS	770-20	LOSS, DAMAGE, REPAIRS		
770-10	VEHICLES & EQUIP	770-21	PRODUCTION DEPARTMENT		

775-00 LOCATION EXPENSE

775-01	SURVEY EXPENSE	775-08	PUBLIC CARRIERS & CHARTER	775-18	OTHER EXPENSE
775-02	LOCATION STAFF	775-14	AIRPORT PICKUP/DELIVERY	775-19	LOCATION MEDICAL EXPENSE
775-03	SITE RENTALS/PERMITS/LIC.	775-15	LOCATION LOAD & UNLOAD	775-20	SHIPPING
775-04	HOTEL & LODGING	775-16	MISCELLANEOUS TRANSPORT.	775-21	LOCATION SECURITY
775-05	CATERING SERVICES	775-17	GRATUITIES		
775-06	MEAL ALLOWANCES	775-18	OFFICE-RENT/FURNITURE		

780-00 PROCESS PHOTOGRAPHY

780-01	INSTALL/HOOKUP EQUIP	780-04	OTHER PROCESS LABOR	780-09	RENT/PURCHASE/MFG. PLATES
780-02	PROCESS CAMERAMAN	780-05	PROCESS BACKGROUND PLATES		
780-03	VIDEO DESIGN & PLAYBACK	780-08	PROCESS EQUIPMENT RENTAL		

785-00 PRODUCTION DAILIES

785-01	NEGATIVE RAW STOCK	785-04	SOUND RECORDING TAPE	785-09	VIDEO TAPE TRANSFERS
785-02	DEVELOPING	785-05	TRANSFER SOUND DAILIES		
785-03	PRINT DAILIES	785-07	CODING DAILIES		

790-00 LIVING EXPENSE

790-01	LIVING EXPENSES-CONTRACT.	790-03	FARES-OTHER THAN TO LOCAT		
0-02	LIVING EXPENSES-E.A. STAFF				

795-00 FRINGES**797-00 TESTS**

7-01 TEST #1
797-02 TEST #2

797-03 TEST #3
797-04 TEST #4

798-00 FACILITIES FEES

798-01 STAGE RENTAL
798-02 STAGE MANAGER OT

798-03 STAGE WRAP
798-04 OFFICE SPACE

798-05 DRESSING ROOMS

800-00 EDITING

800-01 FILM EDITOR
800-01 ASSISTANT EDITOR
800-01 APPRENTICE EDITOR
800-02 POST PRODUCTION PA
800-03 MUSIC EDITING

800-04 NEGATIVE CUTTING
800-05 TAPE STOCK
800-06 PROJECTION
800-07 CONTINUITY SCRIPTS
800-11 EDITORIAL FACILITIES

800-12 OFFLINE EDIT EQUIP.
800-14 POST PROD. SUPERVISION
800-17 OTHER COSTS

810-00 MUSIC

810-08 COMPOSER
810-09 CONDUCTOR
810-10 SONGWRITER
810-11 LYRICIST
810-21 RECORDING MUSICIANS
810-22 SINGERS & VOCAL COACHES
810-23 ORCHESTRATIONS & ARRANGER
810-24 COPYISTS & PROOFREADERS
810-25 MUSIC SUPERVISOR
810-26 MUSIC CLEARANCE SALARIES

810-27 MUSIC CLERICAL
810-28 MASTER USE LICENSES
810-29 MUSIC PUBLISHING LICENSES
810-30 PRESCORE
810-31 REHEARSAL MUSICIANS
810-32 DEMO COSTS
810-33 SCORE (FACILITIES)
810-34 STUDIO EQUIPMENT RENTALS
810-35 MUSIC INSTRUMENT RENTALS
810-36 MUSIC INSTRUMENT CARTAGE

810-37 MUSIC TRANSFERS
810-38 NEW USE/REUSE (MUSICIANS)
810-39 NEW USE/REUSE (SINGERS)
810-40 TRAVEL & PER DIEM
810-41 PAYROLL TAXES/FRINGES
810-42 PHONO
810-43 MUSIC RESEARCH REPORTS

820-00 POST PRODUCTION SOUND

820-01 DIALOGUE RECORDING (ADR)
820-02 NARRATION RECORDING
820-03 SOUND EFFECTS (FOLEY)
820-06 DUBBING SESSION

820-07 SOUND TRANSFERS
820-09 PURCHASED SOUND EFFECTS
820-11 SOUND TRANSFER 35 & 35/32
820-12 MAGNETIC TAPE FOR EDIT

820-13 OPTICAL NEG 35 & 35/32
820-14 PREVIEW EXPENSES
820-15 POST PRODUCTION AUDIO MIX

830-00 STOCK SHOTS

830-01 LIBRARY EXPENSE
830-03 LABORATORY PROCESSING

830-09 RENTAL & PURCHASE

840-00 TITLES

840-01 TITLES (MAIN & END)
840-02 MAIN TITLES

840-03 END TITLES
840-04 MISCELLANEOUS TITLES

840-05 LABORATORY PROCESSING

850-00 OPTICALS, MATTES, INSERTS

850-01 OPTICAL EFFECTS/DUPE NEG
850-02 MASTER POSITIVES
850-03 LABORATORY PROCESSING

850-04 SPECIAL PHOTO EFFECTS
850-05 INSERTS
850-11 PURCHASES

860-00 LABORATORY PROCESSING

860-01 REPRINTING & DEVELOPING
860-02 1ST TRIAL COMPOSITE PRINT
860-03 MASTER POSITIVE PRINT

860-04 DUPLICATE NEGATIVES
860-06 DEVELOP SOUND NEGATIVE
860-07 ANSWER PRINT

860-17 LEADER & MISCELLANEOUS

870-00 FRINGES**910-00 ADMINISTRATIVE EXPENSES**

910-01 ACCOUNTING & TERMINAL FEE
910-02 MPAA CERTIFICATE
910-03 POSTAGE & STATIONERY
910-04 XEROX/MIMEO (No Scripts)
910-05 LEGAL EXPENSE & FEES

910-06 TELEPHONE/TELEGRAPH/TELEX
910-09 MATERIAL MGMT PURCHASES
910-11 INSURANCE EXPENSE
910-12 PREVIEW EXPENSE
910-14 PARKING LOT EXPENSES

910-15 UNCLASSIFIED EXPENSES
910-17 OFFICE RENT & OTH EXPENSE
910-35 STUDIO RENTAL CHARGES

		912-00 PPC INTERNAL	
912-02	RENT-STUDIO OFFICES	912-03	PARKING FEES-STUDIO
		920-00 PUBLICITY	
920-01	UNIT PUBLICIST	920-05	PUBLICITY STAFF - T&E
920-02	SPEC. STILL PHOTOGRAPHER	920-09	SPACE MEDIA
920-03	STILL FILM & PROCESSING	920-11	OUTSIDE SERVICES
		950-00 FRINGES	

SETS

PRIVATEER 3

SETS

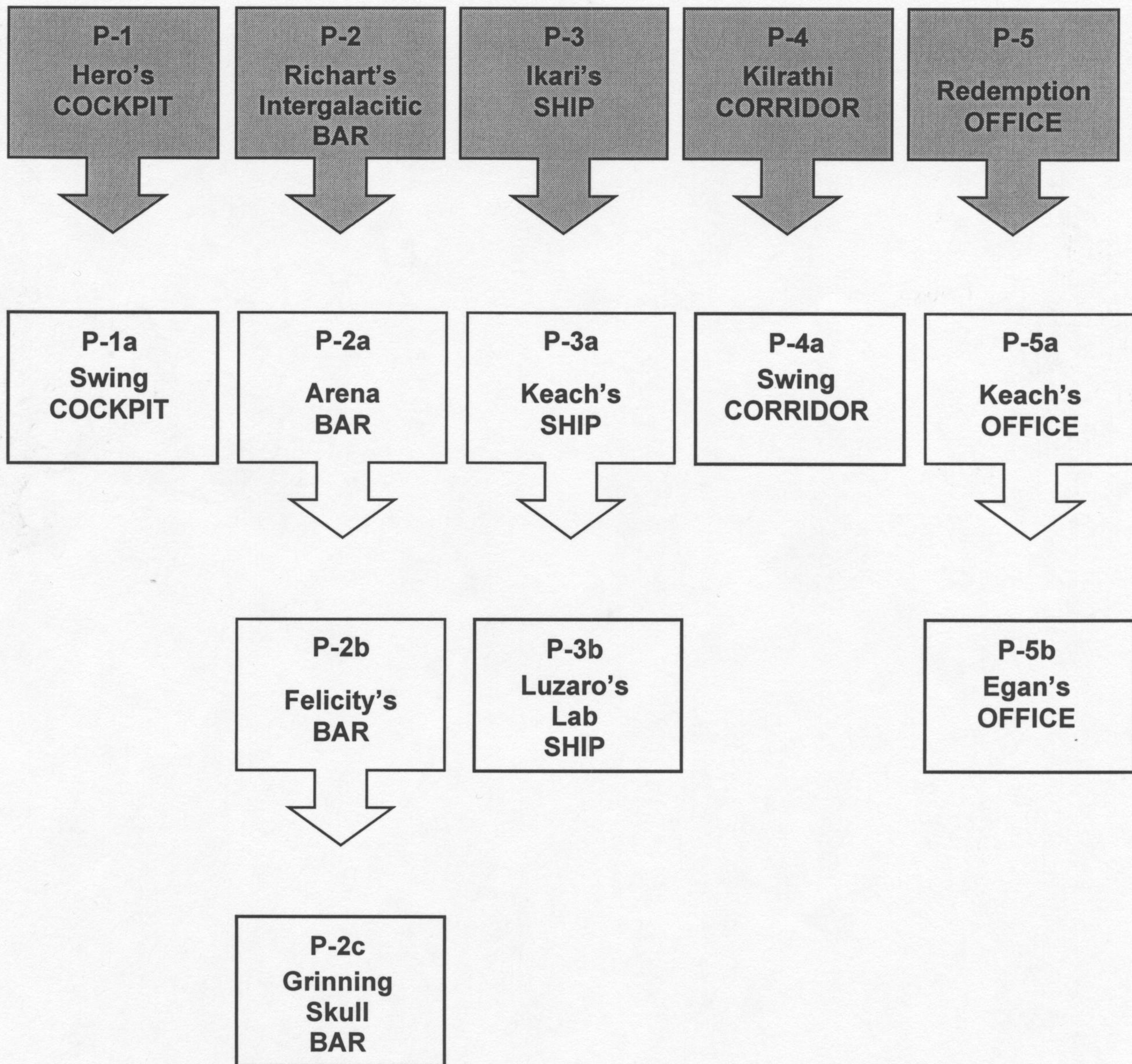
Ver 1.3 — 4 Dec 97

Set Breakdown

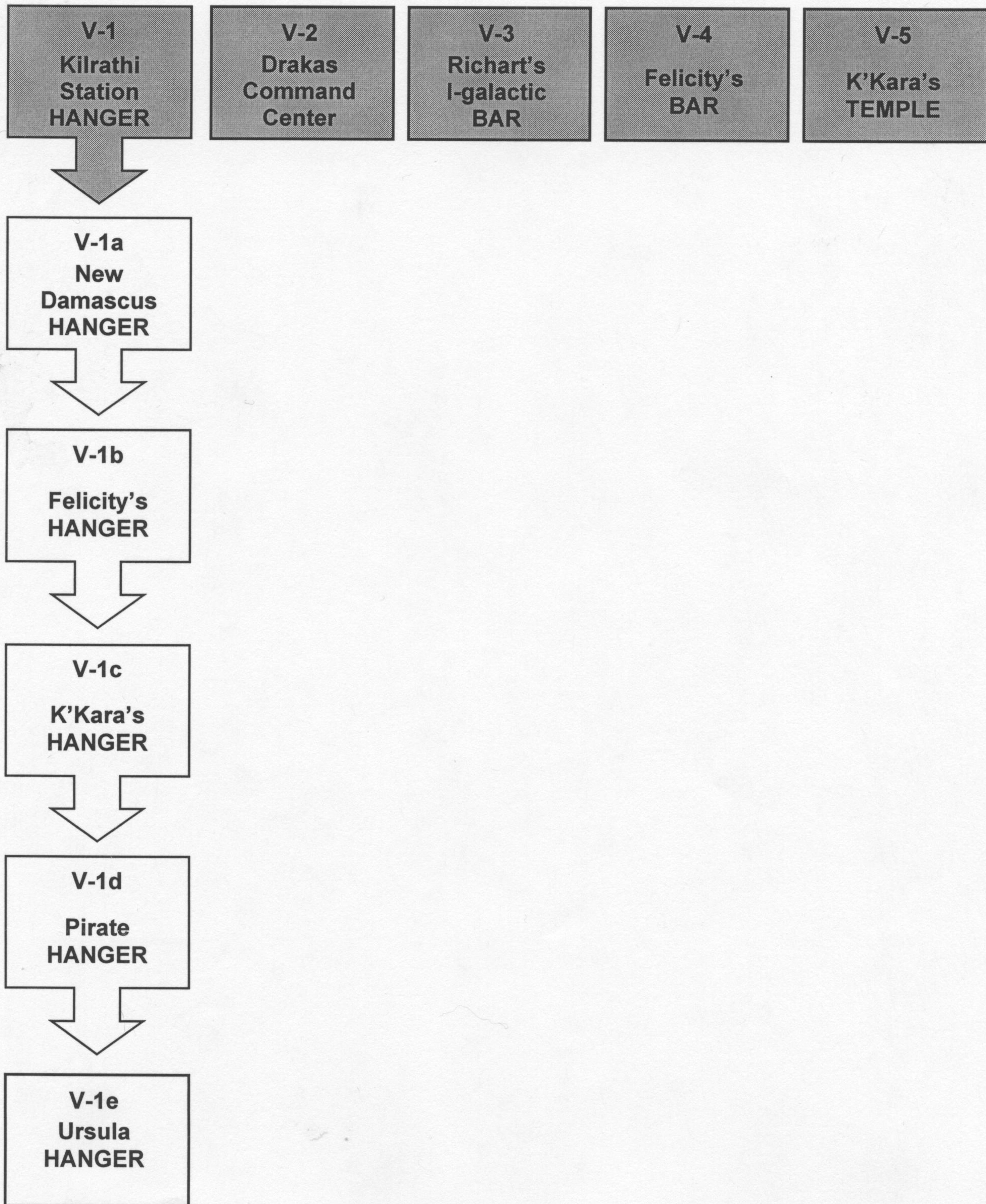
Sc. #:	Name	Type	#	Description
Intro	Kilrathi Station HANGER	V	1	Establishing shot of busy Kilrathi Flight Deck
Intro	Kilrathi CORRIDOR	P	4	Transition between scenes (unlisted use in other scenes)
Intro	Drakkas' Command Center	V	2	Virtual set of Kilrathi Command Center with practical console in center, "under wraps"
1.1	COCKPIT	P	1	Spaceship flat for full-screen CU of helmeted and non-helmeted Comms
1.1	New Damascus HANGER	V	1a	Based on V-1, with seedier ships and trappings
1.2	Richart's Intergalactic BAR	V	3	Establishing shot of dark, bustling locale. Tweak to match P-2.
1.2	Richart's Intergalactic BAR	P	2	Standard Bar (top and sides of shell of <i>Prophecy</i> Bar) with dark, moorish decorations.
1.3	Richart's Intergalactic BAR	P	2	
1.4	Felicity's BAR	V	4	Establishing shot of swanky bar. Tweak to match P-2b.
1.4	Felicity's BAR	P	2b	Secondary Bar (unused bottom end of shell of <i>Prophecy</i> Bar) with glitzy, Vegas-esque décor
1.5	New Damascus HANGER	V	1a	
1.6	Ikari's SHIP	P	3	Sleek, quasi-cylindrical, Lear Jet shaped practical set with Blue Screen visible through 1-3 windows
1.7	New Damascus HANGER	V	1a	
1.8	Ikari's SHIP	P	3	
1.9	Felicity's HANGER	V	1b	Based on V-1, with swankier décor
1.10	Felicity's HANGER	V	1b	
MID-1	Drakkas' Command Center	V	2	Reveal practical console

Sc. #:	Name	Type	#	Description
2.1	K'Kara's TEMPLE	V	5	Re-use + tweak of Kilrathi Temple from <i>Prophecy</i> intro?
2.2	Redemption OFFICE	P	5	
2.3	K'Kara's HANGER	V	1c	Almost IDENTICAL to V-1
2.3	K'Kara's TEMPLE	V	5	
2.4	Redemption OFFICE	P	5	
MID-2	Kilrathi Station HANGER	V	1	
3.1	Keach's SHIP	P	3a	P-3, re-dressed
3.2	Keach's OFFICE	P	5a	P-5, re-dressed
3.3	Arena BAR	P	2a	P-2, with "2 nd level" + two or three large video monitors
3.4	Keach's OFFICE	P	5a	
3.5	Grinning Skull BAR	P	2c	P-2 redressed in dark, quasi-medieval décor
3.6	Pirate HANGER	V	1d	V-1 made darker and more treacherous
4.1	Egan's OFFICE	P	5b	P-5 with Confed trappings, overlooking space
4.2	Luzaro's Lab SHIP	P	3b	P-3, with Confed trappings, overlooking loading bay
4.3	COCKPIT	P	1	Talent in "updated" costume
5.1	Luzaro's Lab SHIP	P	3b	
5.2	Drakkas' Command Center	V	2	
5.3	K'Kara's TEMPLE	V	5	
5.4	Ursula HANGER	V	1e	V-1 with Confed trappings
5.5	Luzaro's Lab SHIP	P	3b	
LOSE 1	COCKPIT	P	1	Talent wears "updated" costume
LOSE 2	Swing COCKPIT	P	1a	
WIN	Drakkas' Command Center	V	2	
WIN	Ursula HANGER	V	1e	

Practical Sets

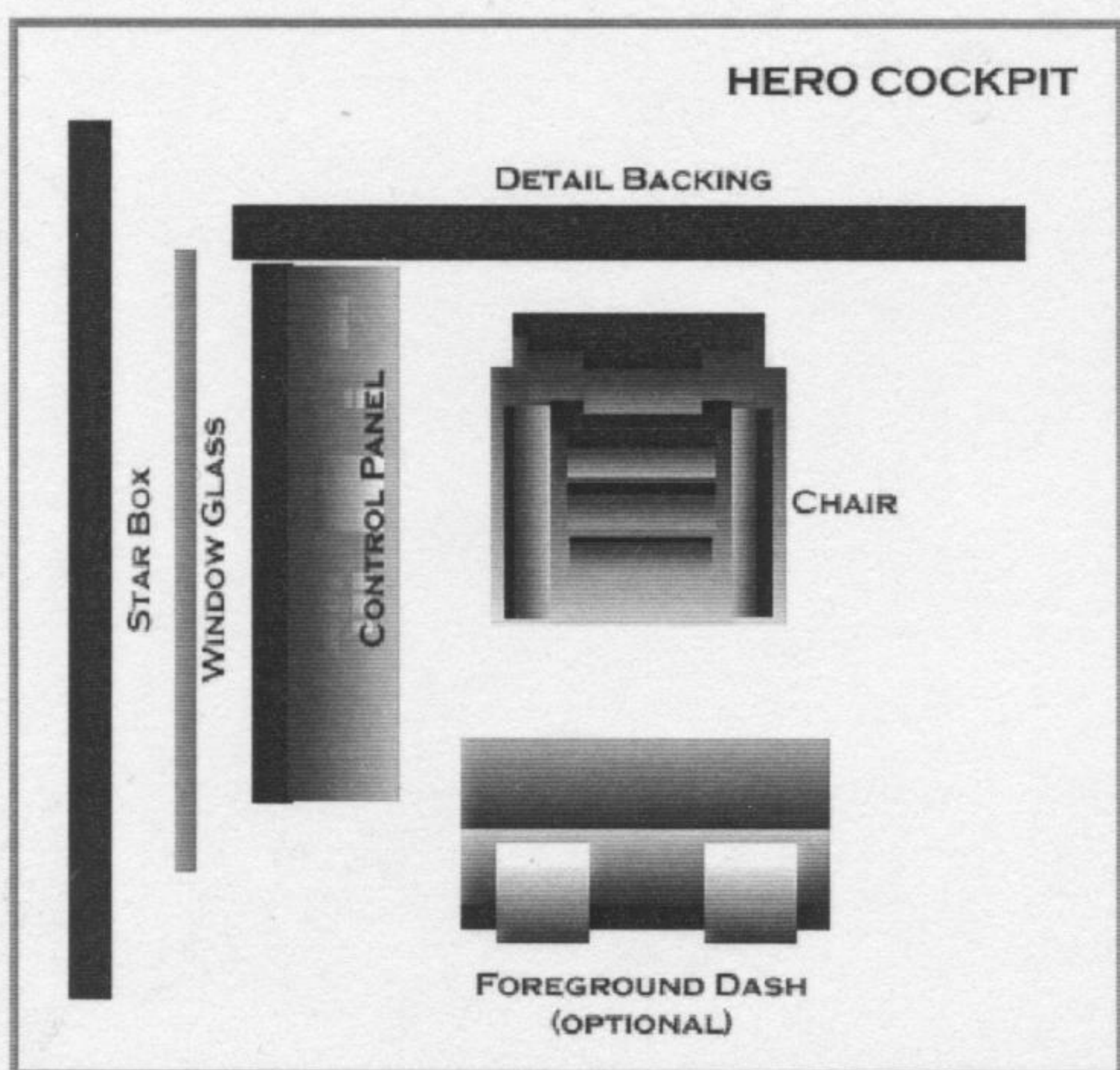


Virtual Sets



PRACTICAL — 1

Hero's COCKPIT



DESCRIPTION:

Standard space fighter cockpit—seat and area just behind pilot ONLY, enough for a head-on angle of talent.

Slightly shabby interior. (Note: Hero is NOT Confed.)

SPECIAL FEATURES:

2nd Unit re-uses for ECU helmeted and non-helmeted comms

Some lights & smoke for action sequences

ATMOSPHERE:

None



MAJOR PROPS:

Non-Confed helmet and gloves; sunglasses

PRACTICAL — 1A

Swing COCKPIT

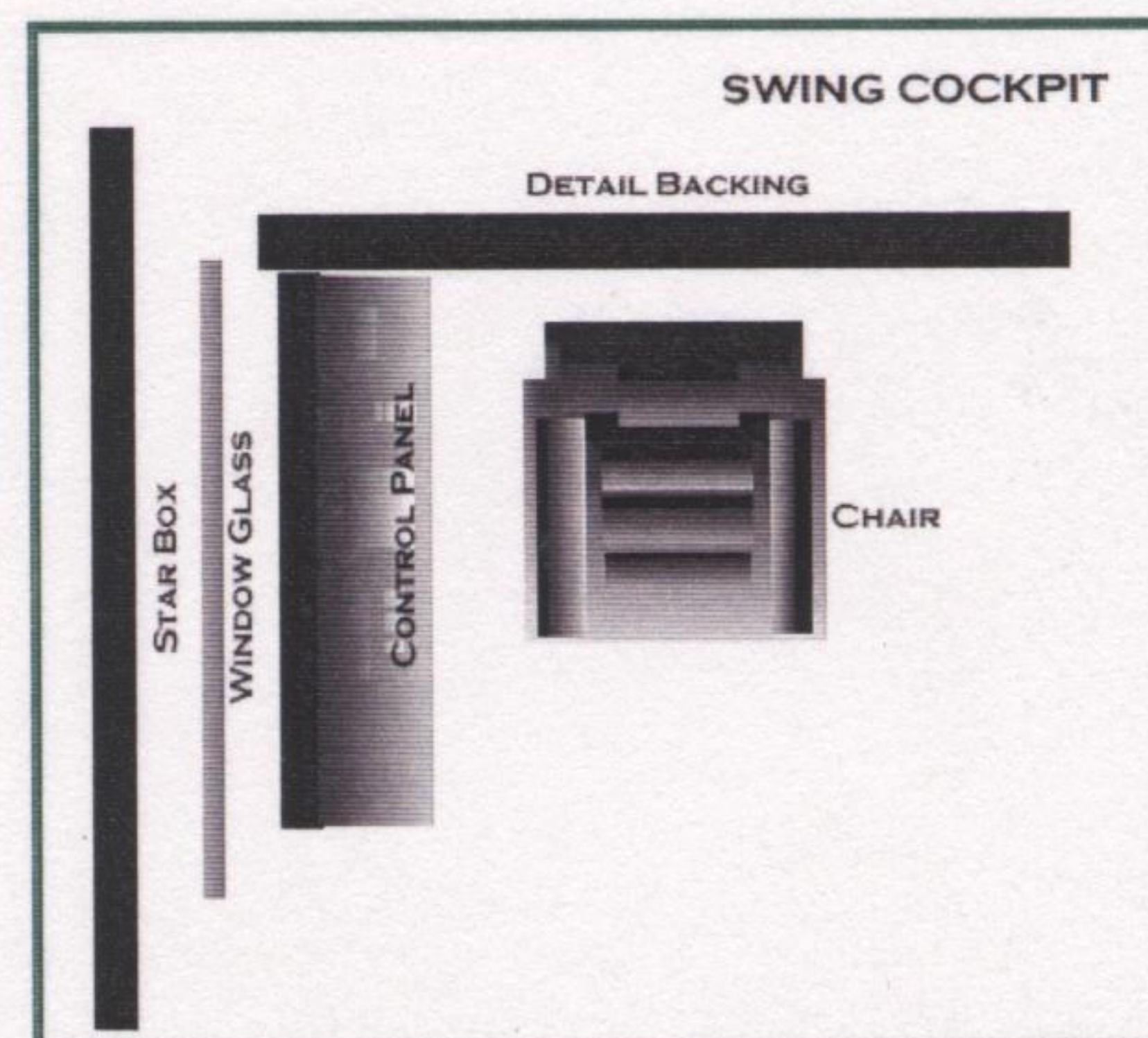
DESCRIPTION:

Hero's COCKPIT (P-1) redressed as Confed for Egan sequences and as a generic Fighter for additional sequences.

SPECIAL FEATURES:

2nd Unit re-uses for ECU helmeted and non-helmeted comms

Some lights & smoke for action sequences



ATMOSPHERE:

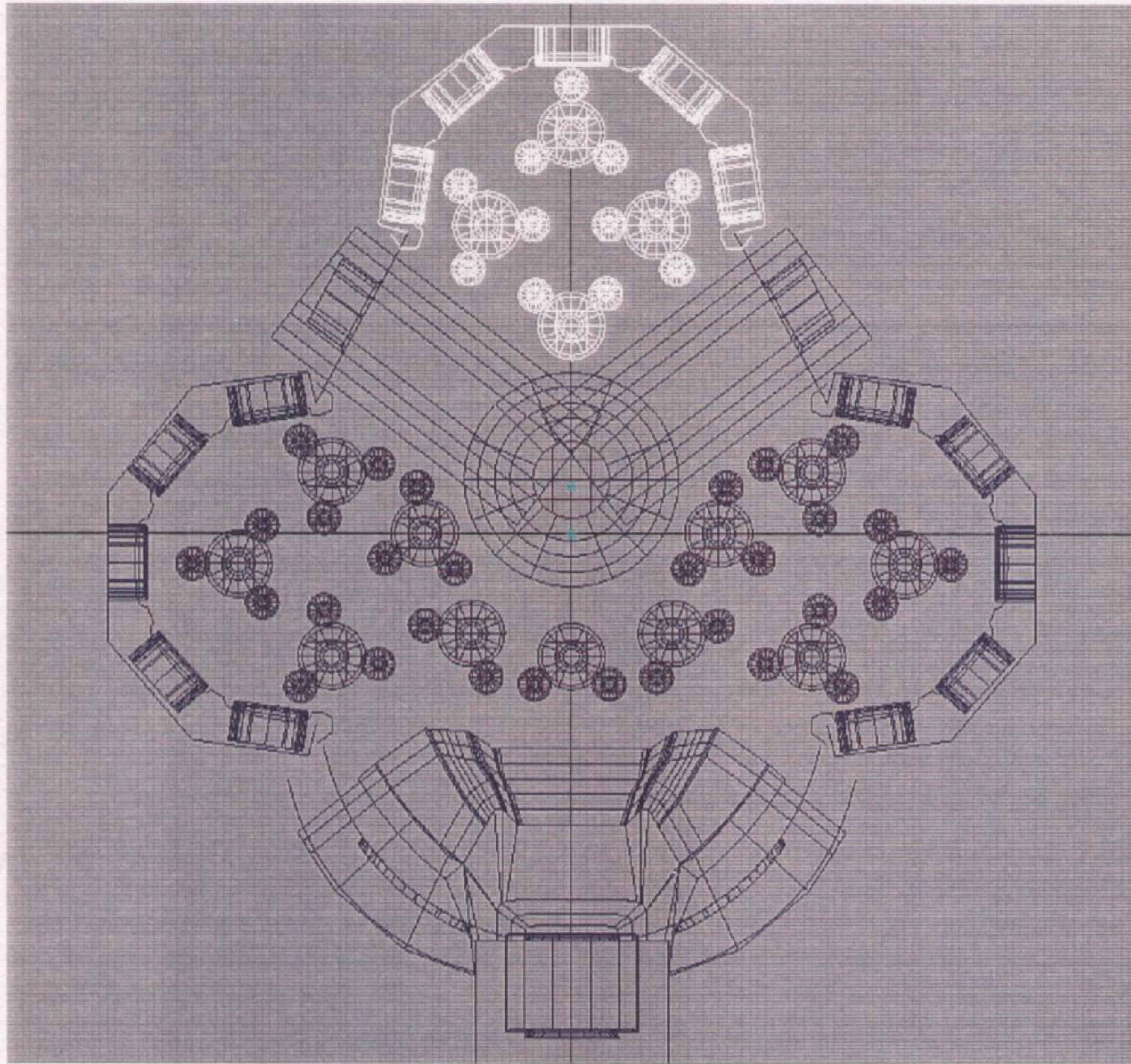
None

MAJOR PROPS:

Pending

PRACTICAL — 2

Richart's Intergalactic BAR



DESCRIPTION:

An even darker, distaff version of Rick's Café American in Casablanca, with tapestries and Moorish décor.

SPECIAL FEATURES:

Practical set forms one corner of Virtual Set – 3, which serves as a matching, establishing shot.

ATMOSPHERE:

10

MAJOR PROPS:

Hookah; weapons



PRACTICAL — 2A

Arena BAR

DESCRIPTION:

Richart's Intergalactic Bar (P-2) redressed as a futuristic, high-tech gambling den.

SPECIAL FEATURES:

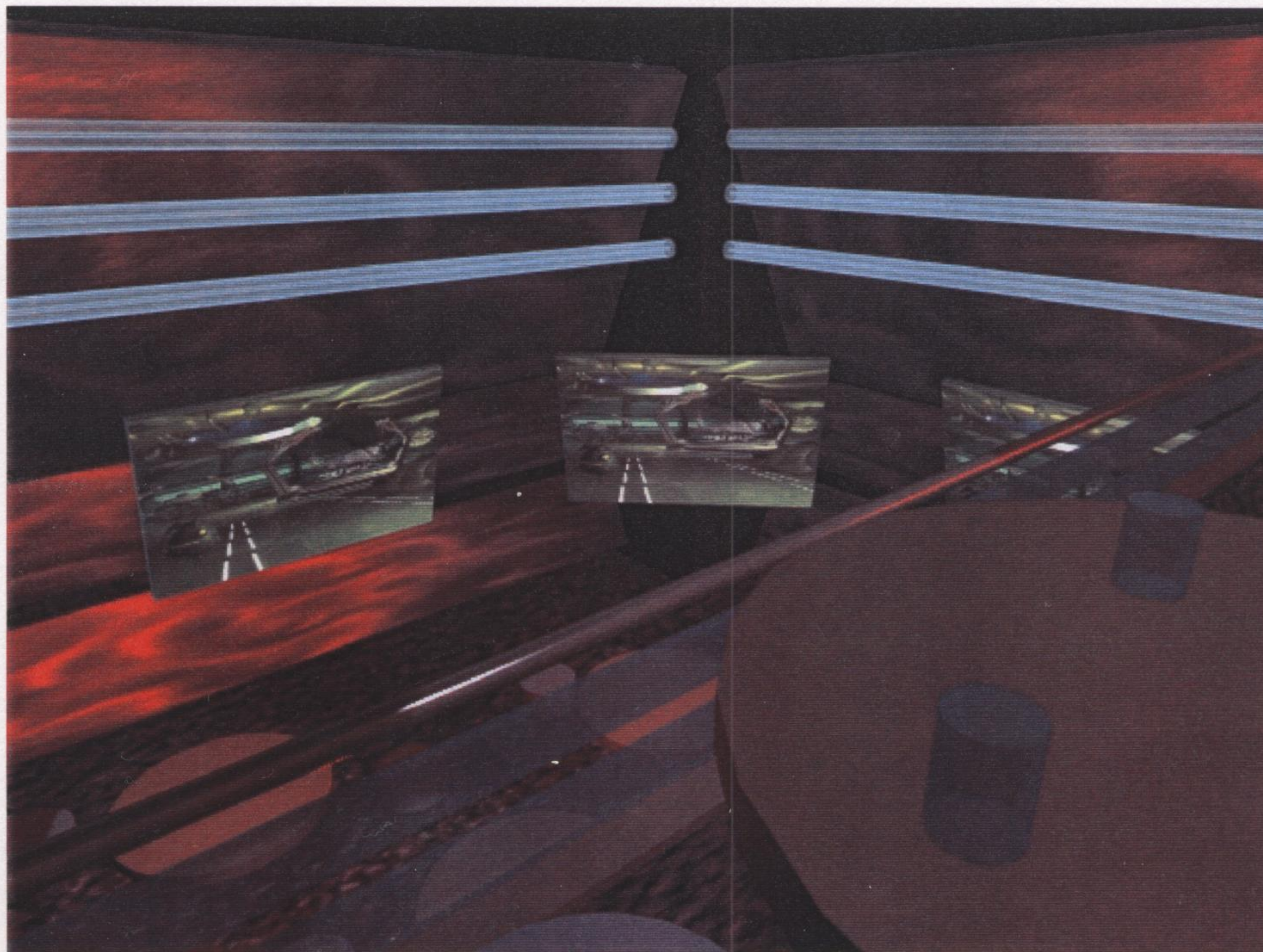
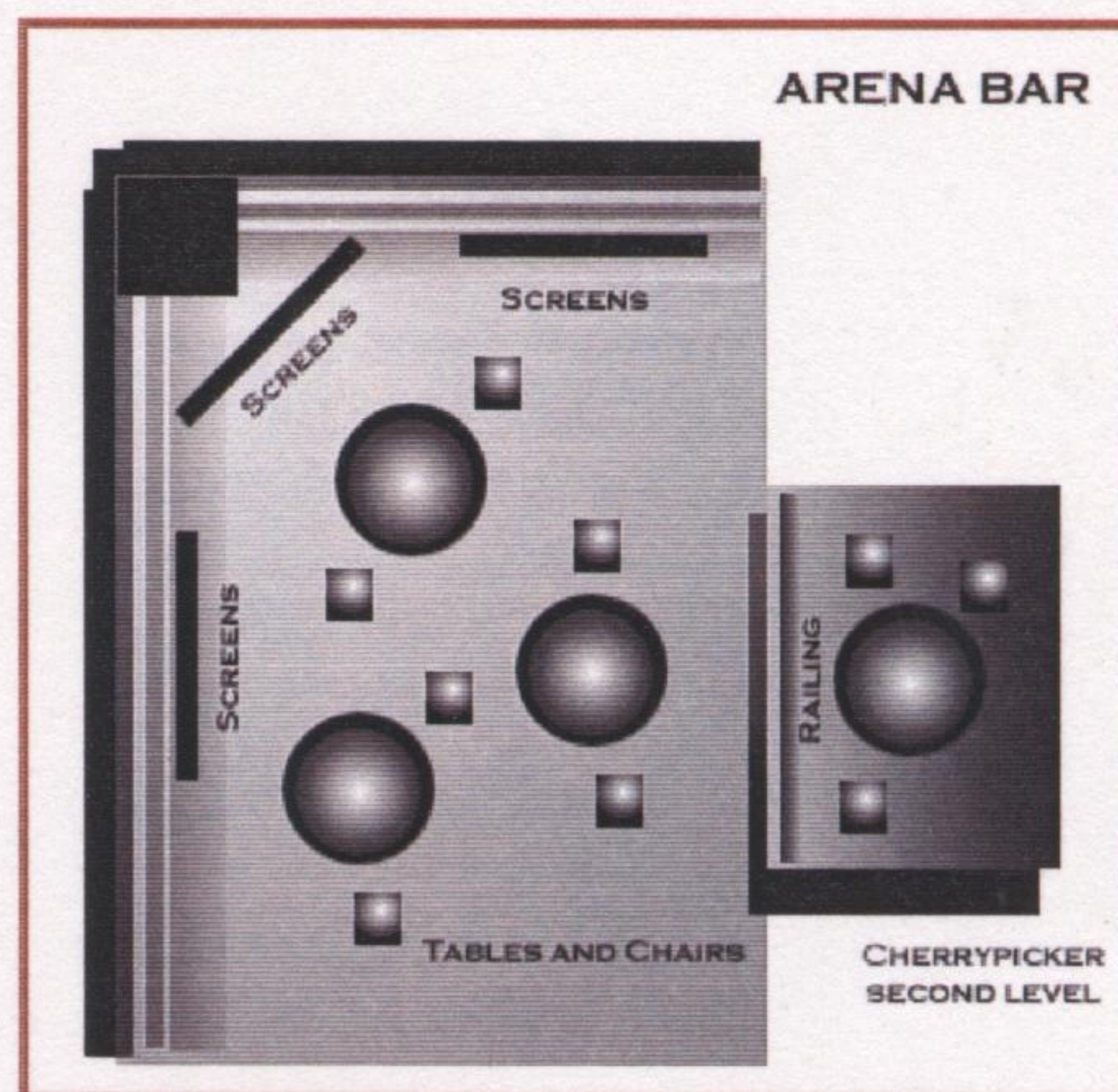
"Second Story" added by table & railing on cherry picker overlooking set. BG dominated by 2-3 large video monitors displaying violent sporting events of the future

ATMOSPHERE:

10

MAJOR PROPS:

Pending

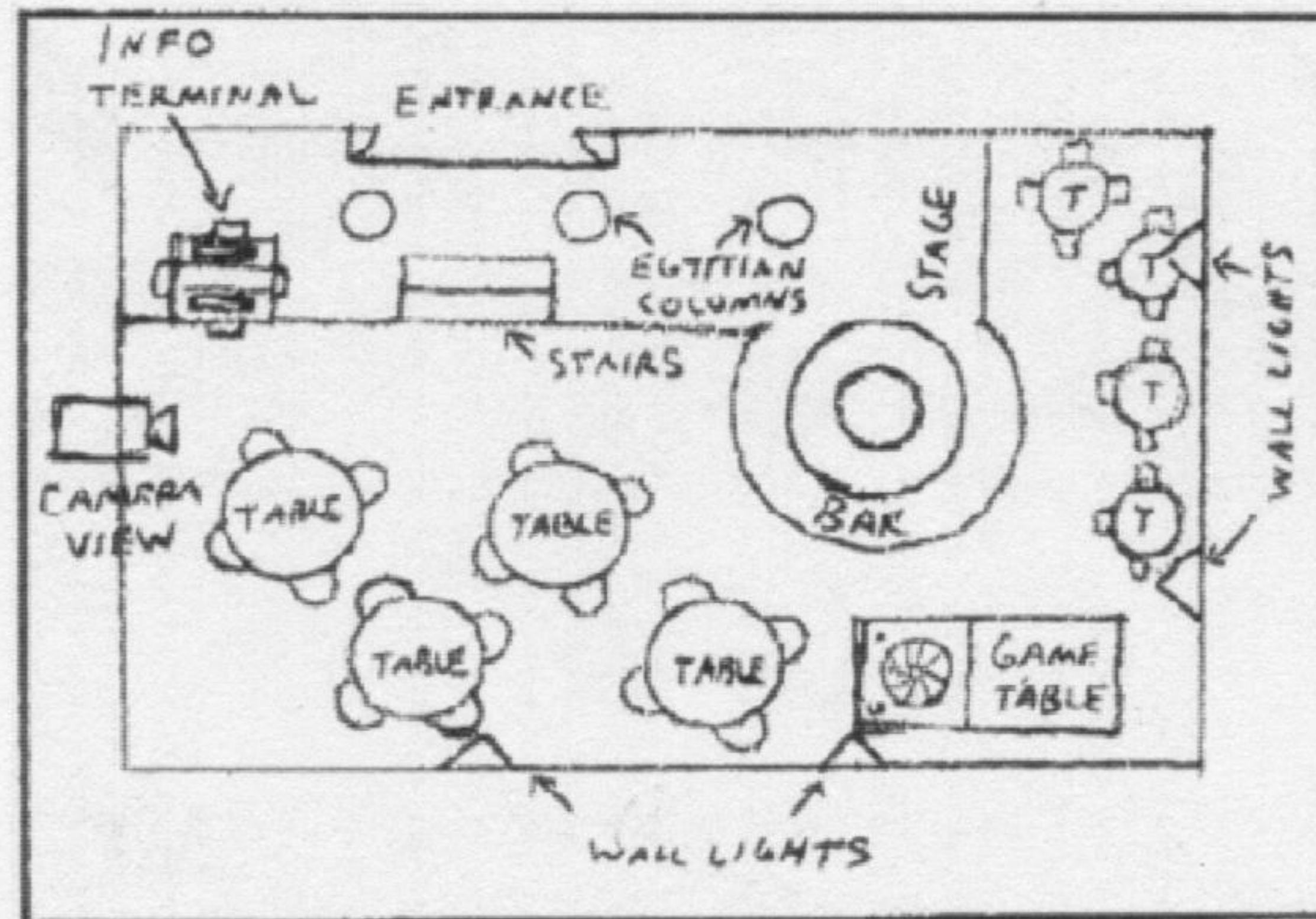


PRACTICAL — 2B

Felicity's BAR

DESCRIPTION:

Back end of Richart's redressed as a dark,



Intergalactic Bar (P-2) though glitzy, casino

SPECIAL FEATURES:

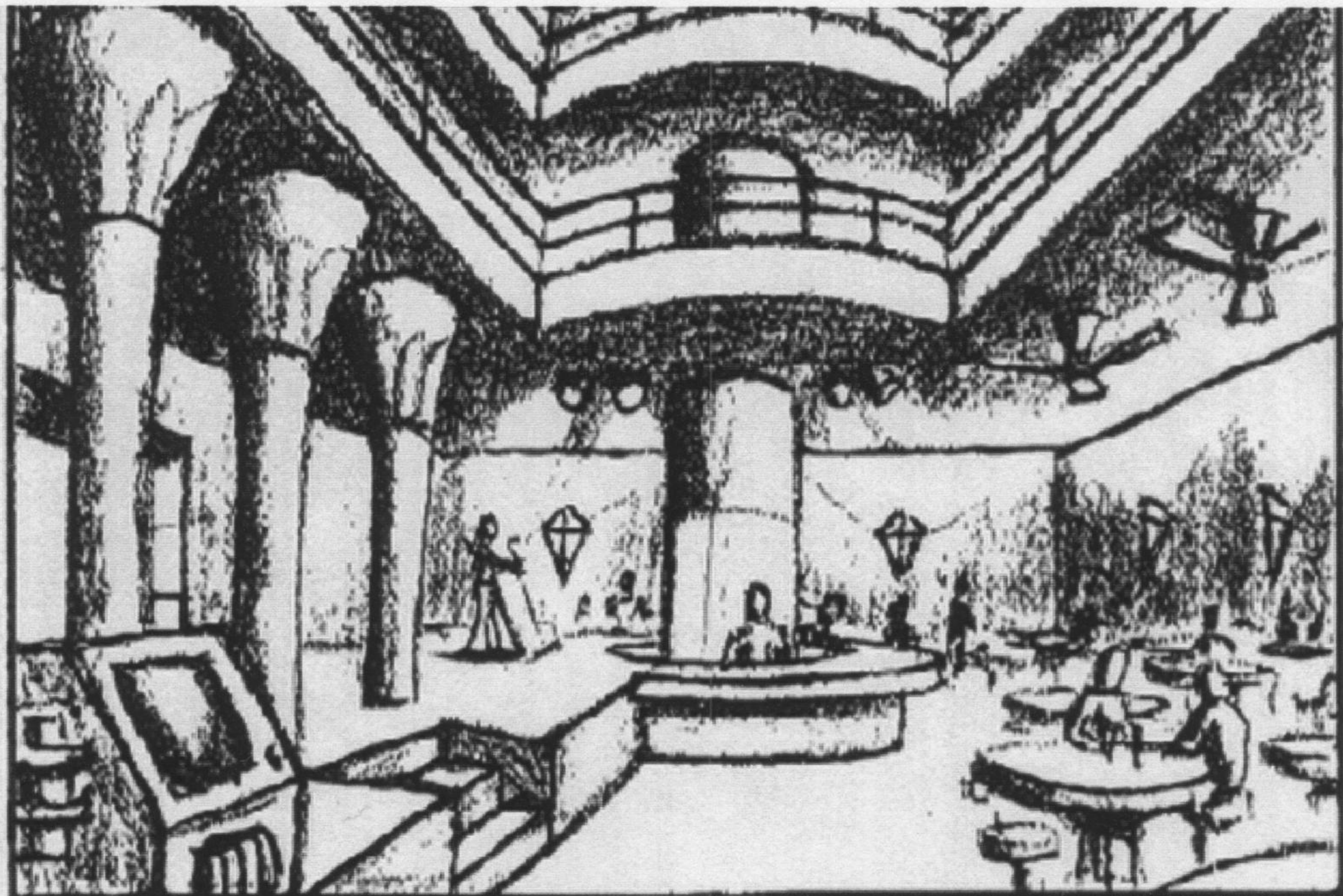
A tight, dense set.

ATMOSPHERE:

6

MAJOR PROPS:

Futuristic gaming table, possibly back- or under-lit; money; gaming pieces, if required



PRACTICAL — 2C

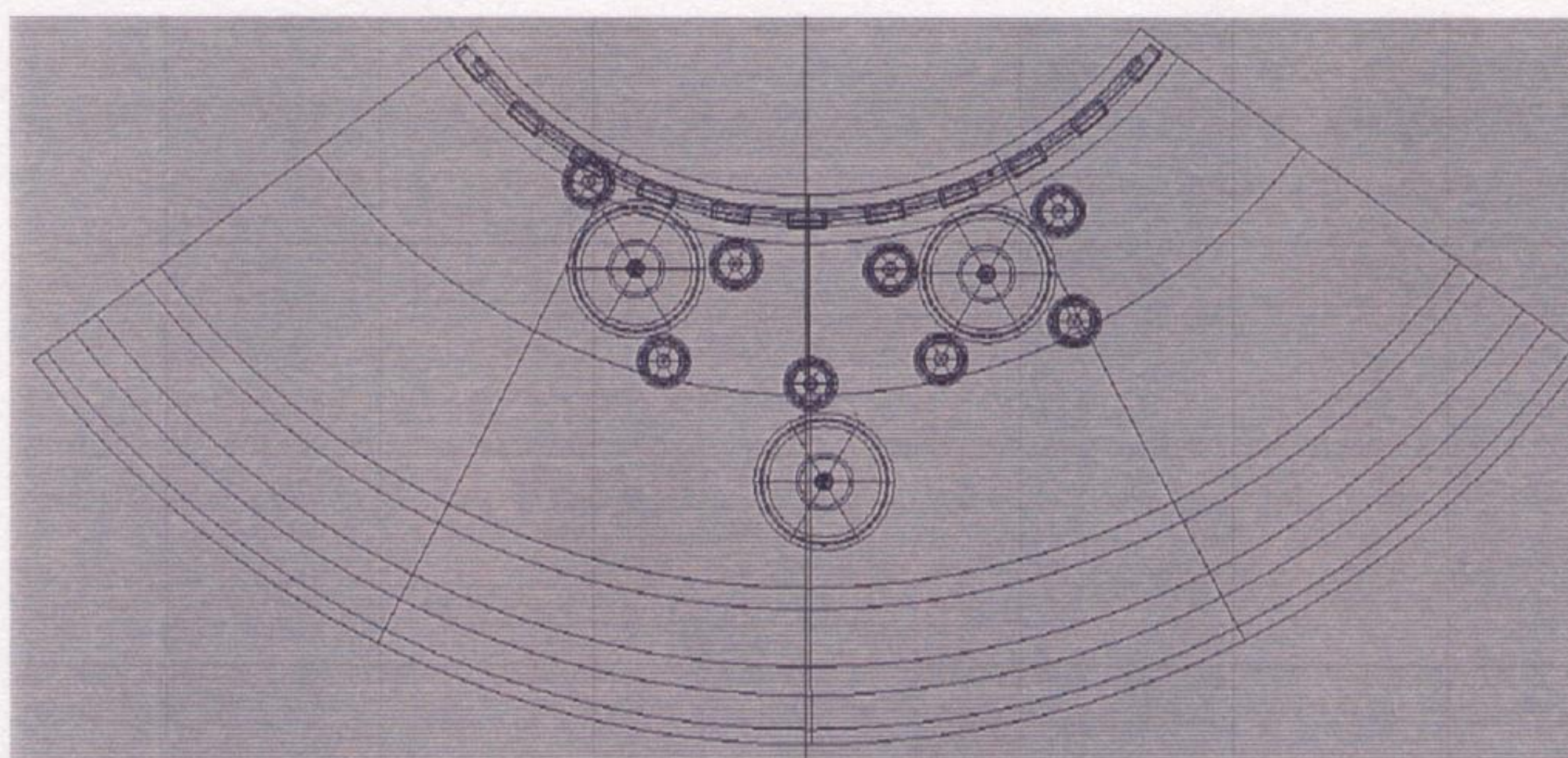
Grinning Skull BAR

DESCRIPTION:

Back end [see illustration] of Richart's Intergalactic Bar (P-2) redressed in quasi-medieval décor.

SPECIAL FEATURES:

Also a small, dense set



ATMOSPHERE:

6

MAJOR PROPS:

Appropriate weapons

PRACTICAL — 3

Ikari's SHIP

DESCRIPTION:

A sleek, quasi cylindrical set with 2-3 windows

SPECIAL FEATURES:

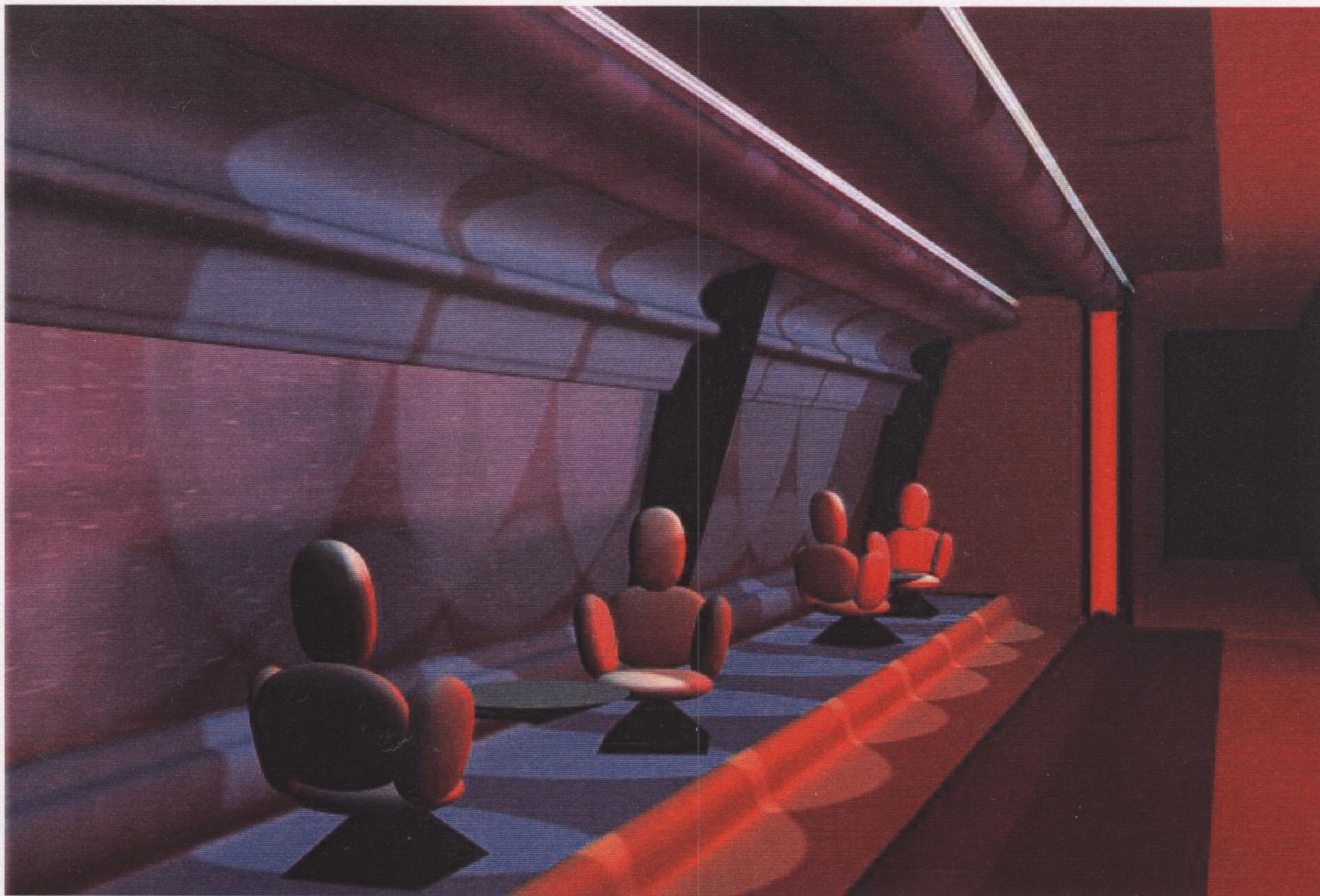
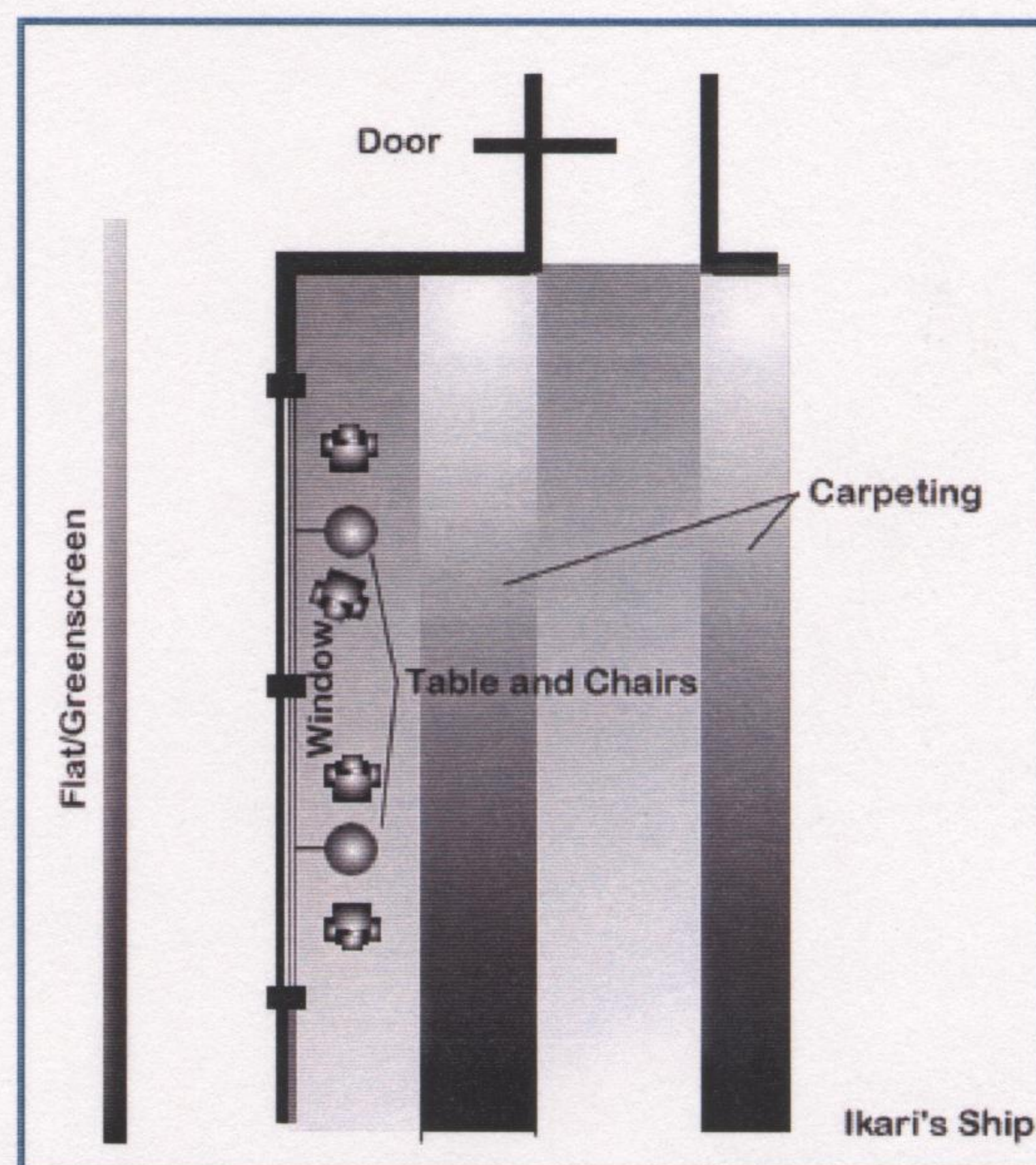
Blue screen through windows in ship

ATMOSPHERE:

2-4

MAJOR PROPS:

Pending



PRACTICAL — 3A

Keach's SHIP

DESCRIPTION:

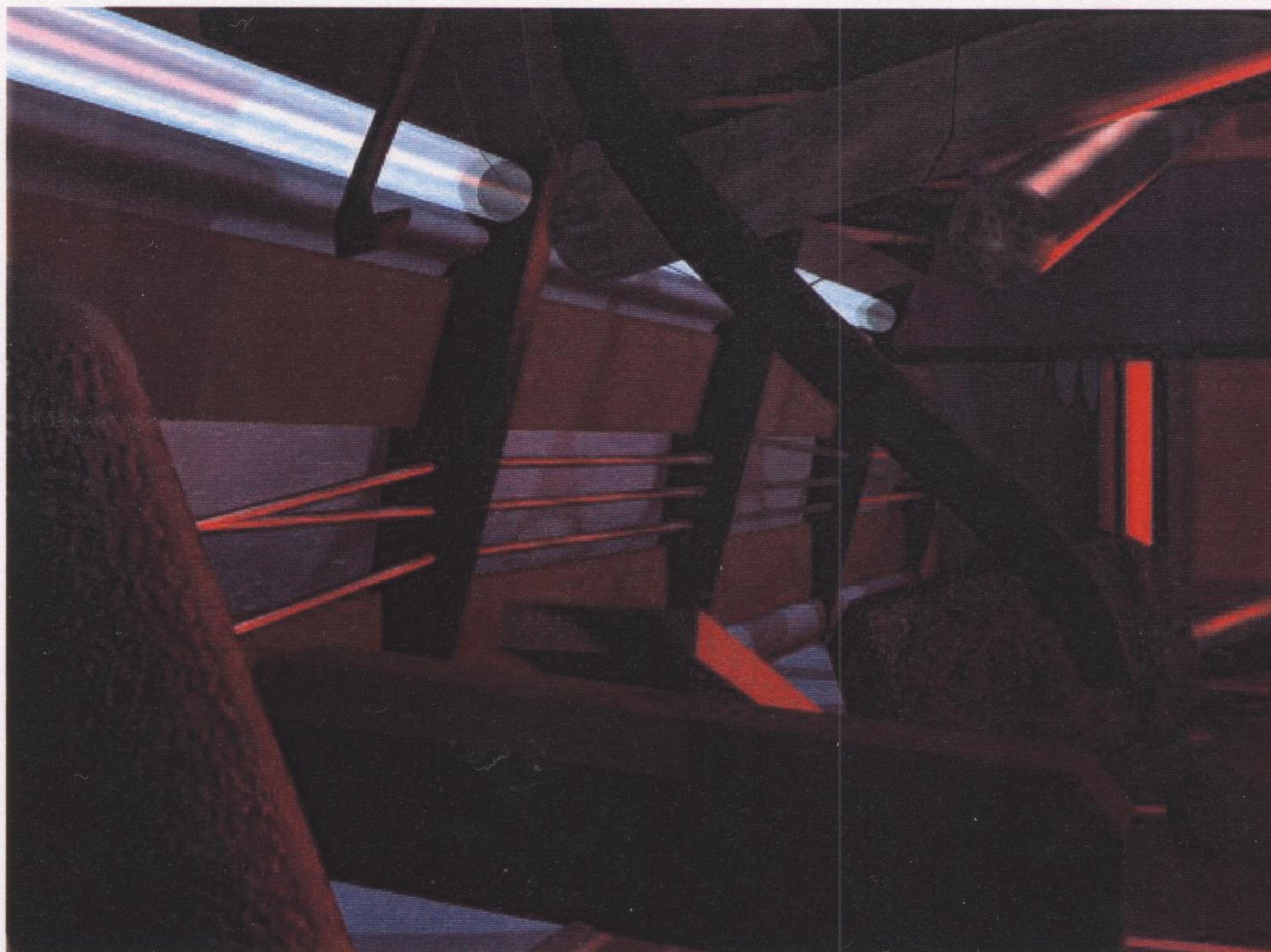
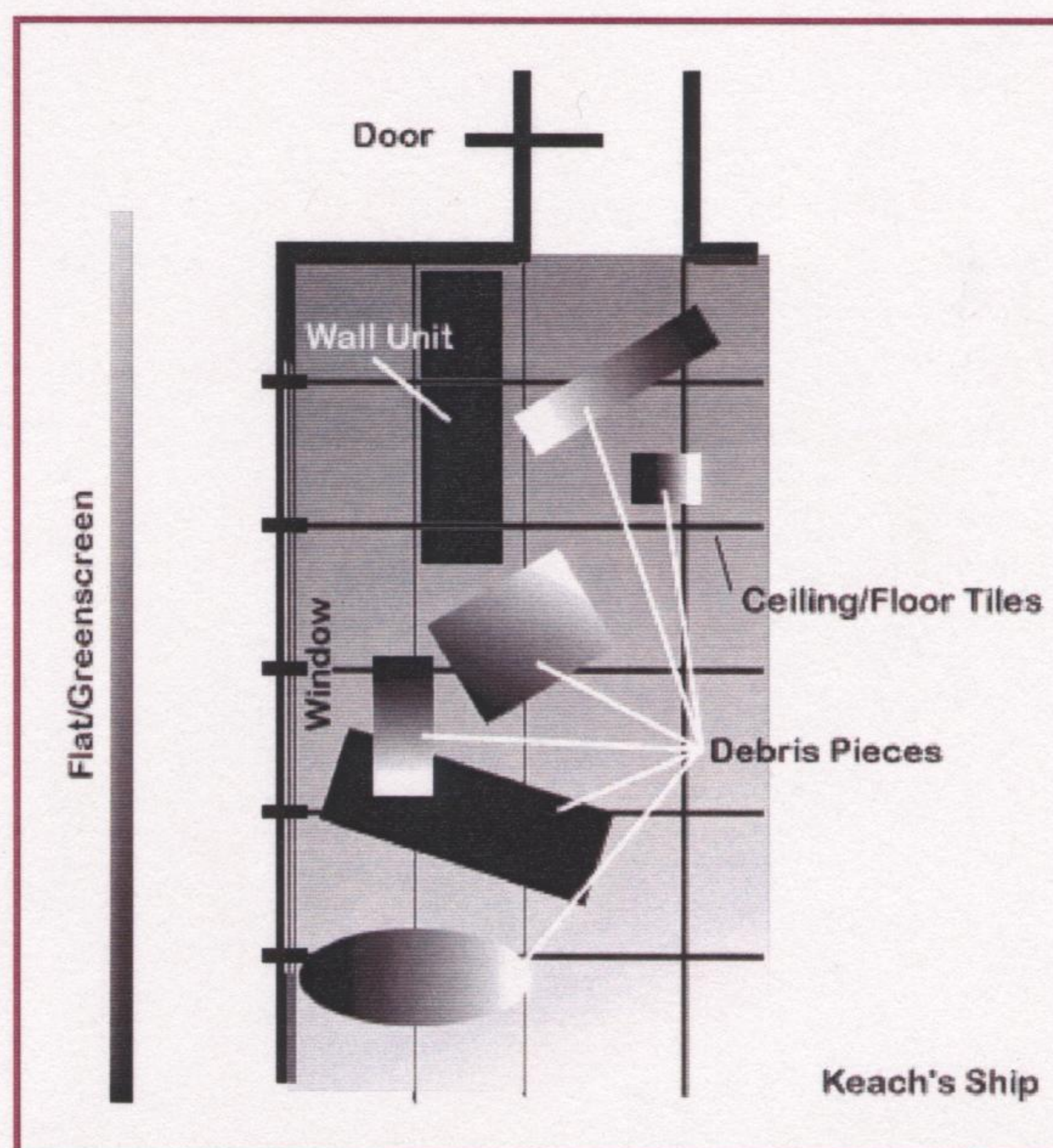
Redress of Ikari's ship (P-3) into a high-tech, pirate environment.

SPECIAL FEATURES:

Blue Screen seen through windows shows ships and action in orbit nearby

ATMOSPHERE:

2-4

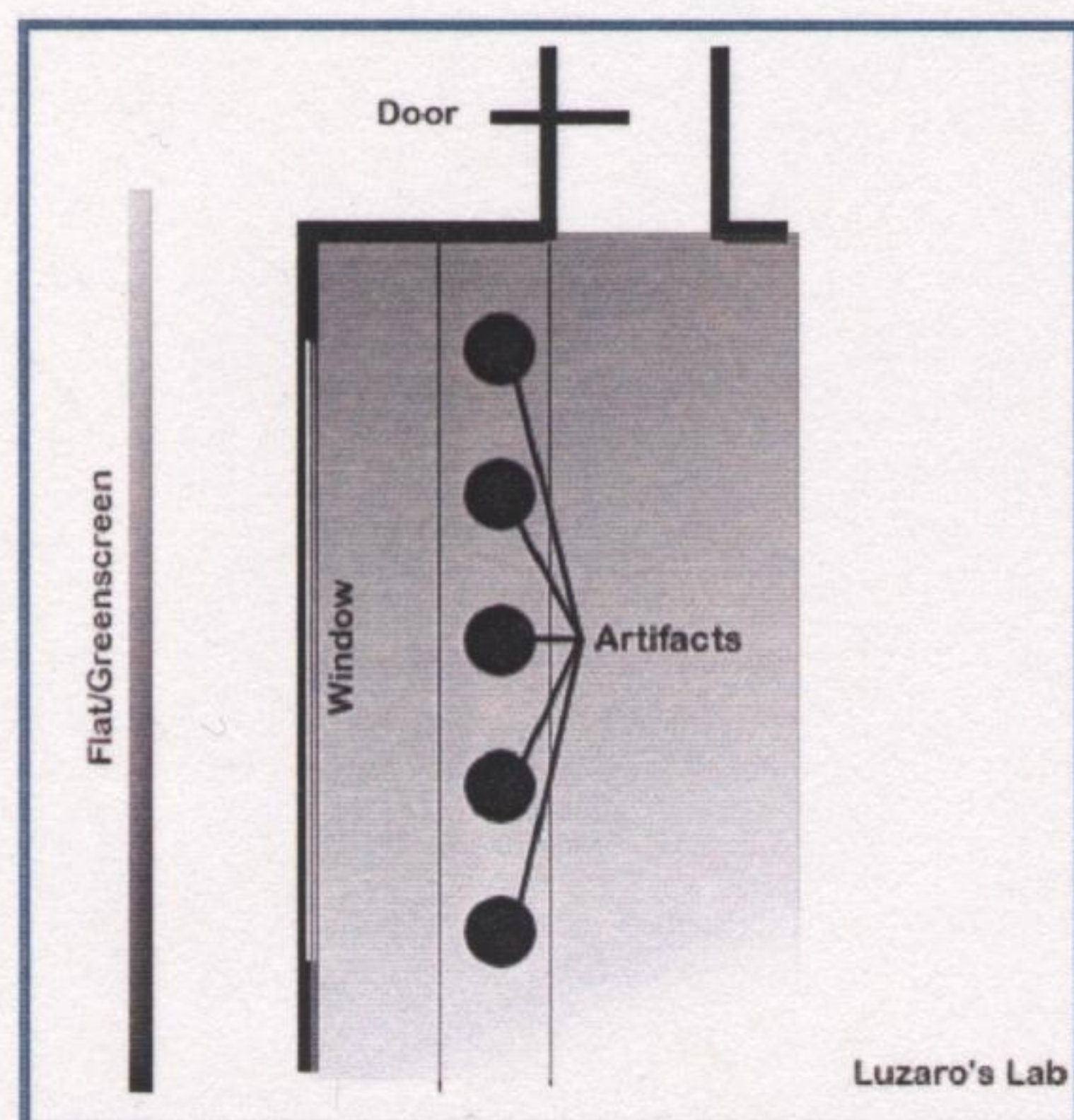


MAJOR PROPS:

Pending

PRACTICAL — 3B

Luzaro's Lab SHIP



DESCRIPTION:

Redress of Ikari's ship (P-3) into a Confed R&D space.

SPECIAL FEATURES:

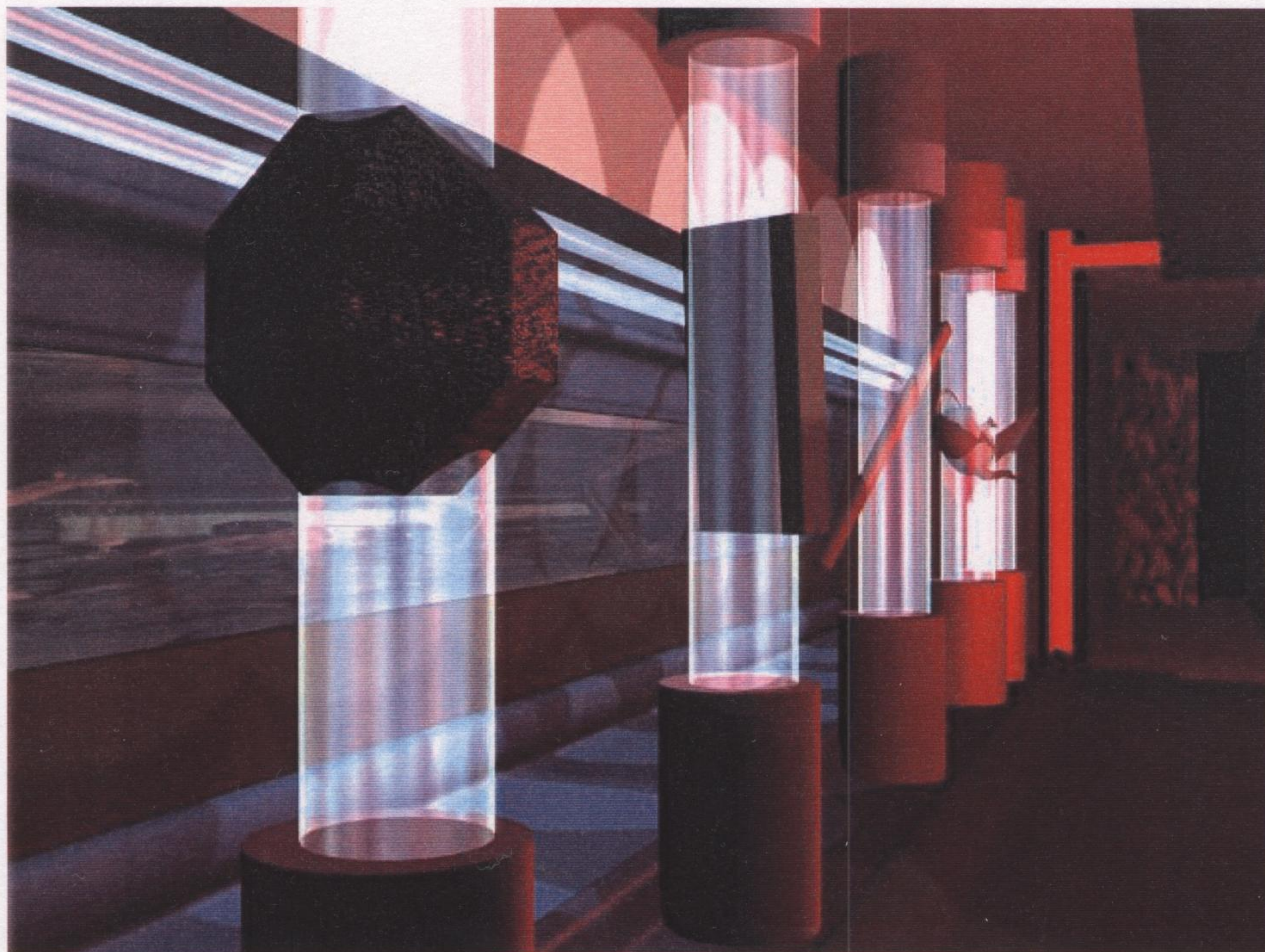
One window covered, others reveal an internal Loading Bay (Blue Screen)

ATMOSPHERE:

2-4

MAJOR PROPS:

Pending



PRACTICAL — 4

Kilrathi CORRIDOR

DESCRIPTION:

Simple Kilrathi-style corridor

SPECIAL FEATURES:

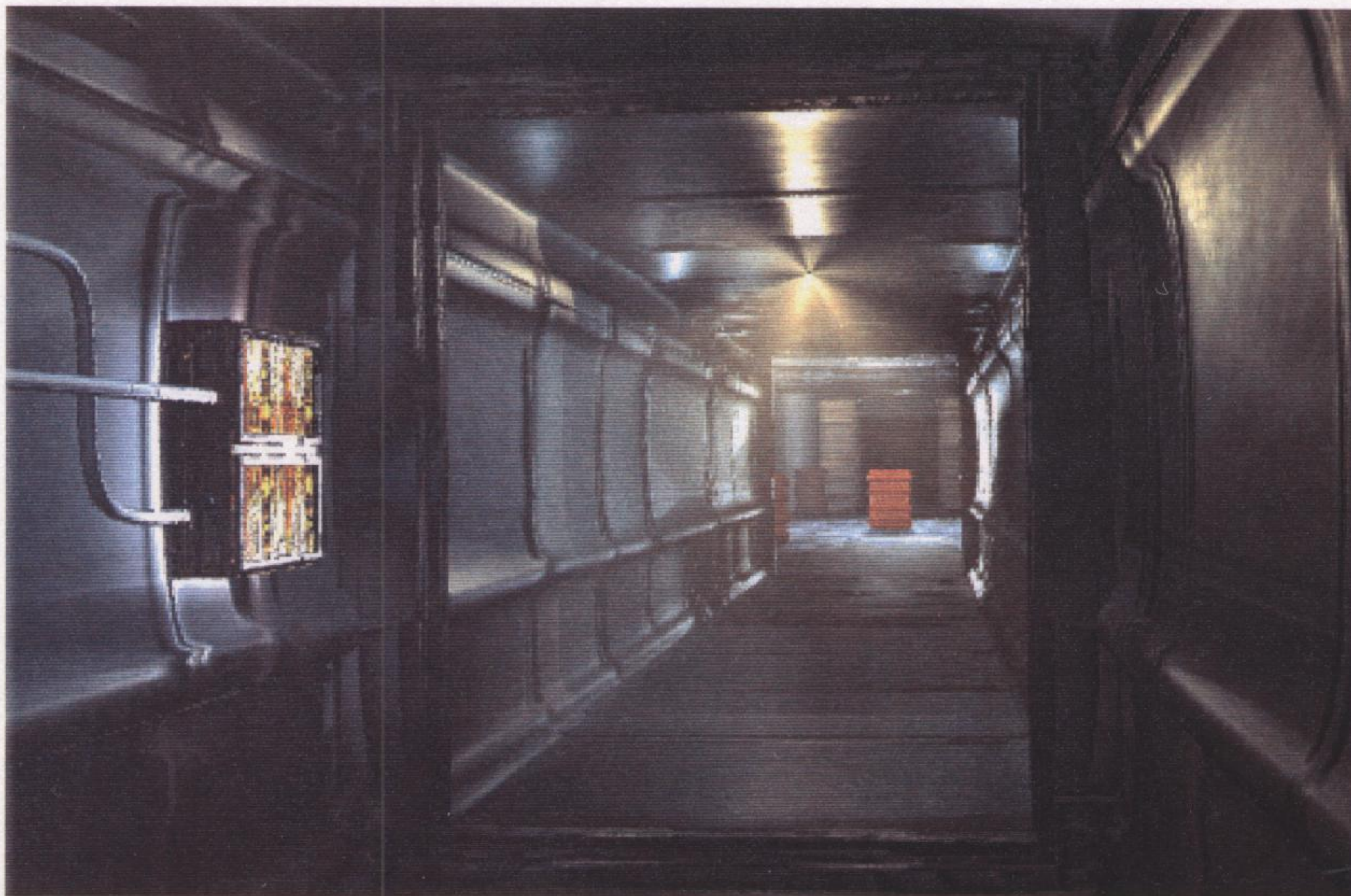
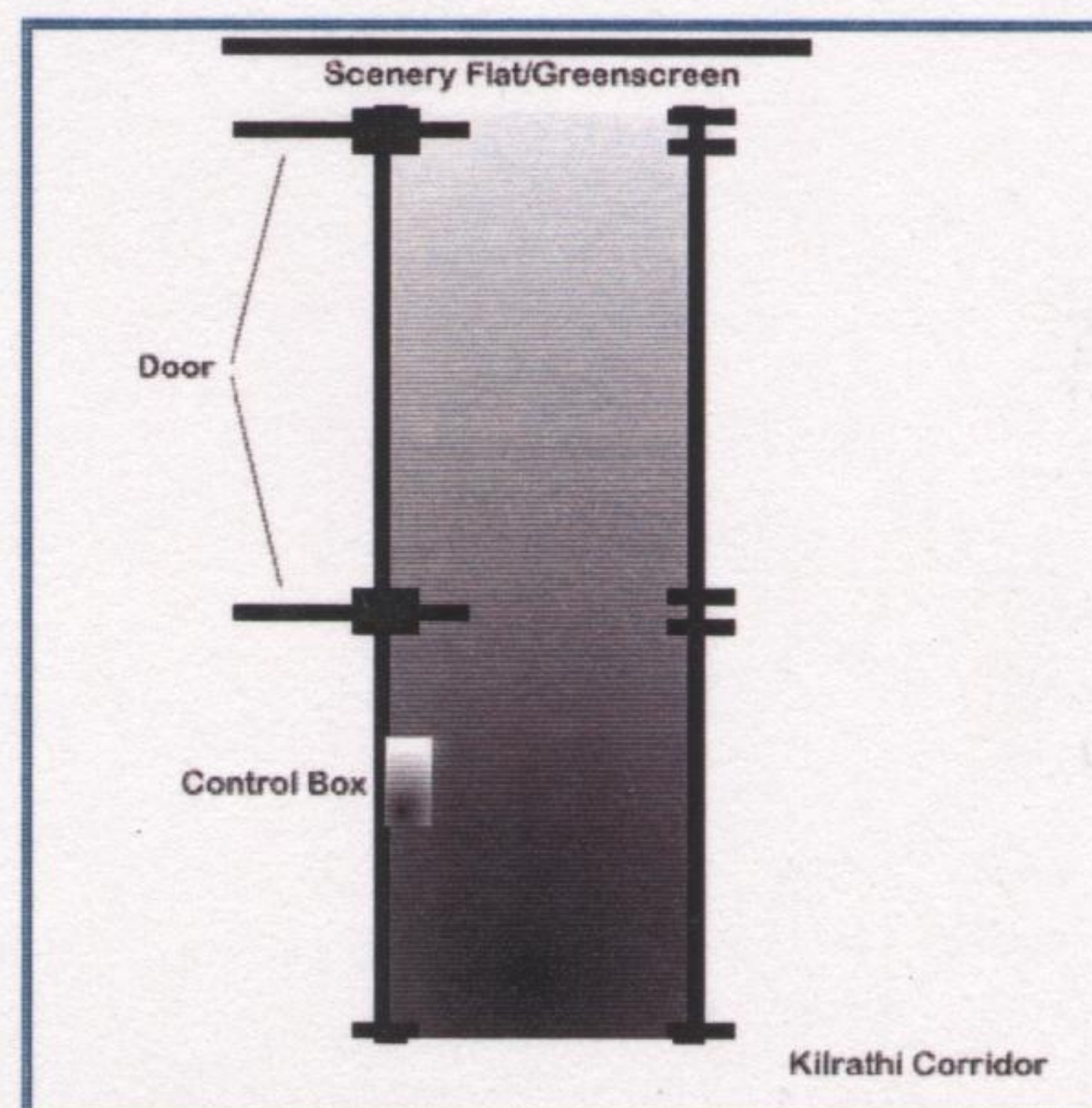
One door in side + return at end

ATMOSPHERE:

1 + additional CG atmosphere

MAJOR PROPS:

Pending

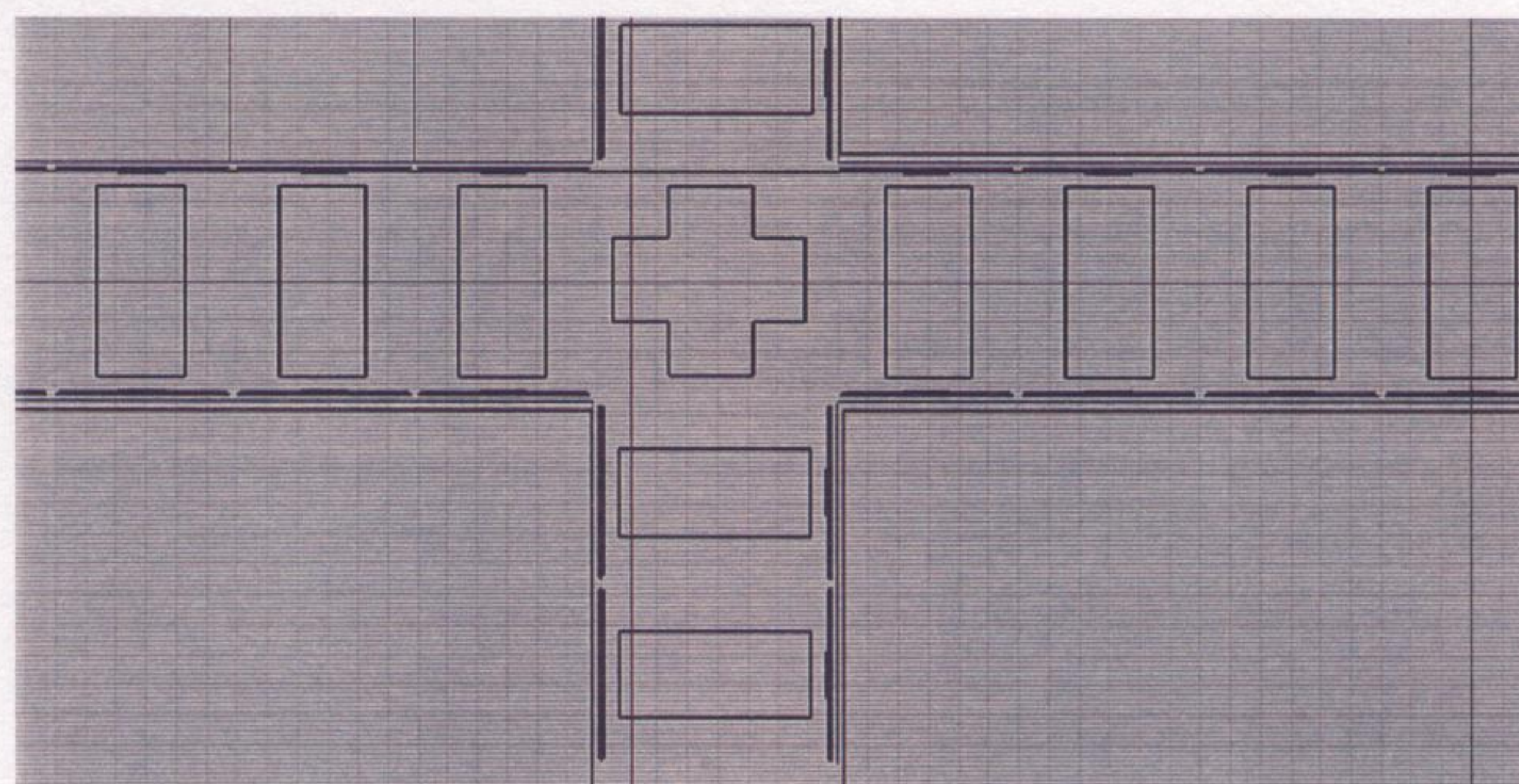


PRACTICAL — 4A

Swing CORRIDOR

DESCRIPTION:

Re-dress of Kilrathi Corridor (P-4). Décor TBD.



SPECIAL FEATURES:

Same as P-4



ATMOSPHERE:

Pending

MAJOR PROPS:

Pending

PRACTICAL — 5

Redemption OFFICE

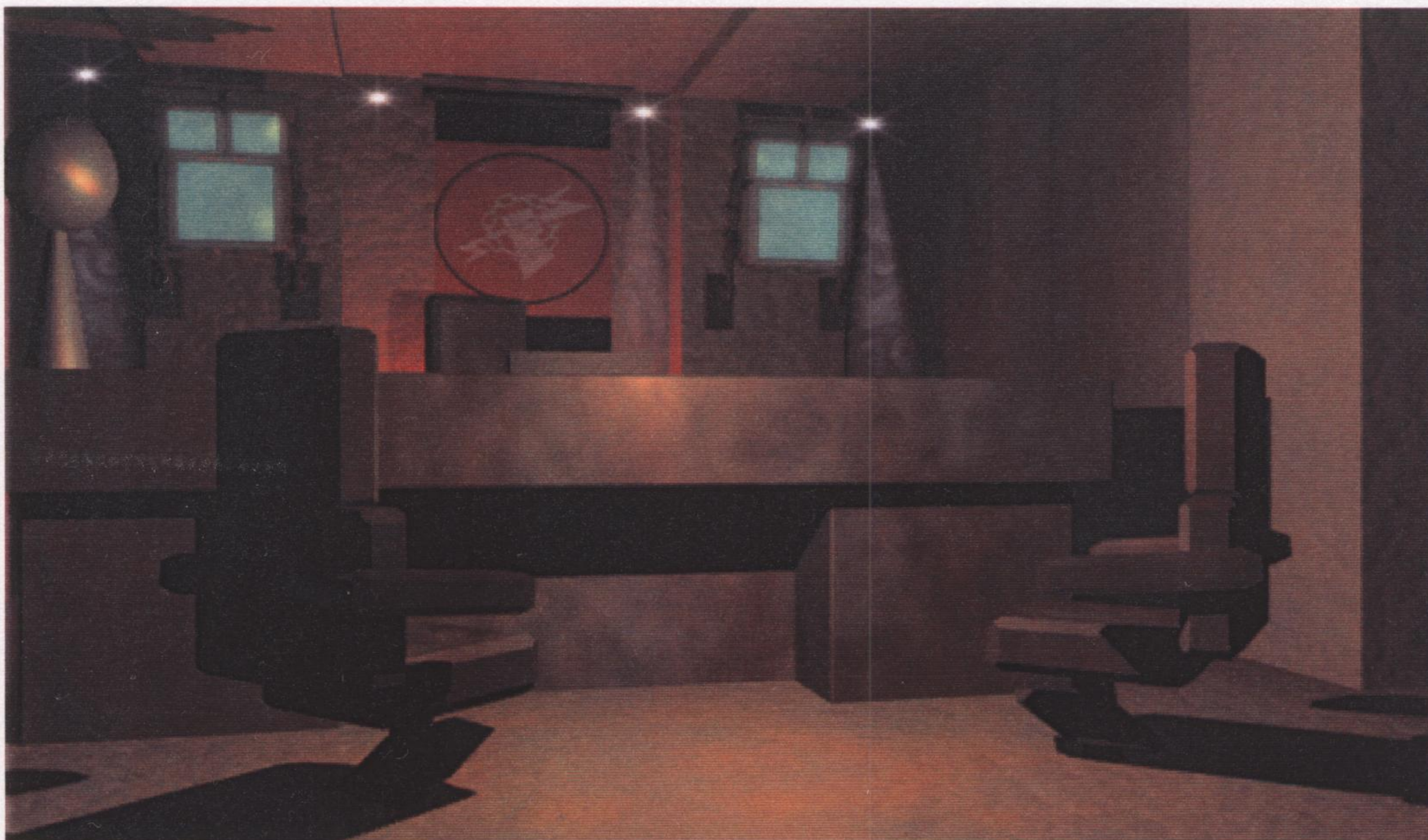
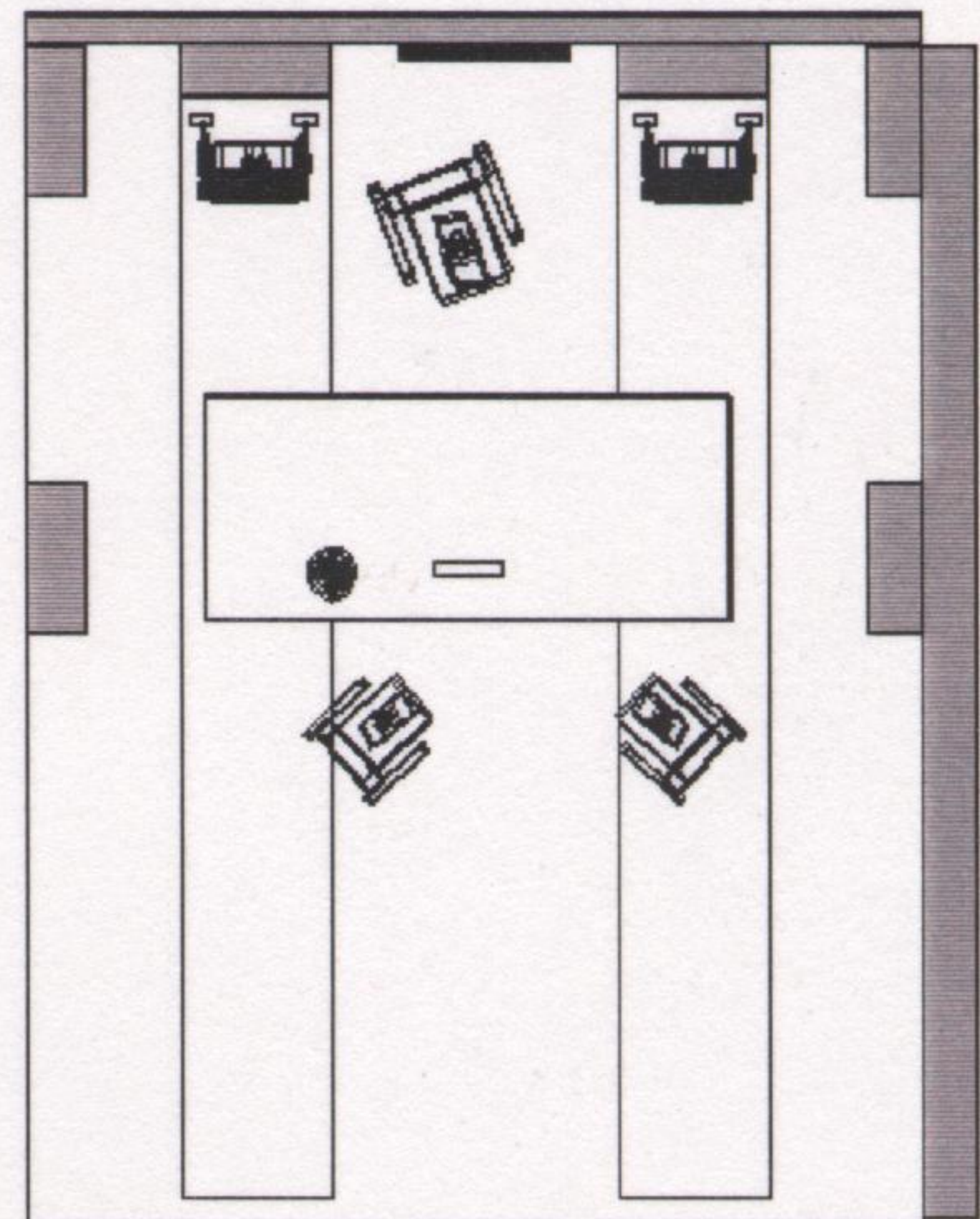
DESCRIPTION:

Small office with door to one side and practical starfield to other

SPECIAL FEATURES:

ATMOSPHERE:

1-3

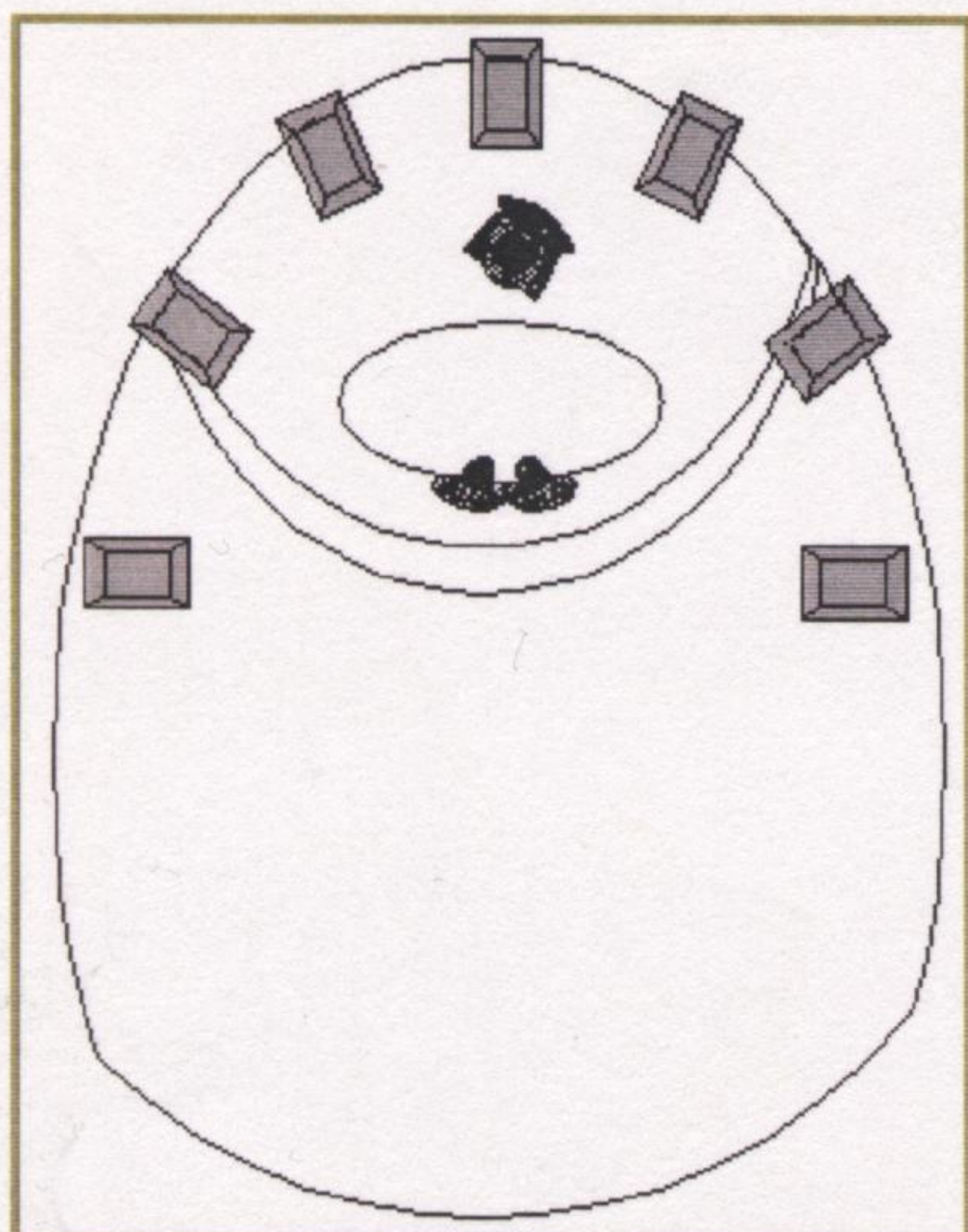


MAJOR PROPS:

Desk #1

PRACTICAL — 5A

Keach's OFFICE



DESCRIPTION:

Redress of Redemption Office (P-5) into higher-tech, geekier office with lots of clutter

SPECIAL FEATURES:

Starfield replaced by video monitor

ATMOSPHERE:

1-2

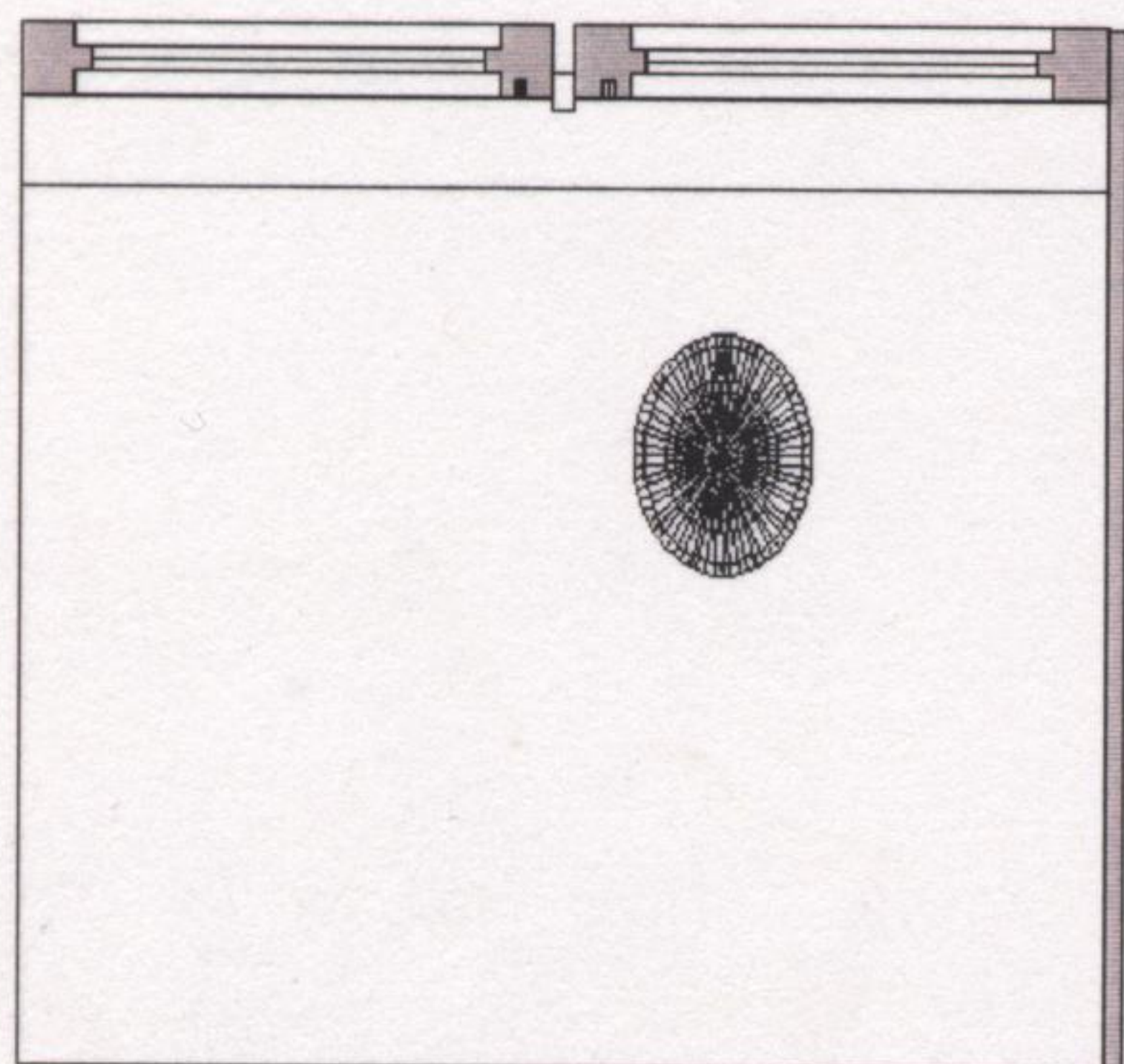
MAJOR PROPS:

Desk #2



PRACTICAL — 5B

Egan's OFFICE



DESCRIPTION:

Redress of Redemption Office (P-5) into Confed décor.

SPECIAL FEATURES:

Window into starfield

ATMOSPHERE:

2-3

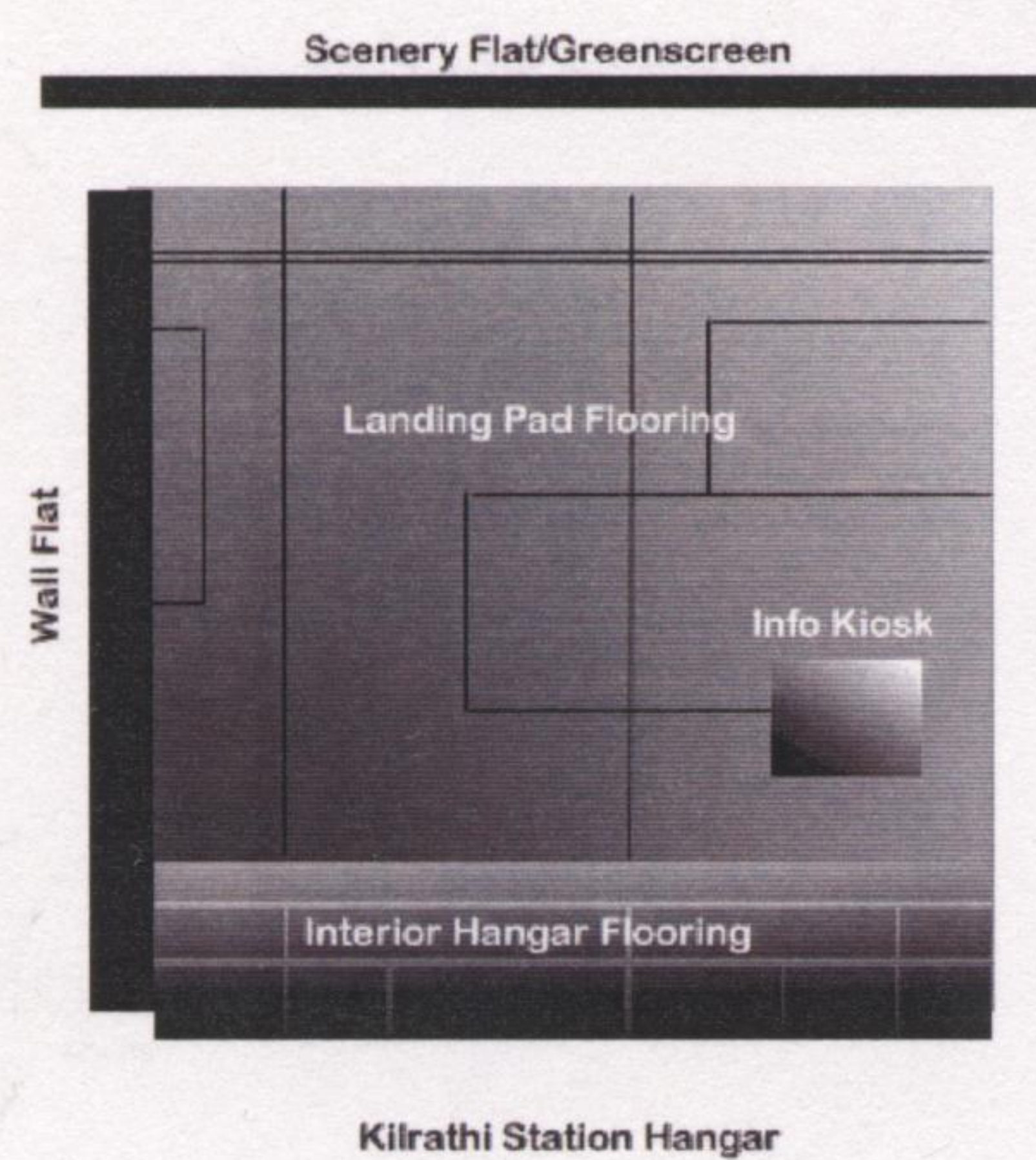
MAJOR PROPS:

Desk #3



VIRTUAL — 1

Kilrathi Station HANGER



DESCRIPTION:

Establishing shot of busy Kilrathi hanger

SPECIAL FEATURES:

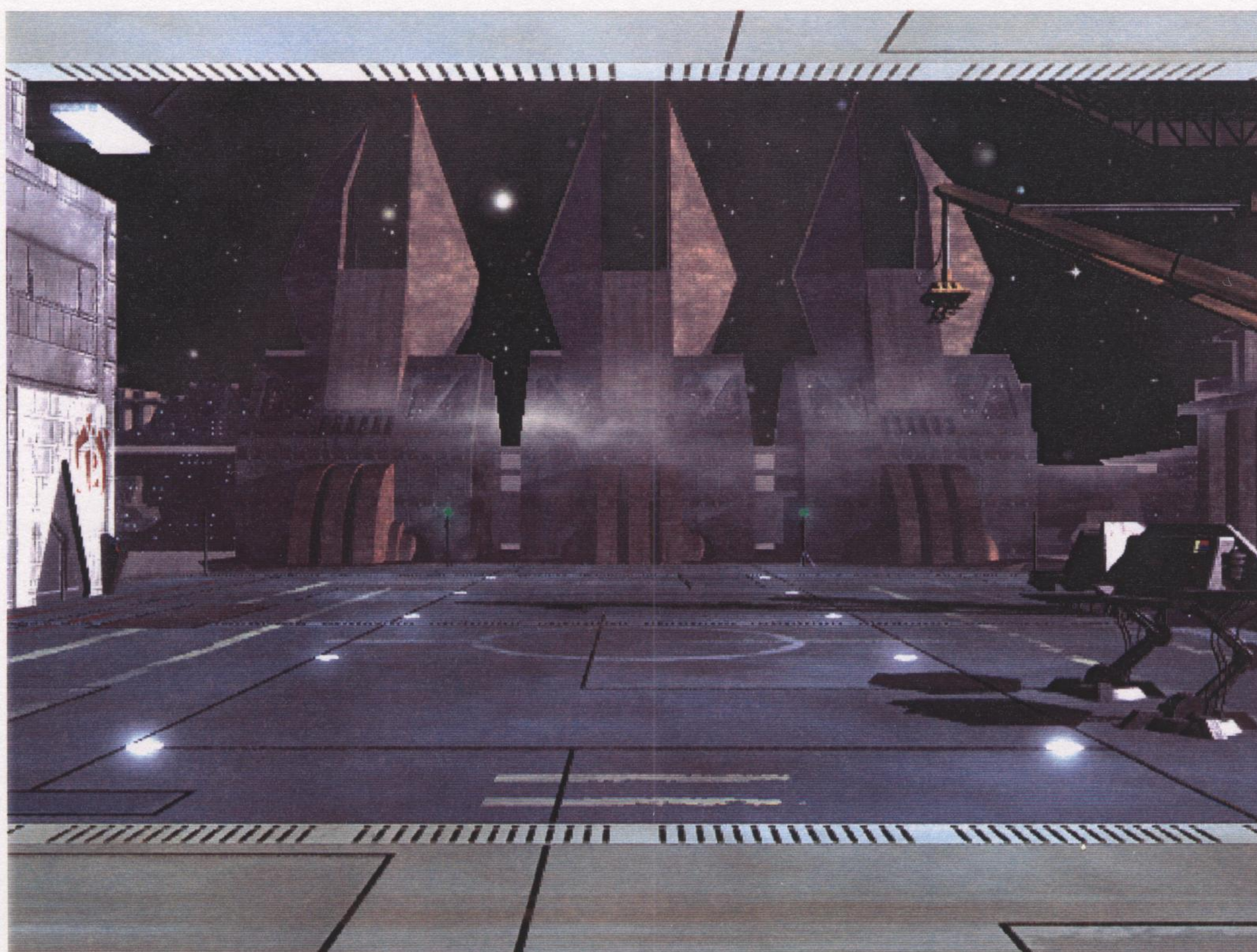
Blue Screen

ATMOSPHERE:

ALL CG

MAJOR PROPS:

Some practical props in FG



VIRTUAL — 1A

New Damscus HANGER

DESCRIPTION:

Gritty, dark hanger with moorish overtones, based on model for V-1

SPECIAL FEATURES:

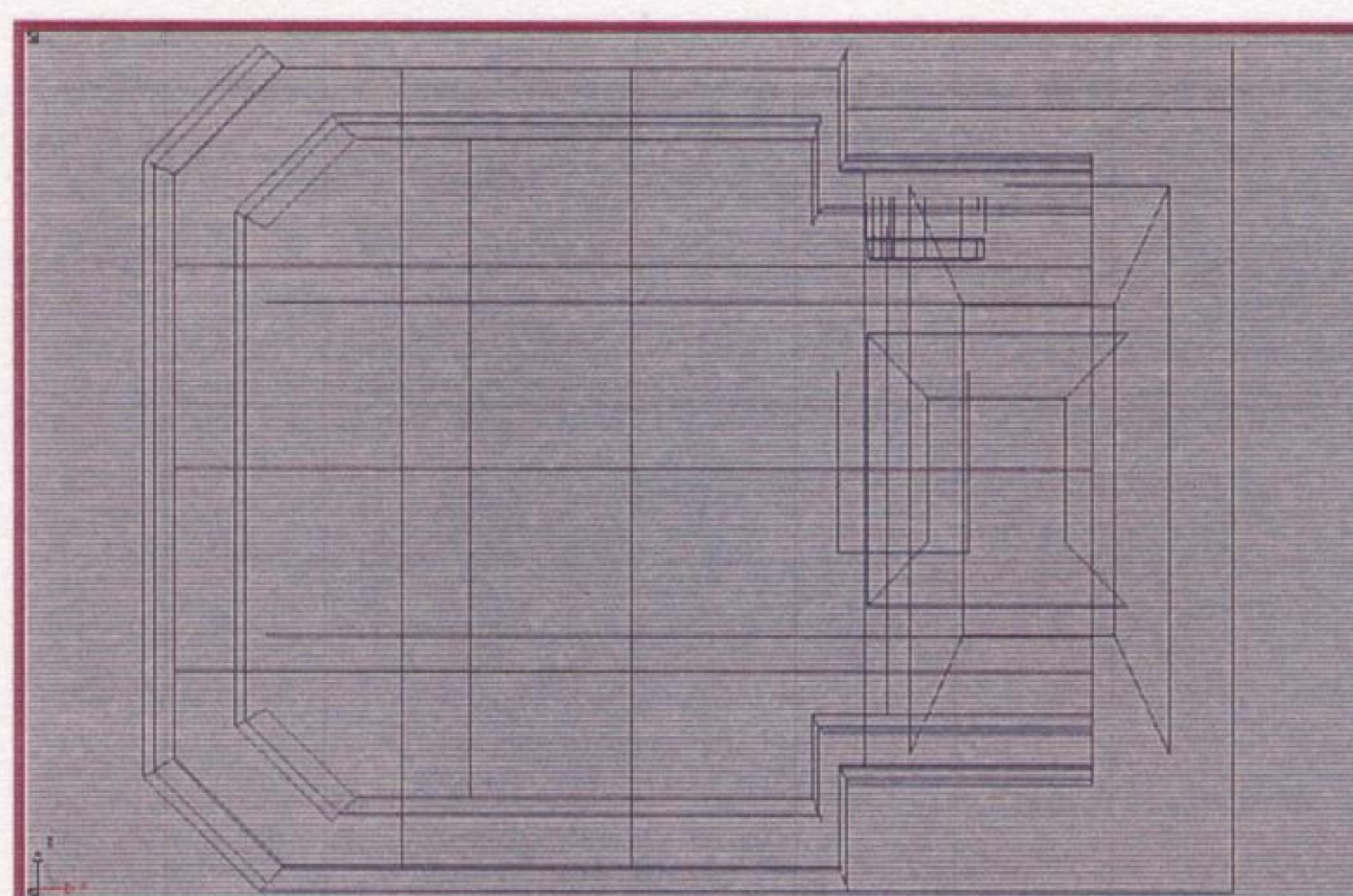
Blue Screen

ATMOSPHERE:

3-5

MAJOR PROPS:

Some practical props in FG



VIRTUAL — 1B

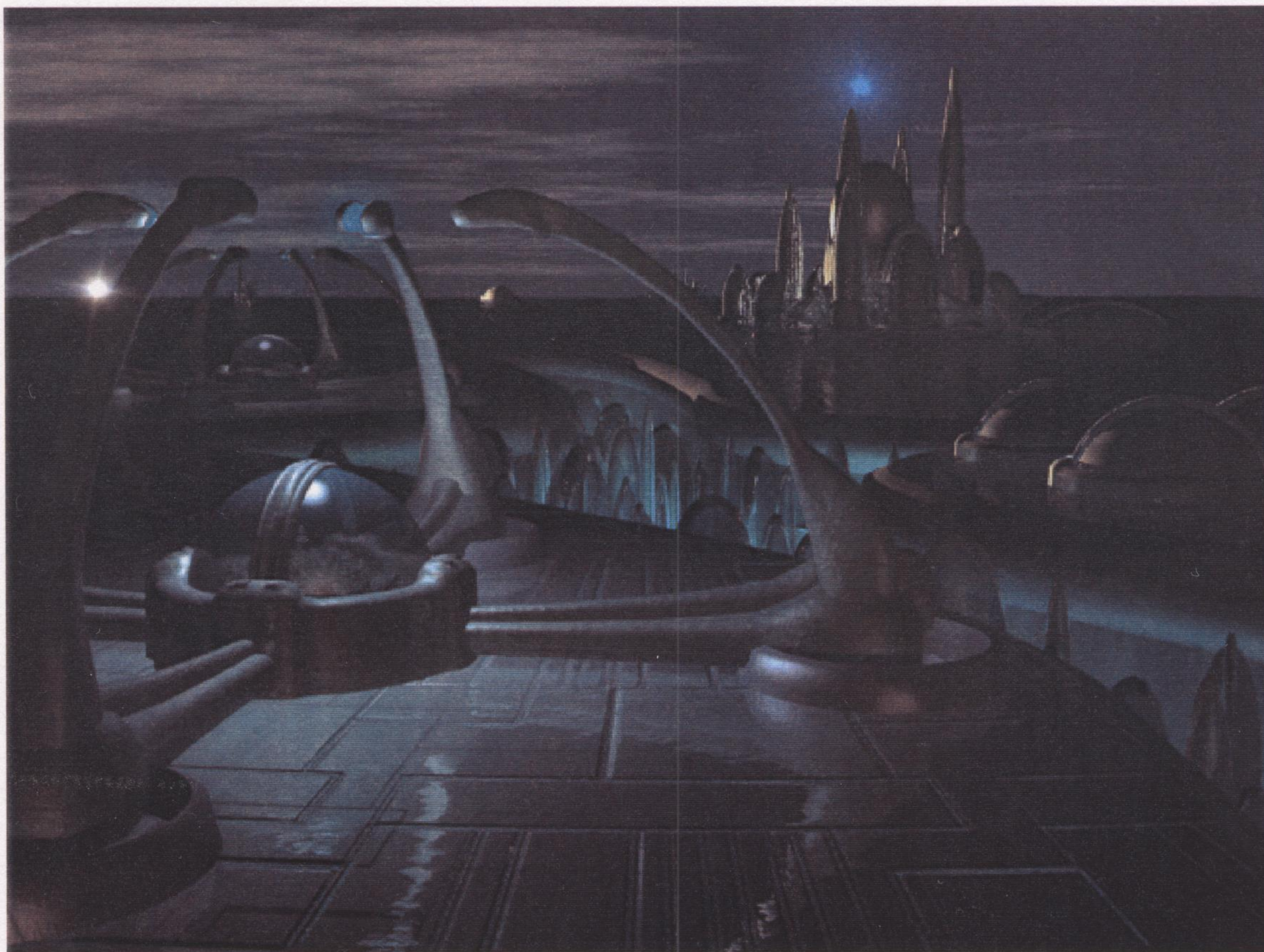
Felicity's HANGER

DESCRIPTION:

Swanky, high class hanger based on model for V-1

SPECIAL FEATURES:

Blue Screen



ATMOSPHERE:

2-4

MAJOR PROPS:

Some practical props in FG

VIRTUAL — 1C

K'Kara's HANGER

DESCRIPTION:

Busy Kilrathi hanger, based on and virtually identical to model for V-1

SPECIAL FEATURES:

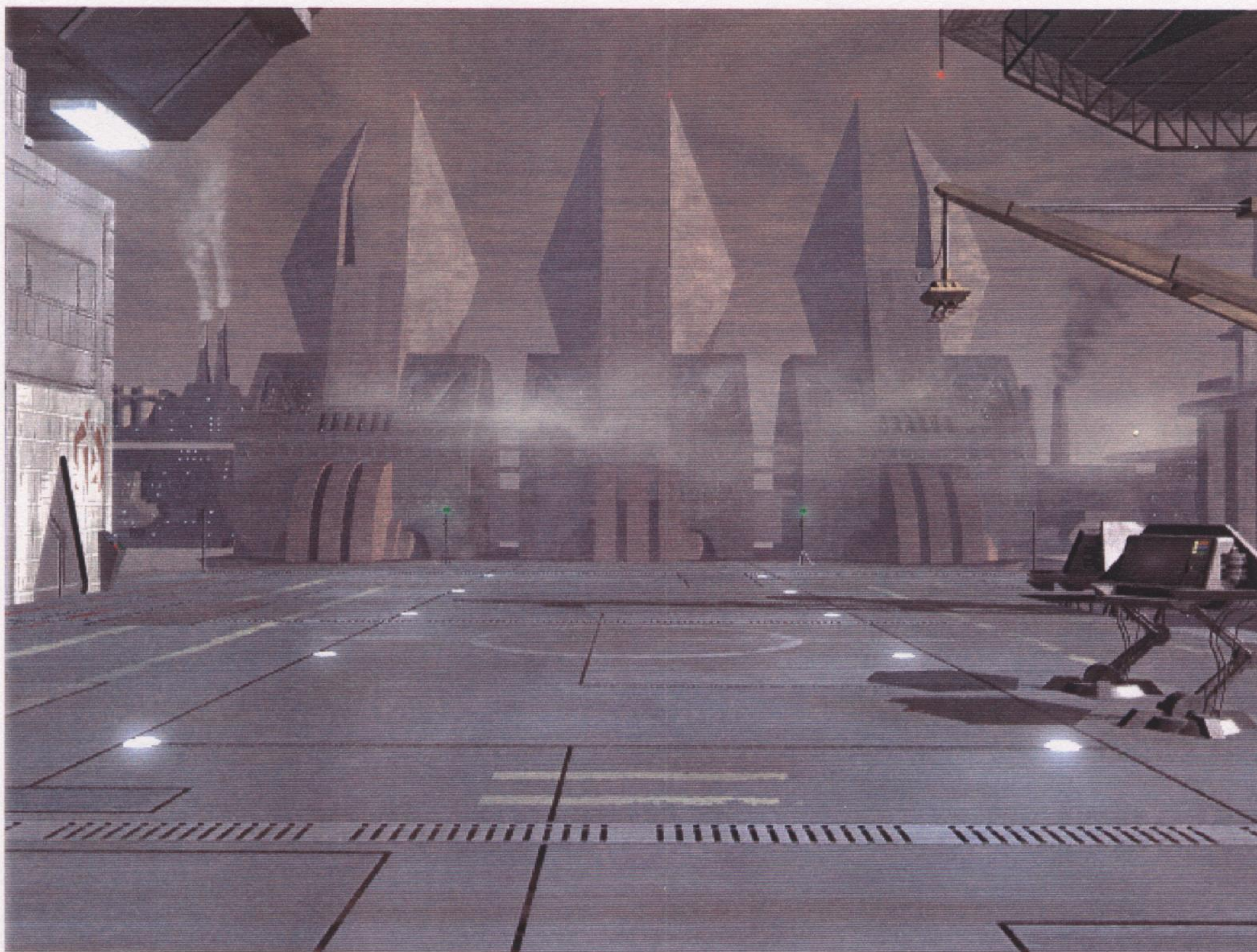
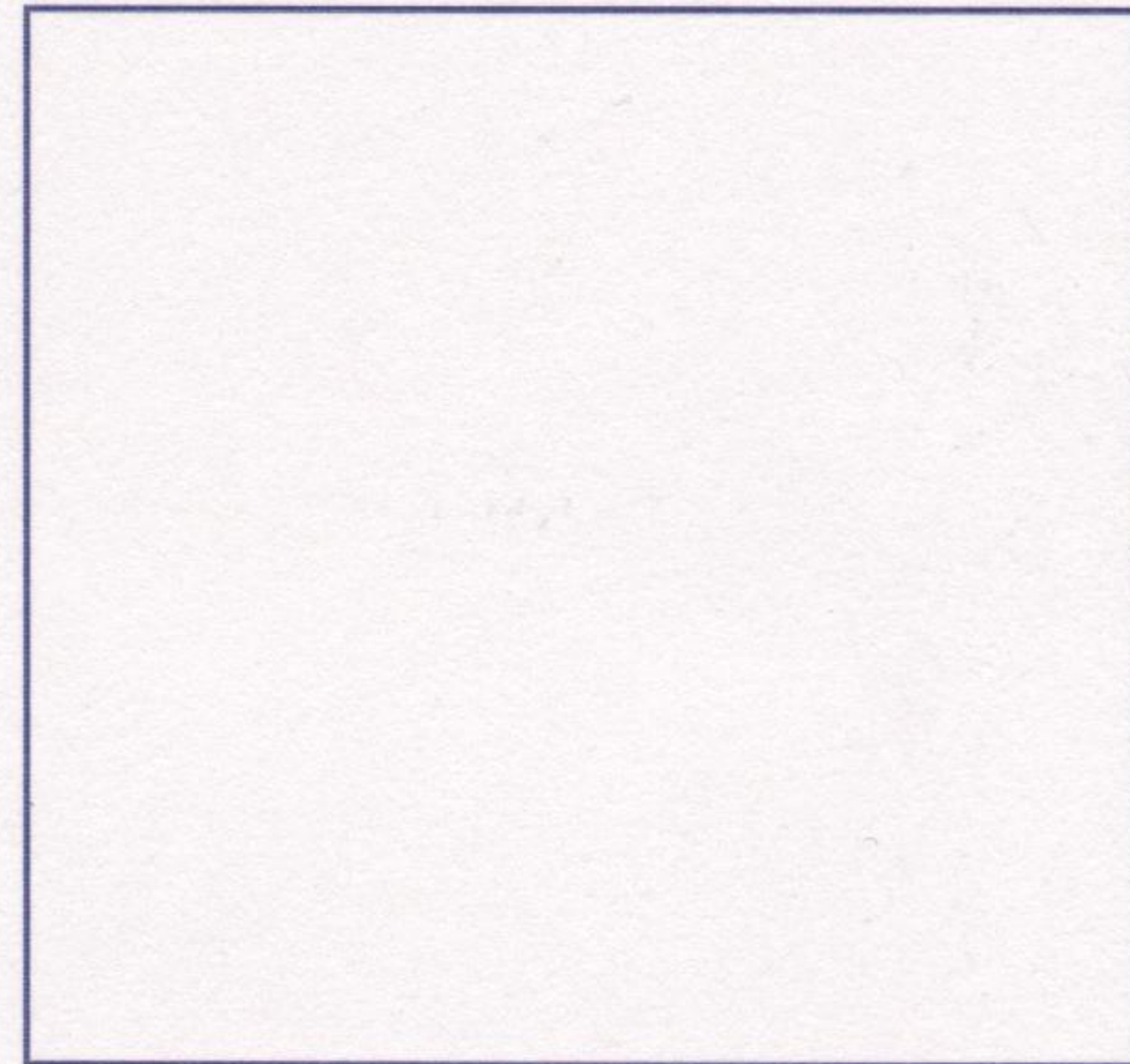
Blue Screen

ATMOSPHERE:

1-2

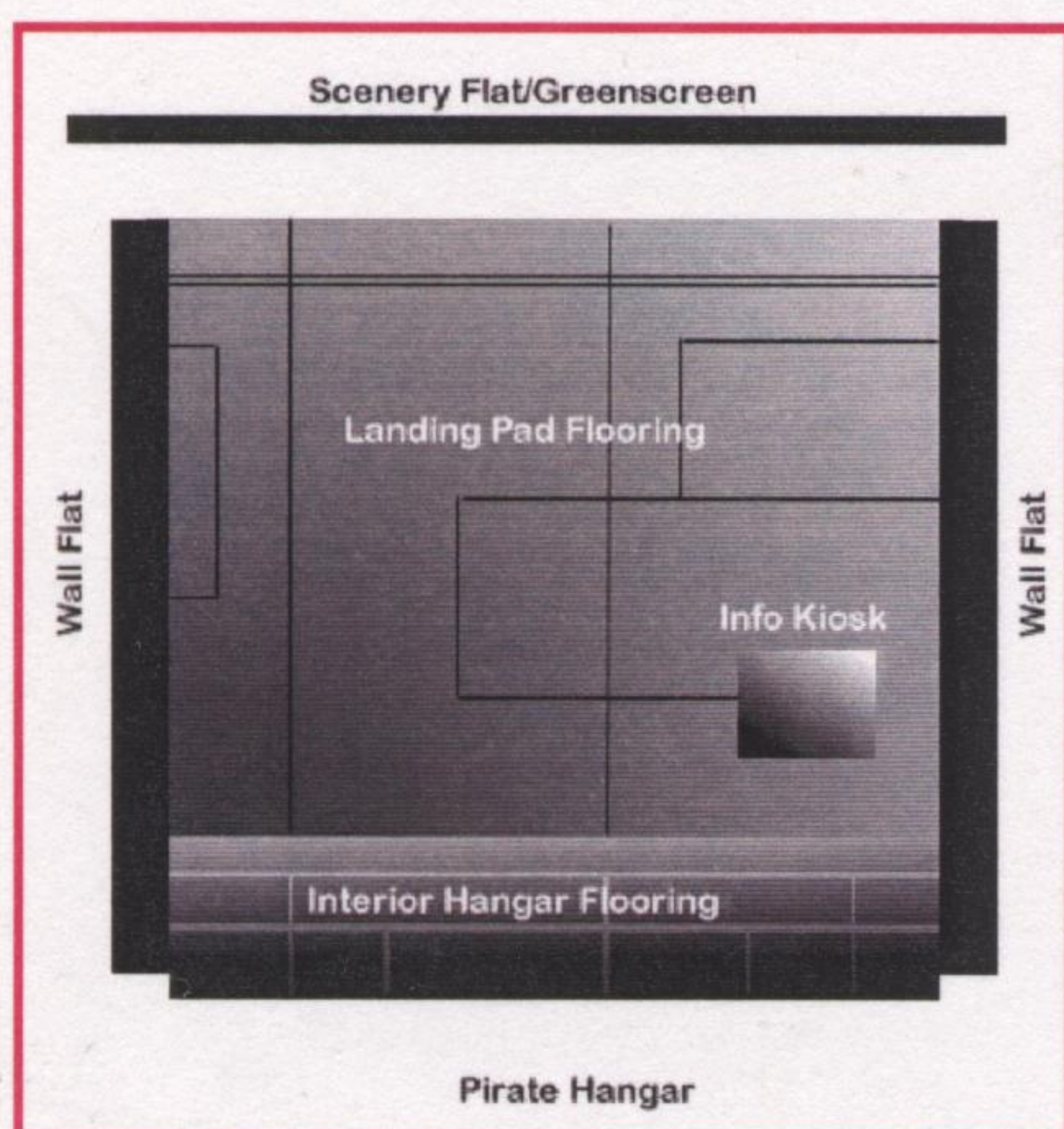
MAJOR PROPS:

Pending



VIRTUAL — 1D

Pirate HANGER



DESCRIPTION:

Dank, forbidding hanger based on model for V-1

SPECIAL FEATURES:

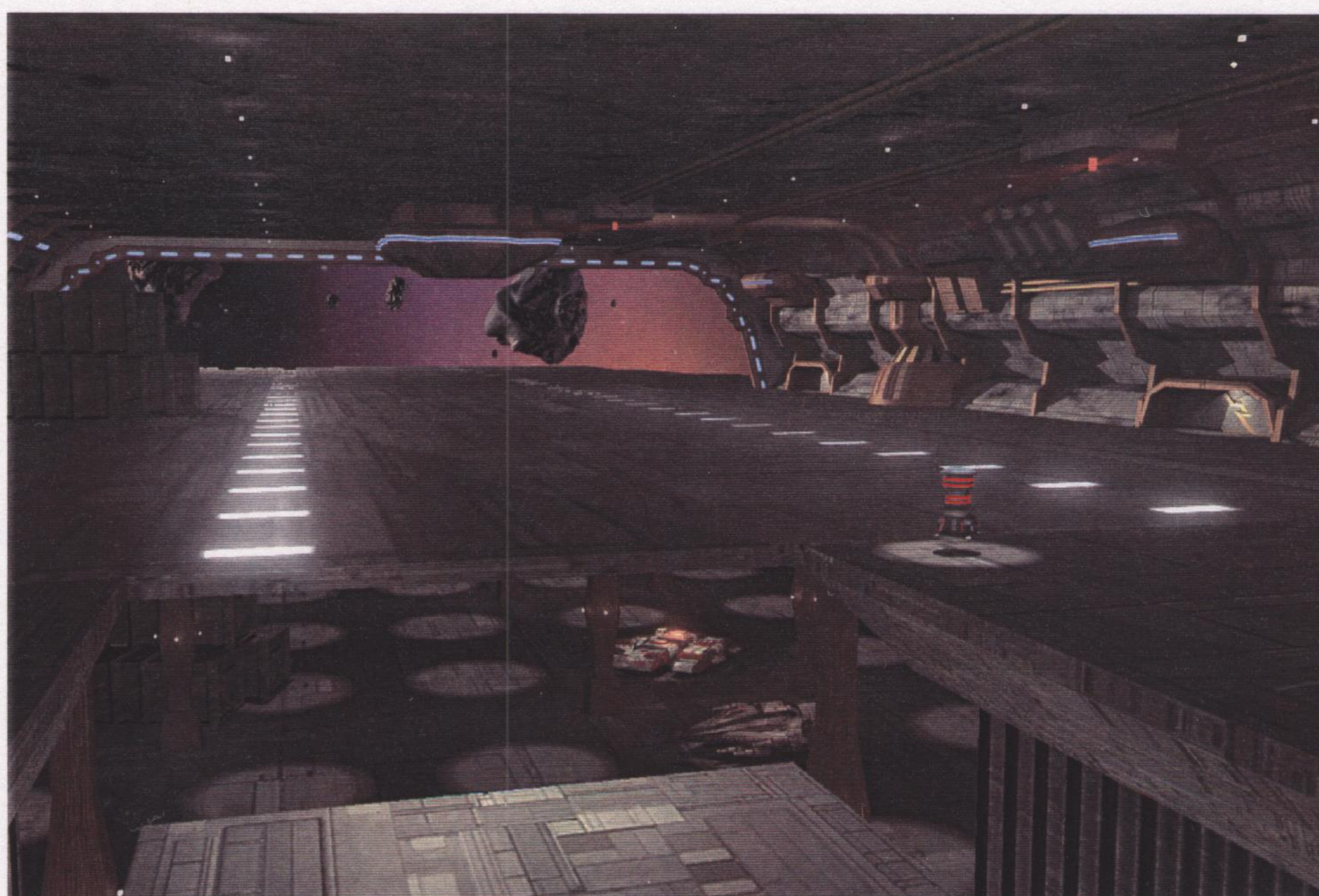
Blue Screen

ATMOSPHERE:

1-3

MAJOR PROPS:

Some practical props in FG



VIRTUAL — 1E

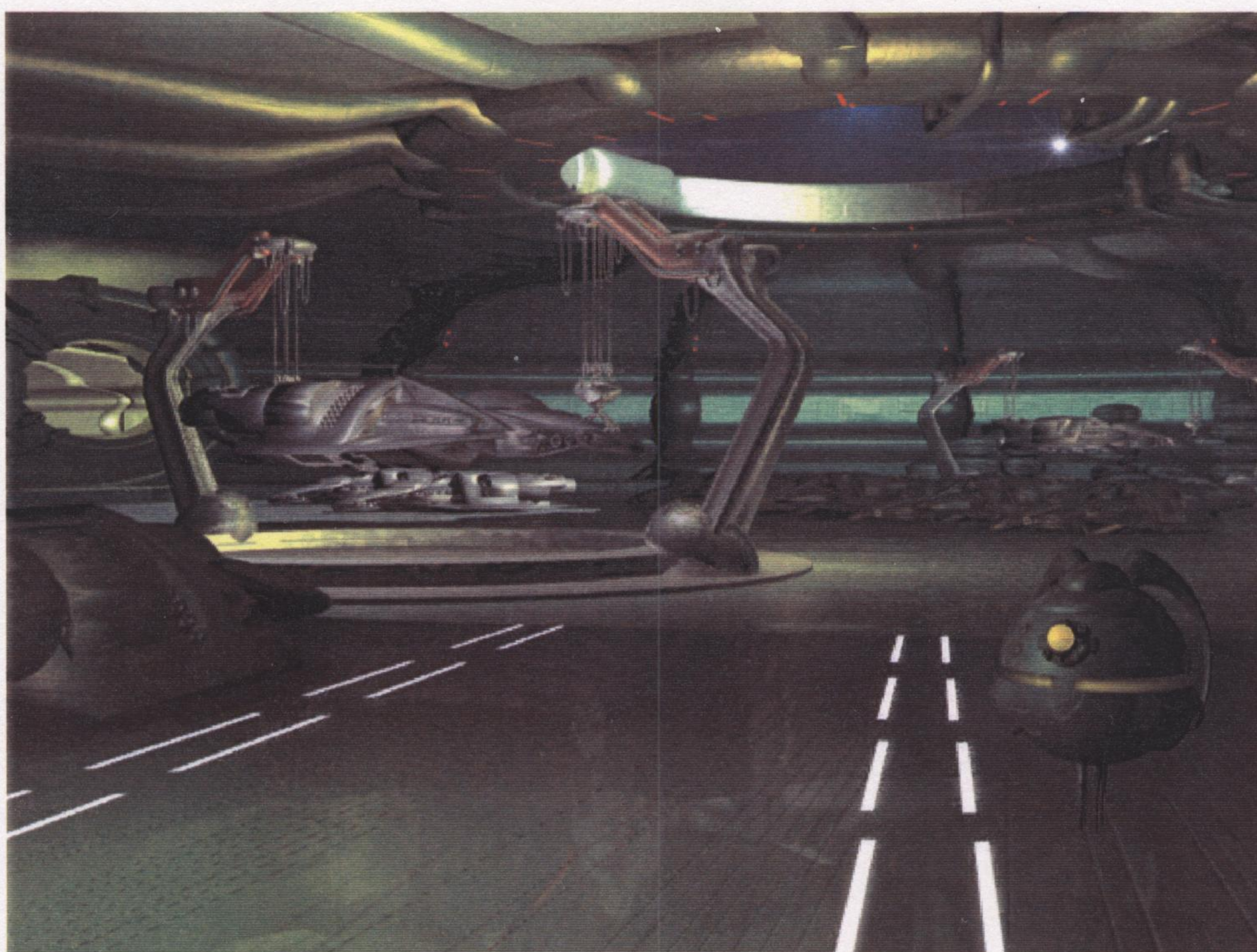
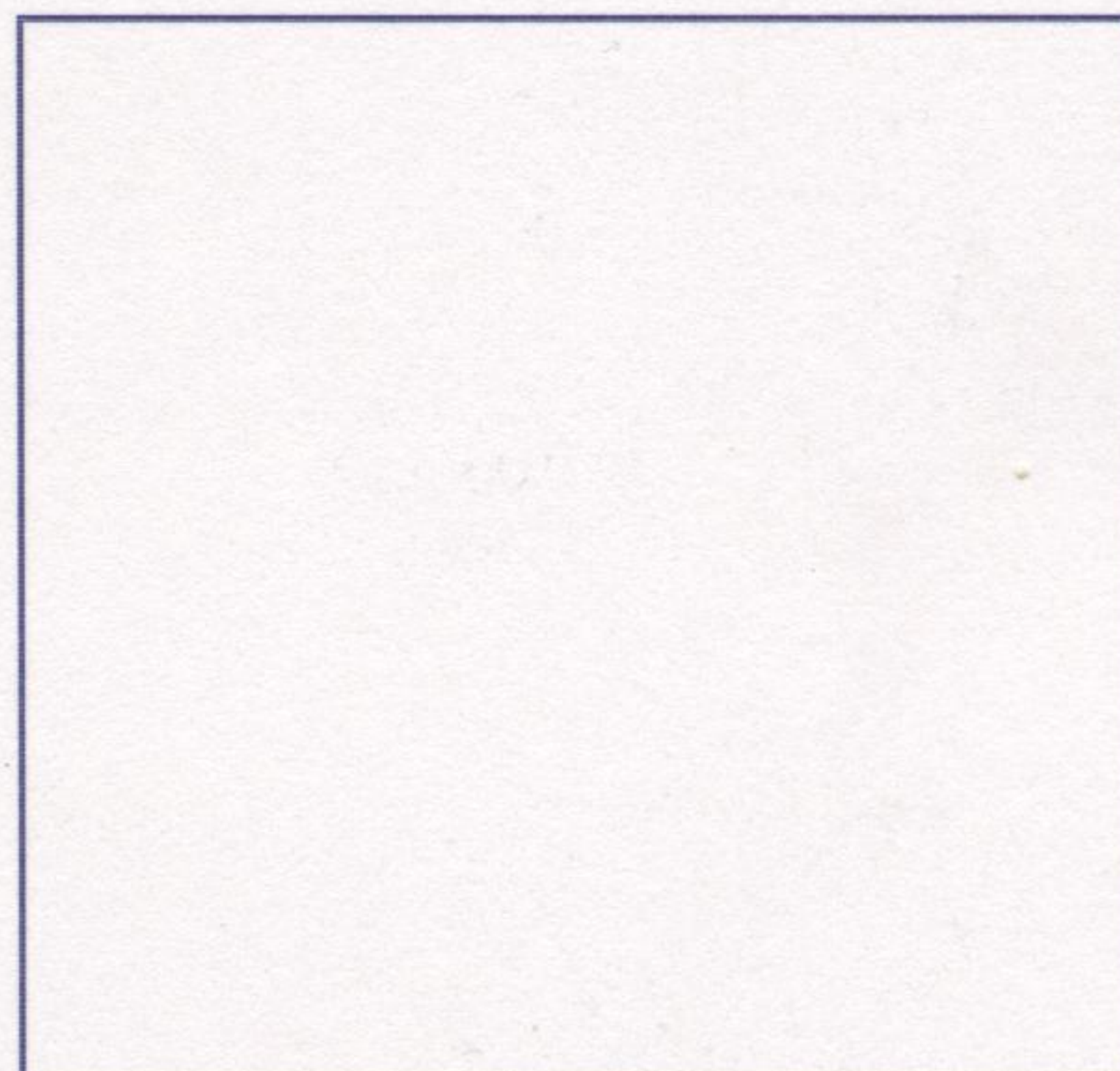
Ursula HANGER

DESCRIPTION:

Quasi-Confed hanger based on model for V-1

SPECIAL FEATURES:

Blue Screen



ATMOSPHERE:

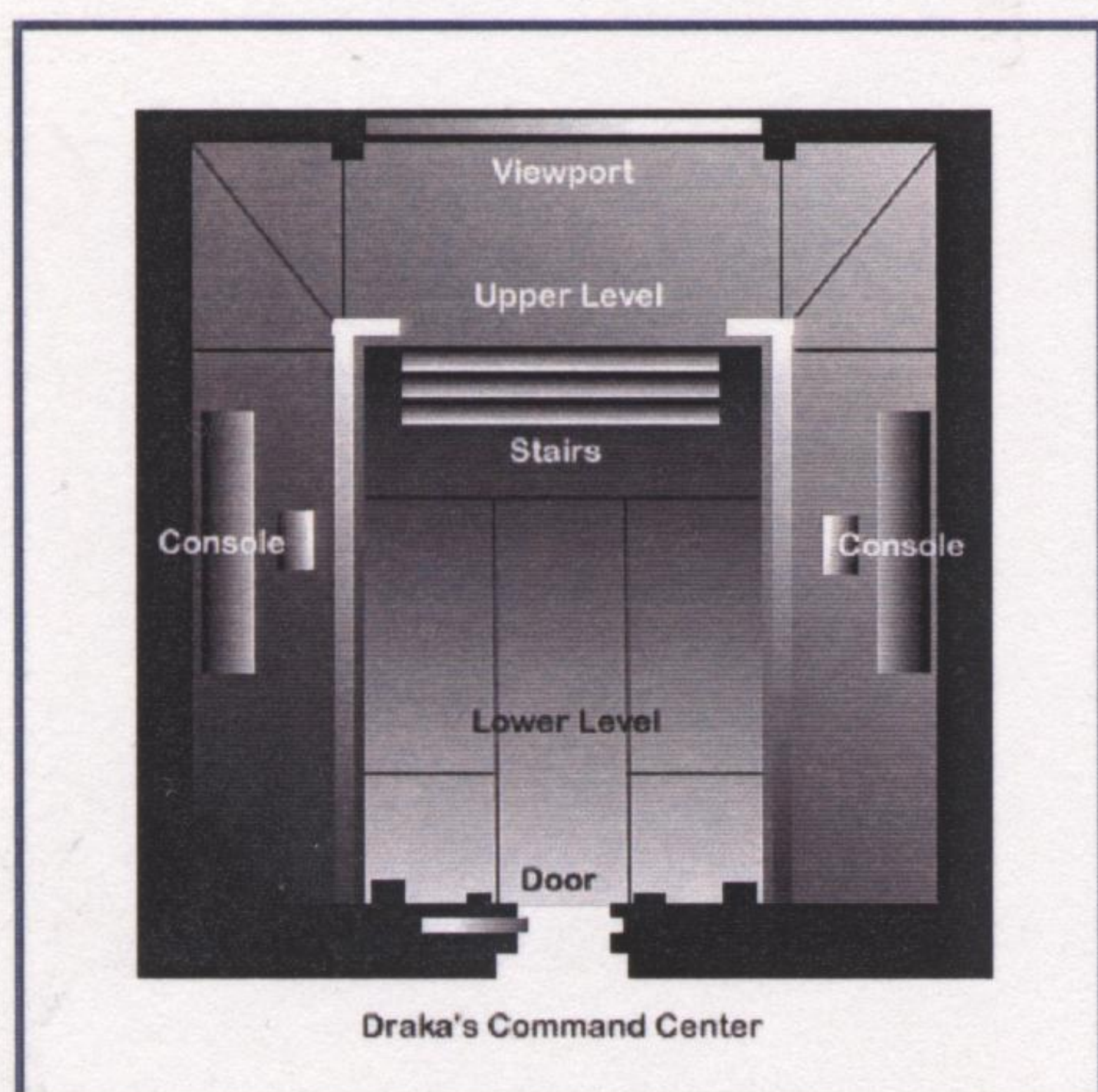
4-7

MAJOR PROPS:

Pending

VIRTUAL — 2

Drakas Command Center



DESCRIPTION:

Large, robust Kilrathi Command Center with sweeping lines and view of stars through two windows

SPECIAL FEATURES:

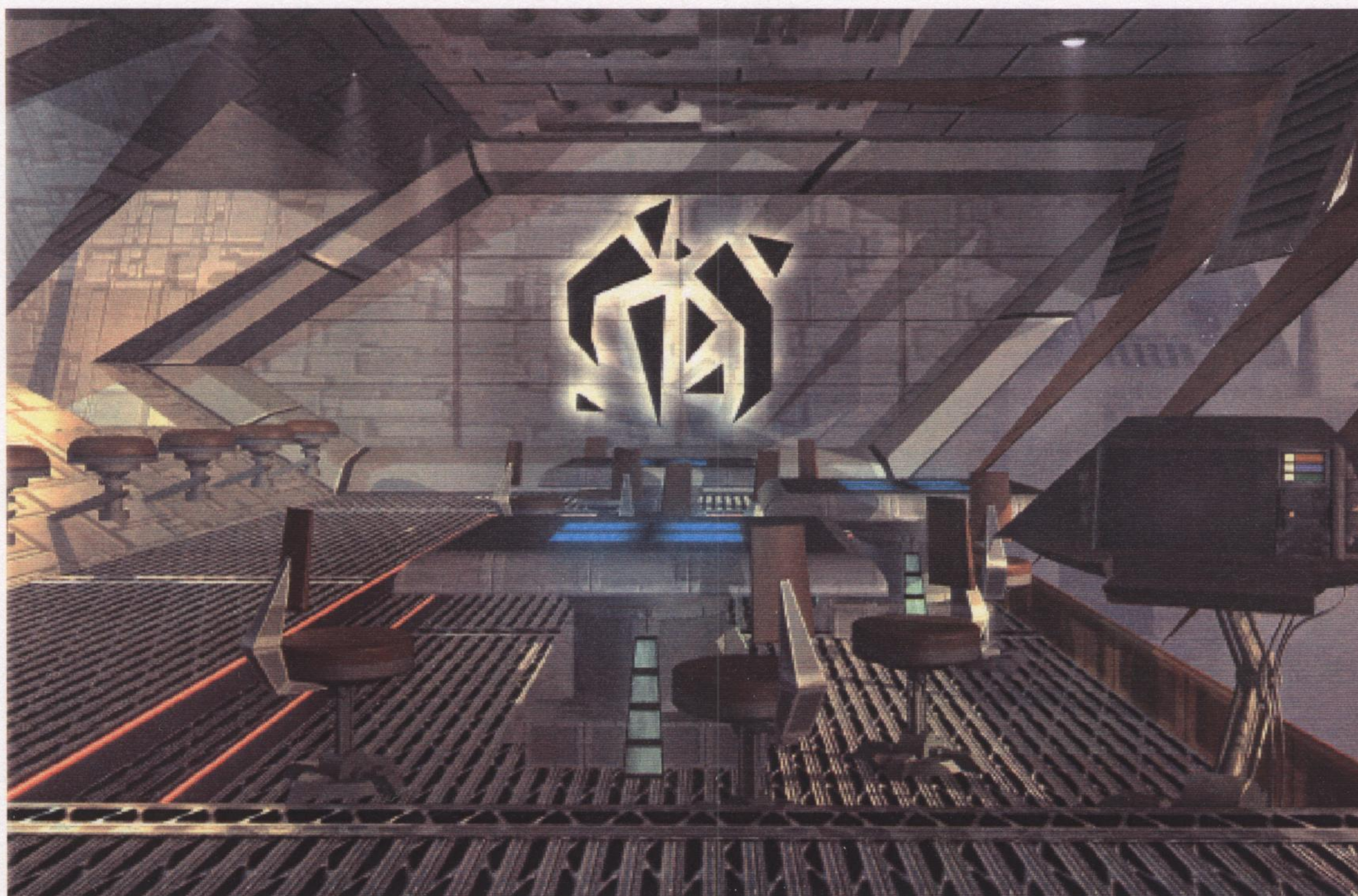
Blue Screen

ATMOSPHERE:

1 + additional CG atmosphere

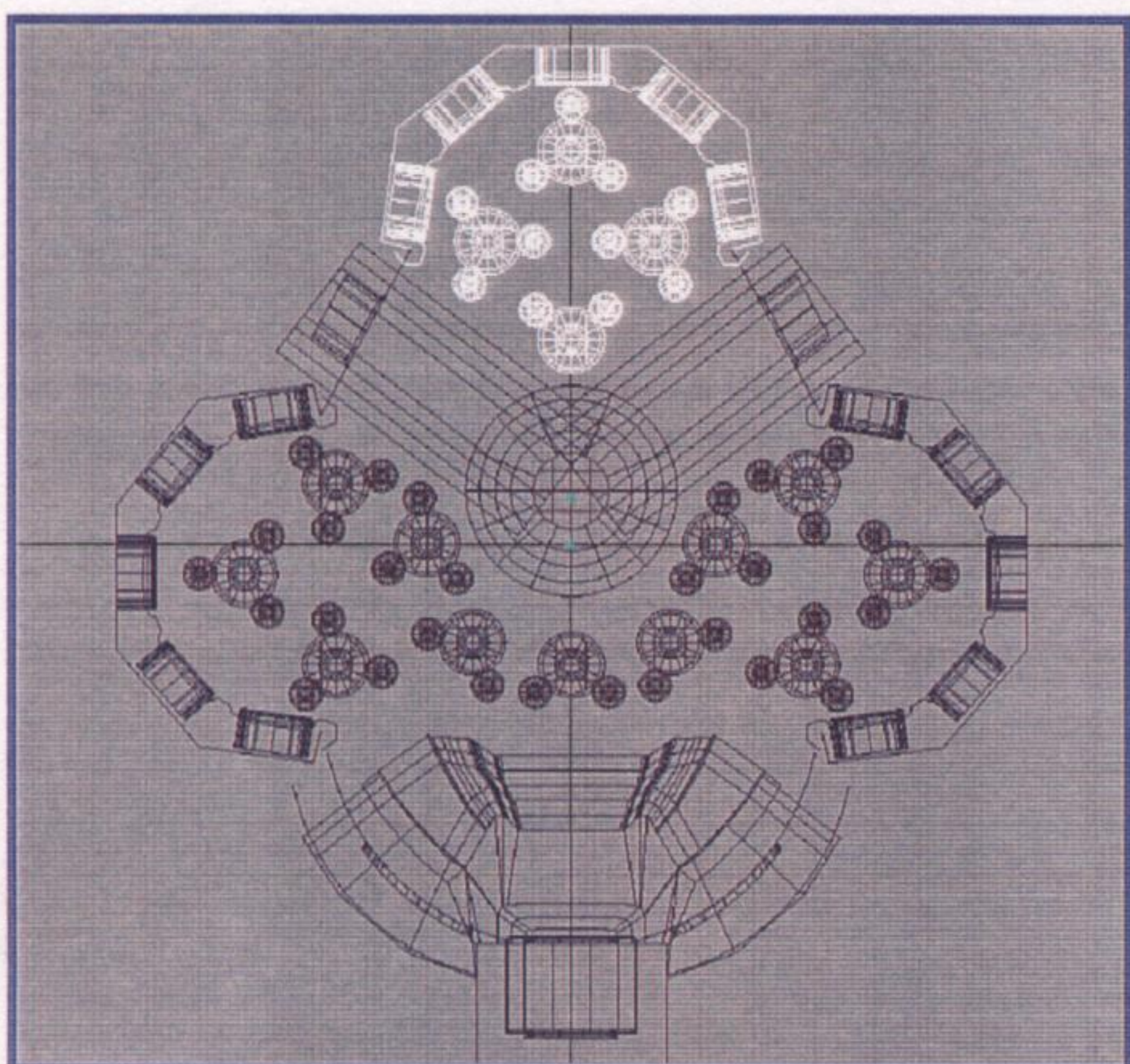
MAJOR PROPS:

Large central console



VIRTUAL — 3

Richart's Intergalactic BAR



DESCRIPTION:

Digital establishing shot for P-2

SPECIAL FEATURES:

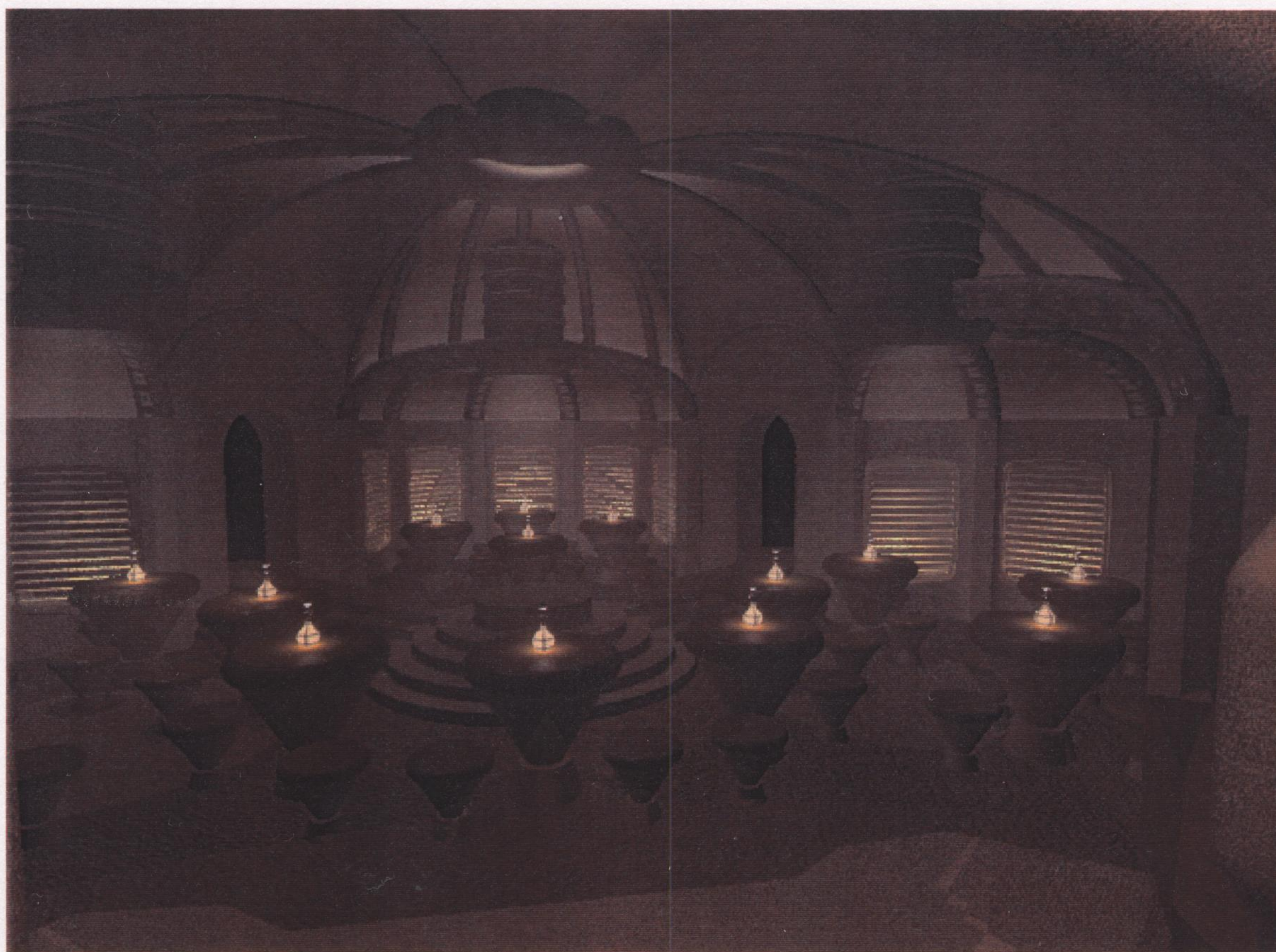
Tweak plate to match practical set

ATMOSPHERE:

2-4

MAJOR PROPS:

Pending

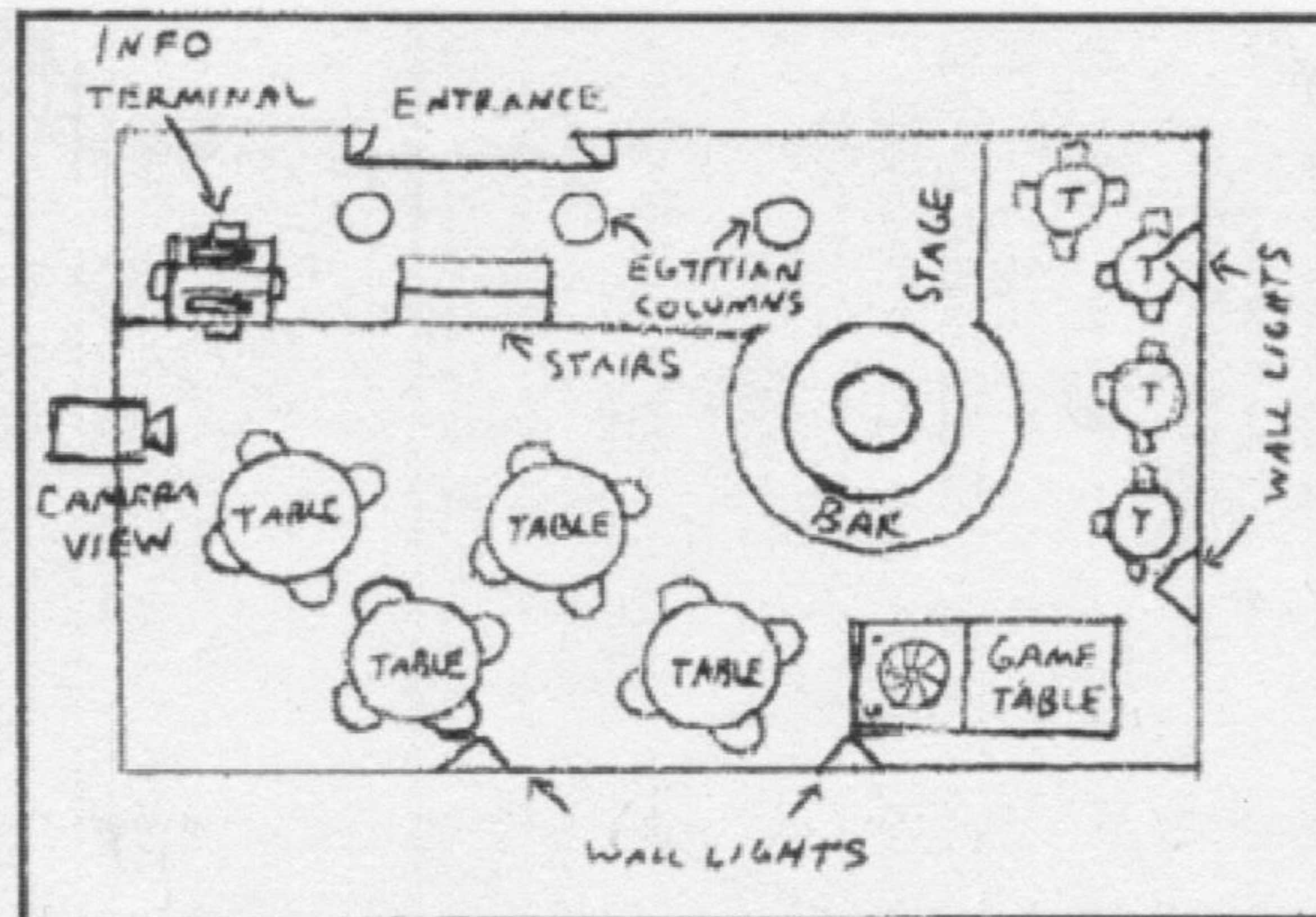


VIRTUAL — 4

Felicity's BAR

DESCRIPTION:

Digital establishing
shot for P-2b

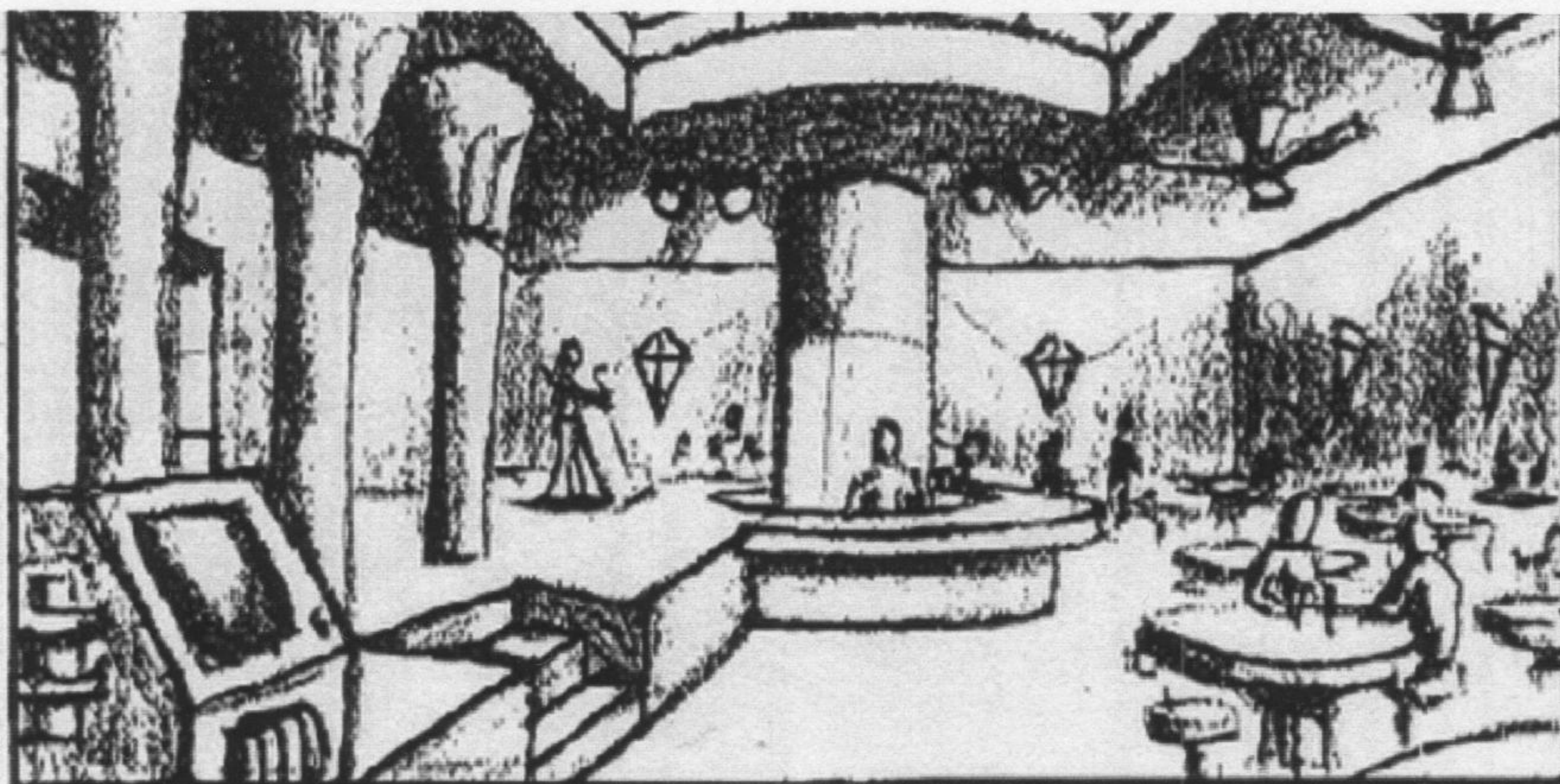


SPECIAL FEATURES:

Tweak plate to match practical set

ATMOSPHERE:

2-4



MAJOR PROPS:

Pending

VIRTUAL — 5

K'Kara's TEMPLE

DESCRIPTION:

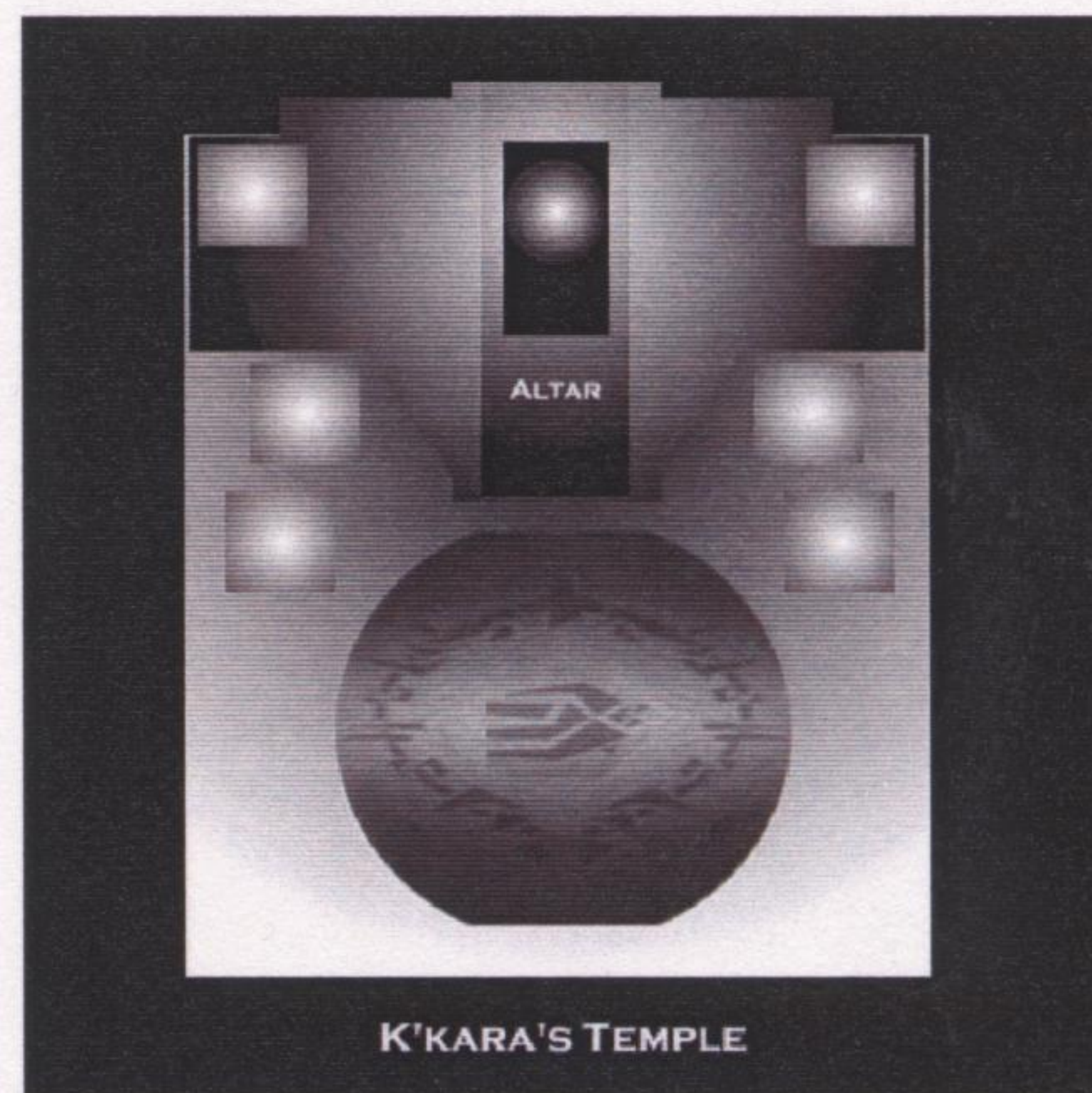
Dark, chilling Kilrathi Temple

SPECIAL FEATURES:

Based on Kilrathi Temple model from *WC Prophecy*?

ATMOSPHERE:

1-3



MAJOR PROPS:

Pending

SHOOTING SKED

STRIKOV PUNISHES HIS DAUGHTER	E:8	29																		3	4	13
— End Of Day 4 — 3/19/98 — 4 5/8 pgs.																						
DRAKAS TELLS SEVERAN OF HIS PLANS																				2	1	14
TRAVERS RESPONDS TO THE KILRATHI REQUEST FOR AID		30																		2	1	15
HAKON TELLS TRAVERS OF HIS MISTRUST OF THE KILRATHI		30																				16
— End Of Day 5 — 3/20/98 — 4 4/8 pgs.																						
TRAVERS DELIVERS THE ARTIFACT TO THE KILRATHI		30																		2	1	17
TRAVERS LEARNS OF DRAKAS PLOT		30																		2	1	18
TRAVERS RUNS INTO OLD ACCQUAINTANCES		30																				19
HAKON TELLS TRAVERS HOW TO AVOID A WAR		30																				20
DRAKAS COMMANDS SEVERAN TO COMPLETE THE WEAPON																				2	1	21
TRAVERS RESCUES KEACH		30																				22
KEACH HIRES TRAVERS ON AS "INSURANCE"		30																				23
— End Of Day 6 — 3/23/98 — 4 6/8 pgs.																						
TRAVERS HOOKS UP WITH VAL	E:5	30 31																				24
TRAVERS RETURNS THE HOLOCUBE TO KEACH		30																				25
TRAVERS GETS THE WHOLE STORY FROM VAL	E:4	30 31																				26
TRAVERS GETS THE WHOLE STORY FROM VAL (PT.2)	E:4	30 31																				27
VAL GETS HER PEOPLE UP FOR A FIGHT!!	E:6	30 31																				28
TRAVERS AND VAL CELEBRATE THEIR VICTORY	E:5	30 31																				29
— End Of Day 7 — 3/24/98 — 4 5/8 pgs.																						

DAY out of DAYS

March	Day of Month:	16	17	18	19	20	21	22	23	24	25	26	27	Rehearse	Travel	Work	Hold	Holiday	Loop	Start	Finish	TOTAL
Day Of Week:	M	1	Tu	W	Th	F	Sa	Su	M	Tu	W	Th	F									
Shooting Days:			2	3	4	5			6	7	8	9	10									
1. BAR PATRON 1		SW	W	W	H	H			H	WF						3	3			3/17	3/24	6
2. BAR PATRON 2		SW	W	W	H	H			H	WF						3	3			3/17	3/24	6
3. BAR PATRON 3		SW	W	W	H	H			H	WF						3	3			3/17	3/24	6
4. BAR PATRON 4		SW	W	W	H	H			H	WF						3	3			3/17	3/24	6
5. BAR PATRON 5		SW	WF													2				3/17	3/18	2
6. FLIGHT CONTROL TECH 1											SW	WF				2				3/25	3/26	2
7. FLIGHT CONTROL TECH 2											SW	WF				2				3/25	3/26	2
8. FLIGHT CONTROL TECH 3											SWF					1				3/25	3/25	1
9. IKARI GOON 1				SW	WF											2				3/18	3/19	2
10. IKARI GOON 2				SW	WF											2				3/18	3/19	2
11. IKARI GOON 3				SW	WF											2				3/18	3/19	2
12. LAB ASSISTANT 1											SW	WF				2				3/25	3/26	2
13. LAB ASSISTANT 2											SW	WF				2				3/25	3/26	2
14. PILOT 1																2				3/25	3/26	2
15. PILOT 2											H	H	WF			2	2			3/24	3/27	4
16. PILOT 3											H	H	WF			2	2			3/24	3/27	4
17. PILOT 4											SWF					1				3/24	3/24	1
18. PIRATE 1											SWF					1				3/24	3/24	1
19. PIRATE 2											SWF					1				3/24	3/24	1
20. PIRATE 3											SWF					1				3/24	3/24	1
21. PIRATE 4											SWF					1				3/24	3/24	1
22. SPACEPORT RAT 1		SW	W	W	WF											1				3/24	3/24	1
23. SPACEPORT RAT 2		SW	W	W	WF											3				3/17	3/19	3
24. SPACEPORT RAT 3		SW	H	W	WF											3				3/17	3/19	3
25. SPACEPORT RAT 4		SWF														2	1			3/17	3/19	3
26. STRIKOV GOON 1		SW	H	H	WF											1				3/17	3/17	1
27. STRIKOV GOON 2		SW	H	H	WF											2	1			3/17	3/19	3
28. STRIKOV GOON 3		SW	H	H	WF											2	1			3/17	3/19	3
29. TECH 1	SW	W	W	W	W	H			H	W	H	W	WF			7	3			3/16	3/27	10
30. TECH 2	SW	W	W	W	W	H			H	W	H	W	WF			7	3			3/16	3/27	10
31. WAITRESS				SW	H	H			H	WF						2	3			3/18	3/24	5

March	Day of Month:		16	17	18	19	20	21	22	23	24	25	26	27	Rehearse	Travel	Work	Hold	Holiday	Loop	Start	Finish	TOTAL																	
	Day Of Week:																							M	Tu	W	Th	F	Sa	Su	M	Tu	W	Th	F					
	Shooting Days:																																			1	2	3	4	5
1.	KILRATHI GUARD 2	SW	H	H	H	W				W	H	W	WF			5	4			3/16	3/26	9																		
2.	KILRATHI GUARD 1	SW	H	H	H	W				W	H	W	WF			5	4			3/16	3/26	9																		
3.	OTTO		SW	W	WF											3				3/17	3/19	3																		
4.	ALACIA			SW	WF											2				3/18	3/19	2																		
5.	ALARM												SWF			1				3/26	3/26	1																		
6.	BOUNTY HUNTER	SWF														1				3/16	3/16	1																		
7.	COL. EGAN									SW	H	H	WF			2	2			3/23	3/26	4																		
8.	DEALER			SWF												1				3/18	3/18	1																		
9.	DR. LUZARO		SW	H	H	H				W	H	W	W	WF		5	4			3/17	3/27	9																		
10.	DR. REZNOR										SWF					1				3/24	3/24	1																		
11.	DR. SEVERAN	SW	H	H	H	W				W	H	W	WF			5	4			3/16	3/26	9																		
12.	DRAKAS	SW	H	H	W	W				W	H	W	WF			5	4			3/16	3/26	9																		
13.	EGAN											SW	H	WF		2	1			3/25	3/27	3																		
14.	FEMALE BARTENDER		SWF													1				3/17	3/17	1																		
15.	HAKON						SW			WF						2				3/20	3/23	2																		
16.	IKARI			SWF												1				3/18	3/18	1																		
17.	INTERCOM				SWF											1				3/19	3/19	1																		
18.	K'KARA					SW				W	H	W	WF			4	1			3/20	3/26	5																		
19.	KEACH									SW	WF					2				3/23	3/24	2																		
20.	KILRATHI LEADER																																							
21.	KLAXON										SWF					1				3/24	3/24	1																		
22.	MECHANIC	SWF														1				3/16	3/16	1																		
23.	MR. IKARI			SW	WF											2				3/18	3/19	2																		
24.	MR. SONODA		SWF													1				3/17	3/17	1																		
25.	NEW DAMASCUS																																							
26.	PILOT ONE												SW	WF		2				3/26	3/27	2																		
27.	PILOT TWO													SWF		1				3/27	3/27	1																		
28.	SENATOR MCLEAN													SWF		1				3/27	3/27	1																		
29.	STRIKOV		SW	W	WF											3				3/17	3/19	3																		
30.	TRAVERS	SW	W	W	W	W	W			W	W	W	W	WF		10				3/16	3/27	10																		
31.	VAL										SWF					1				3/24	3/24	1																		
32.	VAMPIRE PILOT ONE																																							

BREAKDOWN

Scene # 2

PRIVATEER: RETRIBUTION

Date: 12/9/97

Script Page 1

Bkdown Page # 1

Page Count 1/8

Breakdown Sheet

Int/Ext: INT

Day/Night:

Scene Description: FX Shot Bounty Hunter and Captive Leave Ship
Setting: KILRATHI STATION HANGAR
Location:
Sequence: Script Day:

Cast Members 6. BOUNTY HUNTER 11. DR. SEVERAN	Extras	Props
	Stunts	Vehicles
Special FX	Costume	Makeup
Set Dressing	Greenery	Special Equipment
Notes		

Scene # 3

PRIVATEER: RETRIBUTION

Date: 12/9/97

Script Page 1

Bkdown Page # 2

Page Count 1 5/8

Breakdown Sheet

Int/Ext: INT

Day/Night:

Scene Description: General Drakas Kills The Bounty Hunter
Setting: DRAKAS' COMMAND CENTER
Location:
Sequence: Script Day:

Cast Members 1. KILRATHI GUARD 2 2. KILRATHI GUARD 1 6. BOUNTY HUNTER 11. DR. SEVERAN 12. DRAKAS	Extras	Props
	Stunts	Vehicles
Special FX	Costume	Makeup
Set Dressing	Greenery	Special Equipment
Notes		

Scene # 5

Date: 12/9/97

PRIVATEER: RETRIBUTION

Script Page 5

Bkdown Page # 3

Page Count 5/8

Breakdown Sheet

Int/Ext: EXT

Day/Night:

Scene Description: Travis And Mechanic Marvel at Damage

Setting: NEW DAMASCUS HANGAR

Location:

Sequence: Script Day:

Cast Members 22. MECHANIC 30. TRAVERS	Extras 29. TECH 1 30. TECH 2	Props
	Stunts	Vehicles
Special FX	Costume	Makeup
Set Dressing	Greenery	Special Equipment
Notes		

Scene # 6

PRIVATEER: RETRIBUTION

Date: 12/9/97

Script Page 6

Bkdown Page # 4

Page Count 2 5/8

Breakdown Sheet

Int/Ext: INT

Day/Night:

Scene Description: TRAVERS MEETS STRIKOV AND OTTO
Setting: RICHART'S INTERGALACTIC BAR.
Location:
Sequence: Script Day:

Cast Members 3. OTTO 14. FEMALE BARTENDER 29. STRIKOV 30. TRAVERS	Extras 1. BAR PATRON 1 2. BAR PATRON 2 3. BAR PATRON 3 4. BAR PATRON 4 5. BAR PATRON 5	Props
	Stunts	Vehicles
Special FX	Costume	Makeup
Set Dressing	Greenery	Special Equipment
Notes		

Scene # 7

PRIVATEER: RETRIBUTION

Date: 12/9/97

Script Page 9

Bkdown Page # 5

Page Count 2/8

Breakdown Sheet

Int/Ext: INT

Day/Night:

Scene Description: TRAVERS RUNS INTO DR. RICHART
Setting: NEW DAMASCUS HANGAR
Location:
Sequence: Script Day:

Cast Members 9. DR. LUZARO 30. TRAVERS	Extras 22. SPACEPORT RAT 1 23. SPACEPORT RAT 2 24. SPACEPORT RAT 3 25. SPACEPORT RAT 4 29. TECH 1 30. TECH 2	Props
	Stunts	Vehicles
Special FX	Costume	Makeup
Set Dressing	Greenery	Special Equipment
Notes		

Scene # 8

PRIVATEER: RETRIBUTION

Date: 12/9/97

Script Page 9

Bkdown Page # 6

Page Count 1 2/8

Breakdown Sheet

Int/Ext: INT

Day/Night:

Scene Description: TRAVERS LEARNS STRIKOV IS NOT A MAN TO MESS WITH!!
Setting: RICHART'S GALACTIC BAR
Location:
Sequence: Script Day:

Cast Members 3. OTTO 14. FEMALE BARTENDER 24. MR. SONODA 29. STRIKOV 30. TRAVERS	Extras 1. BAR PATRON 1 2. BAR PATRON 2 26. STRIKOV GOON 1 27. STRIKOV GOON 2 28. STRIKOV GOON 3	Props
	Stunts	Vehicles
Special FX	Costume	Makeup
Set Dressing	Greenery	Special Equipment
Notes		

Scene # 9

Date: 12/9/97

PRIVATEER: RETRIBUTION

Script Page 10

Bkdown Page # 7

Page Count 2 5/8

Breakdown Sheet

Int/Ext: INT

Day/Night:

Scene Description: TRAVERS MAKES HIS DELIVERY TO ALACIA
Setting: FELICITY'S BAR
Location:
Sequence: Script Day:

Cast Members 4. ALACIA 8. DEALER 30. TRAVERS	Extras 1. BAR PATRON 1 2. BAR PATRON 2 3. BAR PATRON 3 4. BAR PATRON 4 5. BAR PATRON 5 31. WAITRESS	Props
	Stunts	Vehicles
Special FX	Costume	Makeup
Set Dressing	Greenery	Special Equipment
Notes		

Scene # 10

Date: 12/9/97

PRIVATEER: RETRIBUTION

Script Page 13

Bkdown Page # 8

Page Count 7/8

Breakdown Sheet

Int/Ext: INT

Day/Night:

Scene Description: STRIKOV OFFERS TRAVERS ANOTHER RUN

Setting: NEW DAMASCUS HANGAR

Location:

Sequence: Script Day:

Cast Members 3. OTTO 29. STRIKOV 30. TRAVERS	Extras 22. SPACEPORT RAT 1 23. SPACEPORT RAT 2 29. TECH 1 30. TECH 2	Props
	Stunts	Vehicles
Special FX	Costume	Makeup
Set Dressing	Greenery	Special Equipment
Notes		

Scene # 11

PRIVATEER: RETRIBUTION

Date: 12/9/97

Script Page 14

Bkdown Page # 9

Page Count 1 3/8

Breakdown Sheet

Int/Ext: INT

Day/Night:

Scene Description: TRAVERS MEETS IKARI AND LISTENS TO HIS OFFER

Setting: IKARI'S SHIP

Location:

Sequence: Script Day:

Cast Members 16. IKARI 23. MR. IKARI 30. TRAVERS	Extras 9. IKARI GOON 1 10. IKARI GOON 2 11. IKARI GOON 3 31. WAITRESS	Props
	Stunts	Vehicles
Special FX	Costume	Makeup
Set Dressing	Greenery	Special Equipment
Notes		

Scene # 12

Date: 12/9/97

PRIVATEER: RETRIBUTION

Bkdown Page # 10

Script Page 16

Breakdown Sheet

Int/Ext: INT

Page Count 12/8

Day/Night:

Scene Description: STRIKOV TELLS TRAVERS TO GO BACK TO IKARI

Setting: NEW DAMASCUS HANGAR

Location:

Sequence: Script Day:

Cast Members

3. OTTO
29. STRIKOV
30. TRAVERS

Extras

22. SPACEPORT RAT 1
23. SPACEPORT RAT 2
24. SPACEPORT RAT 3
29. TECH 1
30. TECH 2

Props

Stunts

Vehicles

Special FX

Costume

Makeup

Set Dressing

Greenery

Special Equipment

Notes

Scene # 13

Script Page 17

Page Count 1

PRIVATEER: RETRIBUTION

Breakdown Sheet

Date: 12/9/97

Bkdown Page # 11

Int/Ext: INT

Day/Night:

Scene Description: TRAVERS REALIZES HE WAS A TROJAN HORSE

Setting: IKARI'S SHIP

Location:

Sequence: Script Day:

Cast Members 17. INTERCOM 23. MR. IKARI 30. TRAVERS	Extras 9. IKARI GOON 1 10. IKARI GOON 2 11. IKARI GOON 3	Props
	Stunts	Vehicles
Special FX	Costume	Makeup
Set Dressing	Greenery	Special Equipment
Notes		

Scene # 14

PRIVATEER: RETRIBUTION

Date: 12/9/97

Script Page 18

Bkdown Page # 1 2

Page Count 1 3/8

Breakdown Sheet

Int/Ext: INT

Day/Night: Night

Scene Description: TRAVERS REALIZES ALACIAS' TREACHERY
Setting: FELICITY'S HANGAR N
Location:
Sequence: Script Day:

Cast Members 4. ALACIA 30. TRAVERS	Extras 22. SPACEPORT RAT 1 29. TECH 1	Props
	Stunts	Vehicles
Special FX	Costume	Makeup
Set Dressing	Greenery	Special Equipment
Notes		

Scene # 15

PRIVATEER: RETRIBUTION

Date: 12/9/97

Script Page 19

Bkdown Page # 13

Page Count 1

Breakdown Sheet

Int/Ext: INT

Day/Night:

Scene Description: STRIKOV PUNISHES HIS DAUGHTER

Setting: FELICITY'S HANGAR

Location:

Sequence: Script Day:

Cast Members 3. OTTO 4. ALACIA 29. STRIKOV	Extras 9. IKARI GOON 1 10. IKARI GOON 2 11. IKARI GOON 3 22. SPACEPORT RAT 1 26. STRIKOV GOON 1 27. STRIKOV GOON 2 28. STRIKOV GOON 3 29. TECH 1	Props
	Stunts	Vehicles
Special FX	Costume	Makeup
Set Dressing	Greenery	Special Equipment
Notes		

Scene # 16

PRIVATEER: RETRIBUTION

Date: 12/9/97

Script Page 21

Bkdown Page # 14

Page Count 13/8

Breakdown Sheet

Int/Ext: INT

Day/Night:

Scene Description: DRAKAS TELLS SEVERAN OF HIS PLANS

Setting: DRAKAS' COMMAND CENTER

Location:

Sequence: Script Day:

Cast Members 1. KILRATHI GUARD 2 2. KILRATHI GUARD 1 11. DR. SEVERAN 12. DRAKAS	Extras	Props
	Stunts	Vehicles
Special FX	Costume	Makeup
Set Dressing	Greenery	Special Equipment
Notes		

Scene # 17

PRIVATEER: RETRIBUTION

Date: 12/9/97

Script Page 22

Bkdown Page # 15

Page Count 15/8

Breakdown Sheet

Int/Ext: INT

Day/Night:

Scene Description: TRAVERS RESPONDS TO THE KILRATHI REQUEST FOR AID

Setting: K'KARA'S TEMPLE

Location:

Sequence: Script Day:

Cast Members 1. KILRATHI GUARD 2 2. KILRATHI GUARD 1 12. DRAKAS 18. K'KARA 30. TRAVERS	Extras	Props
	Stunts	Vehicles
Special FX	Costume	Makeup
Set Dressing	Greenery	Special Equipment

Notes

Scene # 18

Date: 12/9/97

PRIVATEER: RETRIBUTION

Script Page 24

Bkdown Page # 16

Page Count 1 4/8

Breakdown Sheet

Int/Ext: INT

Day/Night:

Scene Description: HAKON TELLS TRAVERS OF HIS MISTRUST OF THE KILRATHI

Setting: HAKKON'S OFFICE

Location:

Sequence: Script Day:

Cast Members 15. HAKON 30. TRAVERS	Extras	Props
	Stunts	Vehicles
Special FX	Costume	Makeup
Set Dressing	Greenery	Special Equipment
Notes		

Scene # 19

PRIVATEER: RETRIBUTION

Date: 12/9/97

Script Page 25

Bkdown Page # 17

Page Count 4/8

Breakdown Sheet

Int/Ext: INT

Day/Night:

Scene Description: TRAVERS DELIVERS THE ARTIFACT TO THE KILRATHI
Setting: KILRATHI PLANET HANGER
Location:
Sequence: Script Day:

Cast Members 1. KILRATHI GUARD 2 2. KILRATHI GUARD 1 12. DRAKAS 30. TRAVERS	Extras	Props
	Stunts	Vehicles
Special FX	Costume	Makeup
Set Dressing	Greenery	Special Equipment
Notes		

Scene # 20

PRIVATEER: RETRIBUTION

Date: 12/9/97

Script Page 26

Bkdown Page # 18

Page Count 5/8

Breakdown Sheet

Int/Ext: INT

Day/Night:

Scene Description: TRAVERS LEARNS OF DRAKAS PLOT

Setting: K'KARA'S TEMPLE

Location:

Sequence: Script Day:

Cast Members 1. KILRATHI GUARD 2 2. KILRATHI GUARD 1 18. K'KARA 30. TRAVERS	Extras	Props
	Stunts	Vehicles
Special FX	Costume	Makeup
Set Dressing	Greenery	Special Equipment
Notes		

Scene # 21

Date: 12/9/97

PRIVATEER: RETRIBUTION

Bkdown Page # 19

Script Page 27

Breakdown Sheet

Int/Ext: INT

Page Count 2/8

Day/Night:

Scene Description: TRAVERS RUNS INTO OLD ACCQUAINTANCES

Setting: CORRIDOR LEADING TO K'KARA'S TEMPLE

Location:

Sequence: Script Day:

Cast Members

7. COL. EGAN
9. DR. LUZARO
30. TRAVERS

Extras

Props

Stunts

Vehicles

Special FX

Costume

Makeup

Set Dressing

Greenery

Special Equipment

Notes

Scene # 22

PRIVATEER: RETRIBUTION

Script Page 27

Page Count 1 1/8

Breakdown Sheet

Date: 12/9/97

Bkdown Page # 20

Int/Ext: INT

Day/Night:

Scene Description: HAKON TELLS TRAVERS HOW TO AVOID A WAR
Setting: HAKON'S OFFICE
Location:
Sequence: Script Day:

Cast Members 15. HAKON 30. TRAVERS	Extras	Props
	Stunts	Vehicles
Special FX	Costume	Makeup
Set Dressing	Greenery	Special Equipment
Notes		

Scene # 24

Date: 12/9/97

PRIVATEER: RETRIBUTION

Script Page 28

Bkdown Page # 21

Page Count 4/8

Breakdown Sheet

Int/Ext: INT

Day/Night:

Scene Description: DRAKAS COMMANDS SEVERAN TO COMPLETE THE WEAPON

Setting: KILRATHI STATION HANGAR

Location:

Sequence: Script Day:

Cast Members 1. KILRATHI GUARD 2 2. KILRATHI GUARD 1 11. DR. SEVERAN 12. DRAKAS	Extras	Props
	Stunts	Vehicles
Special FX	Costume	Makeup
Set Dressing	Greenery	Special Equipment
Notes		

Scene # 25

PRIVATEER: RETRIBUTION

Date: 12/9/97

Script Page 29

Bkdown Page # 22

Page Count 5/8

Breakdown Sheet

Int/Ext: INT

Day/Night:

Scene Description: TRAVERS RESCUES KEACH

Setting: KEACH'S SHIP

Location:

Sequence: Script Day:

Cast Members 19. KEACH 30. TRAVERS	Extras	Props
	Stunts	Vehicles
Special FX	Costume	Makeup
Set Dressing	Greenery	Special Equipment
Notes		

Scene # 26

Date: 12/9/97

PRIVATEER: RETRIBUTION

Script Page 30

Bkdown Page # 23

Page Count 1 1/8

Breakdown Sheet

Int/Ext: INT

Day/Night:

Scene Description: KEACH HIRES TRAVERS ON AS "INSURANCE"

Setting: BRANDON KEACH'S OFFICE

Location:

Sequence: Script Day:

Cast Members 19. KEACH 30. TRAVERS	Extras	Props
	Stunts	Vehicles
Special FX	Costume	Makeup
Set Dressing	Greenery	Special Equipment
Notes		

Scene # 27

PRIVATEER: RETRIBUTION

Date: 12/9/97

Script Page 31

Bkdown Page # 24

Page Count 1 2/8

Breakdown Sheet

Int/Ext: INT

Day/Night:

Scene Description: TRAVERS HOOKS UP WITH VAL

Setting: TARA'S BAR

Location:

Sequence: Script Day:

Cast Members 30. TRAVERS 31. VAL	Extras 1. BAR PATRON 1 2. BAR PATRON 2 3. BAR PATRON 3 4. BAR PATRON 4 31. WAITRESS	Props
	Stunts	Vehicles
Special FX	Costume	Makeup
Set Dressing	Greenery	Special Equipment
Notes		

Scene # 28

PRIVATEER: RETRIBUTION

Date: 12/9/97

Script Page 32

Bkdown Page # 25

Page Count 1 1/8

Breakdown Sheet

Int/Ext: INT

Day/Night:

Scene Description: TRAVERS RETURNS THE HOLOCUBE TO KEACH

Setting: KEACH'S OFFICE

Location:

Sequence: Script Day:

Cast Members 10. DR. REZNOR 19. KEACH 30. TRAVERS	Extras	Props
	Stunts	Vehicles
Special FX	Costume	Makeup
Set Dressing	Greenery	Special Equipment
Notes		

Scene # 29

PRIVATEER: RETRIBUTION

Date: 12/9/97

Script Page 33

Bkdown Page # 26

Page Count 4/8

Breakdown Sheet

Int/Ext: INT

Day/Night:

Scene Description: TRAVERS GETS THE WHOLE STORY FROM VAL
Setting: THE GRINNING SKULL TAVERN
Location:
Sequence: Script Day:

Cast Members 30. TRAVERS 31. VAL	Extras 18. PIRATE 1 19. PIRATE 2 20. PIRATE 3 21. PIRATE 4	Props
	Stunts	Vehicles
Special FX	Costume	Makeup
Set Dressing	Greenery	Special Equipment
Notes		

Scene # 31

PRIVATEER: RETRIBUTION

Date: 12/9/97

Script Page 34

Bkdown Page # 27

Page Count 6/8

Breakdown Sheet

Int/Ext: INT

Day/Night:

Scene Description: TRAVERS GETS THE WHOLE STORY FROM VAL (PT.2)

Setting: THE GRINNING SKULL TAVERN

Location:

Sequence: Script Day:

Cast Members 21. KLAXON 30. TRAVERS 31. VAL	Extras 18. PIRATE 1 19. PIRATE 2 20. PIRATE 3 21. PIRATE 4	Props
	Stunts	Vehicles
Special FX	Costume	Makeup
Set Dressing	Greenery	Special Equipment

Notes

Scene # 32

PRIVATEER: RETRIBUTION

Date: 12/9/97

Script Page 35

Bkdown Page # 28

Page Count 2/8

Breakdown Sheet

Int/Ext: INT

Day/Night:

Scene Description: VAL GETS HER PEOPLE UP FOR A FIGHT!!

Setting: PIRATE HANGER

Location:

Sequence: Script Day:

Cast Members 30. TRAVERS 31. VAL	Extras 14. PILOT 1 15. PILOT 2 16. PILOT 3 17. PILOT 4 29. TECH 1 30. TECH 2	Props
	Stunts	Vehicles
Special FX	Costume	Makeup
Set Dressing	Greenery	Special Equipment
Notes		

Scene # 33

PRIVATEER: RETRIBUTION

Date: 12/9/97

Script Page 35

Bkdown Page # 29

Page Count 6/8

Breakdown Sheet

Int/Ext: INT

Day/Night:

Scene Description: TRAVERS AND VAL CELEBRATE THEIR VICTORY

Setting: PIRATE HANGAR

Location:

Sequence: Script Day:

Cast Members 30. TRAVERS 31. VAL	Extras 14. PILOT 1 15. PILOT 2 16. PILOT 3 29. TECH 1 30. TECH 2	Props
	Stunts	Vehicles
Special FX	Costume	Makeup
Set Dressing	Greenery	Special Equipment
Notes		

Scene # 34

PRIVATEER: RETRIBUTION

Script Page 36
Page Count 1 2/8

Breakdown Sheet

Date: 12/9/97
Bkdown Page # 30
Int/Ext: INT
Day/Night:

Scene Description: TRAVERS LEARNS OF THE PROPHECY ALIENS
Setting: COL. EGAN'S OFFICE
Location:
Sequence: Script Day:

Cast Members 13. EGAN 30. TRAVERS	Extras 6. FLIGHT CONTROL TECH 1 7. FLIGHT CONTROL TECH 2 8. FLIGHT CONTROL TECH 3	Props
	Stunts	Vehicles
Special FX	Costume	Makeup
Set Dressing	Greenery	Special Equipment
Notes		

Scene # 35

PRIVATEER: RETRIBUTION

Script Page 37
Page Count 1 1/8

Breakdown Sheet

Date: 12/9/97
Bkdown Page # 31
Int/Ext: INT
Day/Night:

Scene Description: TRAVERS TAKES AN ASSIGNMENT FOR "DINNER"
Setting: DR. LUZARO'S LAB
Location:
Sequence: Script Day:

Cast Members 9. DR. LUZARO 30. TRAVERS	Extras 12. LAB ASSISTANT 1 13. LAB ASSISTANT 2	Props
	Stunts	Vehicles
Special FX	Costume	Makeup
Set Dressing	Greenery	Special Equipment
Notes		

Scene # 36

PRIVATEER: RETRIBUTION

Script Page 39
Page Count 7/8

Breakdown Sheet

Date: 12/9/97
Bkdown Page # 32
Int/Ext: INT
Day/Night:

Scene Description: TRAVERS RETURNS TO THE RUINED LAB
Setting: DR. LUZARO'S LAB
Location:
Sequence: Script Day:

Cast Members 9. DR. LUZARO 30. TRAVERS	Extras	Props
	Stunts	Vehicles
Special FX	Costume	Makeup
Set Dressing	Greenery	Special Equipment
Notes		

Scene # 38

PRIVATEER: RETRIBUTION

Date: 12/9/97

Script Page 40

Bkdown Page # 33

Page Count 2/8

Breakdown Sheet

Int/Ext: INT

Day/Night:

Scene Description: SEVERAN REPORTS SUCESS TO DRAKAS
Setting: DRAKAS' COMMAND CENTER
Location:
Sequence: Script Day:

Cast Members 1. KILRATHI GUARD 2 2. KILRATHI GUARD 1 11. DR. SEVERAN 12. DRAKAS	Extras	Props
	Stunts	Vehicles
Special FX	Costume	Makeup
Set Dressing	Greenery	Special Equipment
Notes		

Scene # 40

Date: 12/9/97

PRIVATEER: RETRIBUTION

Script Page 40

Bkdown Page # 34

Page Count 2/8

Breakdown Sheet

Int/Ext: INT

Day/Night:

Scene Description: DRAKAS GLOATS OVER HIS IMPENDING SUCESS
Setting: DRAKAS' COMMAND CENTER
Location:
Sequence: Script Day:

Cast Members 12. DRAKAS	Extras	Props
	Stunts	Vehicles
Special FX	Costume	Makeup
Set Dressing	Greenery	Special Equipment
Notes		

Scene # 43

Date: 12/9/97

PRIVATEER: RETRIBUTION

Script Page 40

Bkdown Page # 3 5

Page Count 3/8

Breakdown Sheet

Int/Ext: INT

Day/Night:

Scene Description: TRAVERS CONFIRMS HIS SUSPICIONS WITH THE KILRATHI

Setting: K'KARA'S TEMPLE

Location:

Sequence: Script Day:

Cast Members 1. KILRATHI GUARD 2 2. KILRATHI GUARD 1 9. DR. LUZARO 18. K'KARA 30. TRAVERS	Extras	Props
	Stunts	Vehicles
Special FX	Costume	Makeup
Set Dressing	Greenery	Special Equipment
Notes		

Scene # 45

PRIVATEER: RETRIBUTION

Date: 12/9/97

Script Page 41

Bkdown Page # 36

Page Count 3/8

Breakdown Sheet

Int/Ext: EXT

Day/Night:

Scene Description: K'KARA THINKS OUTLOUD
Setting: KILRATHI SPACE STATION
Location:
Sequence: Script Day:

Cast Members 18. K'KARA	Extras	Props
	Stunts	Vehicles
Special FX	Costume	Makeup
Set Dressing	Greenery	Special Equipment
Notes		

Scene # 46

Date: 12/9/97

PRIVATEER: RETRIBUTION

Script Page 42

Bkdown Page # 37

Page Count 1

Breakdown Sheet

Int/Ext: INT

Day/Night:

Scene Description: THE DEBATE ABOUT TIME TRAVEL ENSUES!!

Setting: K'KARA'S TEMPLE

Location:

Sequence: Script Day:

Cast Members 1. KILRATHI GUARD 2 2. KILRATHI GUARD 1 9. DR. LUZARO 18. K'KARA 30. TRAVERS	Extras	Props
	Stunts	Vehicles
Special FX	Costume	Makeup
Set Dressing	Greenery	Special Equipment

Notes

Scene # 47

Date: 12/9/97

PRIVATEER: RETRIBUTION

Bkdown Page # 38

Script Page 42

Breakdown Sheet

Int/Ext: INT

Page Count 6/8

Day/Night:

Scene Description: TRAVERS GOES LOOKING FOR THE BLOODHUNTERS

Setting: URSULA'S HANGAR

Location:

Sequence: Script Day:

Cast Members 9. DR. LUZARO 30. TRAVERS	Extras 12. LAB ASSISTANT 1 13. LAB ASSISTANT 2 29. TECH 1 30. TECH 2	Props
	Stunts	Vehicles
Special FX	Costume	Makeup
Set Dressing	Greenery	Special Equipment
Notes		

Scene # 48

PRIVATEER: RETRIBUTION

Date: 12/9/97

Script Page 43

Bkdown Page # 39

Page Count 5/8

Breakdown Sheet

Int/Ext: INT

Day/Night:

Scene Description: LUZARO ASKS TRAVERS TO BECOME A TEST PILOT

Setting: LUZARO'S LAB

Location:

Sequence: Script Day:

Cast Members 5. ALARM 9. DR. LUZARO 30. TRAVERS	Extras 12. LAB ASSISTANT 1 13. LAB ASSISTANT 2	Props
	Stunts	Vehicles
Special FX	Costume	Makeup
Set Dressing	Greenery	Special Equipment
Notes		

Scene # 51

Date: 12/9/97

PRIVATEER: RETRIBUTION

Script Page 45

Bkdown Page # 40

Page Count 3/8

Breakdown Sheet

Int/Ext: INT

Day/Night:

Scene Description: TRAVERS BECOMES GENERAL YEAGER

Setting: DR. LUZARO'S LAB

Location:

Sequence: Script Day:

Cast Members 5. ALARM 9. DR. LUZARO 30. TRAVERS	Extras 12. LAB ASSISTANT 1 13. LAB ASSISTANT 2	Props
	Stunts	Vehicles
Special FX	Costume	Makeup
Set Dressing	Greenery	Special Equipment
Notes		

Scene # 52

Date: 12/9/97

PRIVATEER: RETRIBUTION

Script Page 45

Bkdown Page # 41

Page Count 4/8

Breakdown Sheet

Int/Ext: INT

Day/Night:

Scene Description: TRAVERS HEADS OUT INTO THE UNKNOWN

Setting: URSULA'S HANGAR BAY

Location:

Sequence: Script Day:

Cast Members 9. DR. LUZARO 30. TRAVERS	Extras 12. LAB ASSISTANT 1 29. TECH 1 30. TECH 2	Props
	Stunts	Vehicles
Special FX	Costume	Makeup
Set Dressing	Greenery	Special Equipment
Notes		

Scene # 53

PRIVATEER: RETRIBUTION

Date: 12/9/97

Script Page 45

Bkdown Page # 42

Page Count 3/8

Breakdown Sheet

Int/Ext: EXT

Day/Night:

Scene Description: LOSING ENDGAME 1

Setting: KILRATHI STATION

Location:

Sequence: Script Day:

Cast Members 7. COL. EGAN 26. PILOT ONE	Extras 6. FLIGHT CONTROL TECH 1 7. FLIGHT CONTROL TECH 2	Props
	Stunts	Vehicles
Special FX	Costume	Makeup
Set Dressing	Greenery	Special Equipment
Notes		

Scene # 55

PRIVATEER: RETRIBUTION

Date: 12/9/97

Script Page 46

Bkdown Page # 43

Page Count 5/8

Breakdown Sheet

Int/Ext: INT

Day/Night:

Scene Description: DRAKAS TAKES HIS FURY OUT ON SEVERAN
Setting: DRAKAS'S COMMAND CENTER
Location:
Sequence: Script Day:

Cast Members 1. KILRATHI GUARD 2 2. KILRATHI GUARD 1 11. DR. SEVERAN 12. DRAKAS	Extras	Props
	Stunts	Vehicles
Special FX	Costume	Makeup
Set Dressing	Greenery	Special Equipment
Notes		

Scene # 57

PRIVATEER: RETRIBUTION

Date: 12/9/97

Script Page 47

Bkdown Page # 44

Page Count 2 1/8

Breakdown Sheet

Int/Ext: INT

Day/Night:

Scene Description: WINNING ENDGAME
Setting: URSULA'S HANGER
Location:
Sequence: Script Day:

Cast Members 9. DR. LUZARO 13. EGAN 26. PILOT ONE 27. PILOT TWO 28. SENATOR MCLEAN 30. TRAVERS	Extras 14. PILOT 1 15. PILOT 2 29. TECH 1 30. TECH 2	Props
	Stunts	Vehicles
Special FX	Costume	Makeup
Set Dressing	Greenery	Special Equipment
Notes		

THUMBNAILS

COSTUMES

KILPRATHI

CONCEPTS