

**Animishi 2504**  
"Episode I"

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FADE IN:

EXT. SPACE - LOOKING AT MARS

Subtitle: August 2053

We see the red giant. We notice right away that even though it's far into the future, Mars remains unchanged as it has for ages. THE GAMBLER'S DREAM, the most advanced ship from The United Earth, appears and begins to orbit the red planet. The ship itself is not very large but attached are very complicated-looking equipment that is advanced scanning equipment for exploring the galaxy.

INT. THE GAMBLER'S DREAM - BRIDGE

The bridge is fairly small with only enough room for six main members of the crew. CAPTAIN JOHNSON, a middle-aged man with dusty blond hair sits in a captain chair facing a LARGE VIEW SCREEN. The screen shows MARS in full clarity.

Sitting to his right is Johnson's second in command. She has light brown hair and wears small glasses. To Johnson's left are several Bionites hovering around consoles.

CAPTAIN JOHNSON

This is where the frequency came from?

SECOND IN COMMAND

Yes sir, this is where it originated.

CAPTAIN JOHNSON

But I don't see anything! Well, unless you count Mars.

SECOND IN COMMAND

Could it be from on the planet?

CAPTAIN JOHNSON

That's a very good question. Let's find out, shall we? Begin scanning the surface of Mars.

SECOND IN COMMAND

Yes sir.

BIONITE

(through translator)

Captain. Another ship is on radar.

CAPTAIN JOHNSON

What?

EXT. SPACE - SPACE AROUND MARS

A LARGE BLACK SHIP appears from the other side of Mars. It is menacing, and mean looking. Without any warning, it fires a surge of energy into The Gambler's Dream causing massive damage.

INT. THE GAMBLER'S DREAM - BRIDGE

Control panels are on fire, two Bionites have been destroyed from the surges. The ship is shaking badly. The captain grips his chair, struggling to stay in it.

CAPTAIN JOHNSON  
Who are they? Why did they fire?  
Evasive maneuvers!

The ship shakes harder.

BIONITE  
(through translator)  
Impossible sir. We no longer have  
any engines.

CAPTAIN JOHNSON  
(sarcastic)  
Oh that's just great.

SECOND IN COMMAND  
What are we going to do?

CAPTAIN JOHNSON  
(resolved)  
There's only one thing we CAN do.  
We must send out a transmission to  
Earth. Quickly!

BIONITE  
(through translator)  
The enemy ship is firing again!

The ship shakes violently. It can't take much more of this. Another surge of power destroys the remaining Bionites. The captain is thrown from his chair violently.

As he lays on the ground covered in bleeding cuts, we notice his second in command is laying in a pool of blood, dead, not far from him.

He forces himself off of the floor and reaches over to a console and begins speaking into it. We cannot hear what he's saying.

EXT. SPACE - SPACE AROUND MARS

The black ship fires another energy blast, causing The Gambler's Dream to be utterly destroyed. Satisfied, the enemy ship turns and vanishes out of sight behind Mars.

FADE OUT.

FADE IN:

INT. UNITED EARTH CENTER - CONFERENCE ROOM - DAY

This is the United Earth Center, a building designed specifically for large and important meetings dealing with Earth by the members of the United Earth Council. The sun's rays are shining through several giant windows positioned throughout the building.

At this particular meeting are dozens of BIONITES--medium-sized silver-colored hovering robots--and Humans. Sitting at a large round table in particular, on the Bionite side, are X01 who is the current elder for the Bionite society. Next to him is P41, X01's second in command at conferences. Though both are silver in color, X01's body is beginning to fade from age.

Across from the Bionites are the humans. General Terk (51) who is the current head of the United Earth's military is sitting directly across from X01. He is balding with only a small amount of gray hair left. Chief Musashi (51) is on Terk's left smoking a cigarette. Musashi also has gray hair, but is not balding. In fact, he keeps it neatly cut.

There is a large view screen that takes up an entire wall. While there is no picture, there is sound being played out of it. It is the last transmission of The Gambler's Dream.

CAPTAIN JOHNSON'S VOICE (V.O.)

We're under attack from an unknown ship at Mars. All my crew are dead, and I alone remain but not for long. Tell our relatives that we lo--

The transmission is cut off and the crowd's voices begin getting louder. They are silenced when General Terk stands up and slams his fists onto the table.

GENERAL TERK

This is an outrage! How many times must we listen to this? It is obvious what we must do!

CHIEF MUSASHI

Go to war with someone--or  
something--that we know NOTHING  
about? Are you mad?

GENERAL TERK

It's better than waiting around  
here to be destroyed! We best  
build a defense grid around this  
planet. We must start manufacturing  
new weapons and train soldiers!  
We're all at danger!

X01 begins to speak. His voice is being translated which  
gives it a more metallic tone.

X01

We do not know that for sure.

GENERAL TERK

(scuffs)

Don't know that for sure? Are your  
circuits crossed? The captain said  
it clear as day, "under attack from  
an unknown ship." Must we listen  
the transmission yet again?

The crowd is in an uproar again. The Bionites are speaking  
to one another in their native language. Musashi looks  
solemn, pondering what he should say. Terk looks as if he  
may bust a vein from his anger. P41 calms the crowd down  
and also speaks through a translator.

P41

The Bionites have come to a final  
decision, not open for debate. We  
deem that The United Earth does not  
need a defense grid around the  
planet at this time, nor do we need  
to manufacture weapons.

(a beat)

Furthermore, if such weapons are  
developed, the Bionites will  
withdraw from the council and cease  
all technological sharing.

Whispers echo back and forth amongst the crowd.

GENERAL TERK

You're going to doom us all!

X01

We desire only peace and cannot risk peace with war over a weak transmission that may be forged.

CHIEF MUSASHI

I agree with the Bionites' decision. We need more evidence and we must not jump to conclusions.

GENERAL TERK

You too Musashi? I should have figured you would join THEM.

P41

This meeting is adjourned.

The Bionites at the table and in the crowd begin to leave. Musashi stands and walks out as well. Terk closes his fist and slams it into the table once again.

GENERAL TERK

(muttering)

Those robots would love nothing more than to see the Human race die out.

(resolved)

I refuse to let it happen. I'll show them what's necessary.

FADE OUT.

SUBTITLES: 3 1/2 Months Later

FADE IN:

INT. UNITED EARTH CENTER - CONFERENCE ROOM - DAY

Once again, everyone has taken their place at the table, though it's clearly obvious that the human side has no idea why they're even there.

X01

Thank you for coming to this sudden meeting. Since our last meeting our top scientists have been analyzing the transmission. We have determined that it is legitimate.

(a beat)

However, we stand by our decision to not allow a defense grid around the planet.

GENERAL TERK

Then why are you wasting our time  
with another meeting?

X01

We wish to inform you that we have  
agreed to make a compromise.

Terk perks up. For the first time in this meeting he has  
heard something he likes.

GENERAL TERK

A compromise? What compromise?

P41

We feel that if you are correct in  
that these aliens are coming to  
Earth then we must know more about  
them and we must not allow them to  
destroy us.

(a beat)

We request that a special division  
be created specifically for  
handling all matters on these  
aliens and their intentions. This  
special group will be given one  
special ship which will have a  
weapon. In order to accept these  
terms we also request that we get  
to pick the designer of the ship  
and the man to lead the division.

Before Terk can interrupt, X01 speaks loudly to announce the  
choices they have made.

X01

We request that Musashi be the  
commander of the new division.

Musashi is surprised.

CHIEF MUSASHI

Me?

X01

We feel that you are the most  
qualified. Also, I know that we  
can trust you with the technology  
we will be designing for your  
division.

Musashi nods his head to X01 to acknowledge. X01 then  
continues.

X01 (CONT'D)

We also request that Sebastian McCroy work with our top engineer, R33, in developing the new ship and the weapon it will use.

P41

By this silence we take it that you accept our deal?

Musashi and Terk nod.

P41 (CONT'D)

Good. The construction of the new division's base and the ship will commence tomorrow. Our workers have estimated that it will last for two months. You have until then to find your crew, Musashi.

X01

And we call this meeting adjourned.

FADE OUT.

SUBTITLES: 2 Months Later

FADE IN:

EXT. OSH DESERT - MILITARY BASE - DAY

With the Osh Mountains looming off in the distance, the Bionites deemed that the new division's base should be far away from civilization and built it in the Osh Desert--an impassable desert void of all life.

The base itself is two large cylinders both standing at four stories high and are connected by several bridges. In the right cylinder are crew quarters, restaurants, and everything a human would need to survive. In the left cylinder are all the military-specific equipment: view screens, command consoles, huge computers filled with numerous databases, etc. On the back side of the left cylinder (from the entrance) is a large runway.

There are still many Bionites working on the cylinders, adding their finishing touches. Several planes are landing on the runway. These planes are carrying personal. One plane in particular unloads Chief Musashi and X01.

X01

Welcome to your new home until this situation has been resolved. The Bionites agree that this is the best location for such a base. We hope you will not mind.

Chief Musashi looks at the large cylinders and whistles. He smiles.

CHIEF MUSASHI

No, I agree with you.

(a beat)

This is just amazing.

X01

This base has the latest technology and has the largest databases consisting of every tidbit of information the Bionites or Humans have ever found.

CHIEF MUSASHI

Thank you.

(a beat)

Well let's go inside and check her out.

The two walk to the left cylinder's door where we see a square hand scanner. Musashi places his hand on the scanner. Green lines begin scanning his hands. A beat later the door beeps and opens. Both enter.

INT. MILITARY BASE L. - BOTTOM FLOOR

Musashi is amazed: the cylinders look much larger on the inside. Directly as they come in they notice that there's two guards behind a thick glass-looking shield. The guards look at Musashi and X01 and salute them, then return standing at attention.

On both walls closest to the entrance are ten offices. On the wall to the left of the entrance is the elevator, which also requires a key card to enter it. Directly ahead is the special area designated for the engineers to work on the new ship. The two enter it.

INT. MILITARY BASE L. - GARAGE

The garage is impressive, extending up to the second floor in height. Laying everywhere are parts, pieces of metal and tools. Bionites are feverishly working on the main prize of the garage--a large green space ship sitting in the middle of the room.

SEBASTION MCCROY (30) slides out from beneath the ship and, taking notice of the two, stands up. He is a tanned man with dark brown hair. He wears extremely thick glasses.

SEBASTION

The name's Sebastion McCroy, sir. It's an honor to serve under the highly-spoken Chief Musashi.

CHIEF MUSASHI

Well thank you Sebastion. It's an honor to have an engineer so highly regarded by our Bionite friends to be serving under me.

SEBASTION

(nodding)

So, what do you think of her?

Sebastion steps back so that Musashi can get a good look.

CHIEF MUSASHI

She's wonderful. I've never seen such a splendid ship in all my life.

SEBASTION

(chuckling)

I call her the Kyuui 01. And just wait until you see her in action.

R33, a Bionite that is covered in oil and grime slides over from behind a piece of metal and floats over to Sebastion and Chief Musashi. Unlike other Bionites, R33 does not need a translator to speak English. His voice is more refined and unique.

R33

(cutting in)

She has propulsion systems that are even faster than The Gambler's Dream. She will reach Mars within a day. And if you run into any more of those aliens, she has a fairly powerful weapon.

SEBASTION

Allow me to introduce my co-engineer, R33. If it weren't for him, this beauty would have never been finished on time.

CHIEF MUSASHI

Nice to meet you.

X01  
Musashi, should we continue on with  
the tour?

INT. MILITARY BASE L. - BOTTOM FLOOR

The two take their leave and exit back out into the main room where they see MIYU TAKATA (23), a young woman with shoulder-length brown hair wearing a knee-length skirt; followed by KENT EDMONDS (26), a handsome man with short blond hair and is wearing a light leather jacket. He seems rather pleased to be following Miyu; and last they see NINA AIYASAKI (26), who has a dirty blond mixed with brown hair that also reaches her shoulders. She's wearing black slacks and a nice silk shirt.

X01 (CONT'D)  
Ahh. It appears as if your crew  
has arrived at last.  
(a beat)  
Are you ready to meet them?

FADE OUT.

EYE CATCH.

FADE IN:

INT. MILITARY BASE L. - BOTTOM FLOOR

The group take notice of Chief Musashi and X01 and walk over to meet them.

MIYU  
Hello! My name is Miyu Takata.  
Let me guess, you're Chief Musashi?

CHIEF MUSASHI  
Correct. It's a pleasure to meet you.

MIYU  
(smiles)  
I'm going to be your computer and  
database system analyst for this  
base. From what I heard there's  
going to be quite a lot of data to  
manage.

CHIEF MUSASHI  
Indeed there will be.

Miyu smiles warmly and steps out of the way as Kent walks up, full of confidence, to meet the Chief.

CHIEF MUSASHI

You are..?

KENT

The name's Kent Edmonds. I'm the best pilot this side of the planet.

Before Musashi can reply, Miyu chuckles and looks at him.

MIYU

(teasing him)

Says who? You don't look so great to me.

KENT

Says I, and about a hundred other men. I wouldn't be here if it weren't the truth.

Chief Musashi opens his mouth but pauses for a beat then finally speaks.

CHIEF MUSASHI

I'm sure that you're a great pilot.

Musashi pulls out a cigarette and begins to smoke as Kent shrugs and steps out of the way, allowing Nina to approach.

NINA

I'm Nina Aiyasaki. I was picked because of my ability to analyze and learn languages quickly. I'm quiet fluent in five languages, including Bionite.

Upon hearing this X01 seems interested, especially for a robot.

X01

(in native language)

You can understand and speak in the Bionite's native tongue?

NINA

(in Bionite)

Yes, sir, I can.

X01 turns to Musashi and nods approvingly. The others in the room are equally impressed.

X01

(through translator)

Nina will be an excellent addition to this crew. I am very impressed.

Suddenly a beep comes from X01's wrist. He raises it and a small view screen comes out. On the view screen is another Bionite, who is speaking in native Bionite. X01 and the Bionite talk for a moment then the view screen goes away. Nina turns her head. She has heard and understood what the two were talking about. X01 turns back to the crew.

X01 (CONT'D)

I am sorry to regret that I must leave. A situation has arisen back in my home town and I must go immediately.

CHIEF MUSASHI

I understand. Take care my friend.

X01

You too. May this mission have great success.

X01 turns and leaves through the exit of the building.

CHIEF MUSASHI

Well then. Shall we head to the top and discuss what our first mission shall be?

The group head to the elevator and board it.

CUT TO:

INT. MILITARY BASE L. - TOP FLOOR - COMMAND CENTER

The elevator doors open and a second set of doors open to reveal the command center. The entire back wall is nothing but a gigantic view screen. Closer to the door are ten stations filled with electronics and keypads. There is a rather large desk with a name plate on it that reads "Miyu Takata." Miyu, seeing this, walks over to her desk and takes a seat.

NINA

This is impressive.

KENT

(shrugging)

It's all right.

MIYU

You've seen better?

KENT

Well..I..

MIYU

I thought not.

Musashi continues looking around for a beat then stops and turns to the group.

CHIEF MUSASHI

Let's get started. Miyu, pull up all the data on The Gambler's Dream's last transmission.

Miyu types away at the keyboard. She's a pro. No one would have known this was her first time in this building. The view screen behind the chief blinks and begins to scroll through thousands of lines of code and data. A second later it stops and blinks. A picture of Mars appears on the screen. Below it appears a picture of The Gambler's Dream. On the left of the screen a pictorial representation of the last transmission is shown while the sound is playing in the background.

CHIEF MUSASHI (CONT'D)

According to this data, it appears that The Gambler's Dream's last transmission came from this point of origin.

Miyu types a little more and the picture of Mars shifts to show the exact location of where the ship was destroyed.

CHIEF MUSASHI (CONT'D)

The Gambler's Dream reported picking up a strange frequency before heading to Mars and being destroyed. My guess is that the frequency came from this exact location.

(a beat)

Your first mission will be to go to this exact location. Discover what you can. This mission is a survey-only mission. Do not engage the enemy. I cannot stress this enough.

KENT

(disappointed)

That's no fun!

CHIEF MUSASHI

Did you say something, Kent?

Kent straightens his body up, realizing that he said that out loud.

KENT

No sir!

The view screen beeps and a picture of Sebastian appears. He looks curiously at the other three but then focuses back upon Musashi.

SEBASTION

Sir, I thought you'd be interested in knowing that the Kyuui 01 is complete. She's ready for her test run.

CHIEF MUSASHI

Excellent. This mission will be the perfect test of her.

Sebastian's picture on the view screen disappears, closing the connection.

CHIEF MUSASHI (CONT'D)

As I was saying, you must visit Mars and find out anything you can without engaging the enemy.

NINA AND KENT

Roger.

Nina and Kent turn to leave but stop when they hear Miyu call out.

MIYU

Wait!

(a beat)

It's bad luck to leave without a name for ourselves. What should we call this division?

They pause, thinking. Suddenly.

KENT

I got it! We'll call ourselves the Space Ninja!

Both girls laugh and even the chief appears to be chuckling a little bit.

KENT (CONT'D)

What? With all this "observation without engaging the enemy" stuff I thought it was a perfect name.

They laugh harder.

CHIEF MUSASHI  
How about the Space Cowboys?

Everyone pauses and looks at each other and in unison declare "NAH."

NINA  
Let's call ourselves "The Space Warriors of Peace," or just "The Space Warriors" for short.

Another pause as they consider it. Musashi smiles. It appears they have a winner.

CHIEF MUSASHI  
So be it. We will be known as The Space Warriors.  
(a beat)  
Space Warriors, commence your mission.

Nina and Kent once again turn and run out of the command center.

FADE OUT.

FADE IN:

INT. MILITARY BASE L. - GARAGE

The garage is still a mess, however there is now enough room to walk to the ship (which is complete). Sebastian and R33 overlook the ship as the garage doors open and Kent and Nina walk in. Sebastian takes notice and walks over to the two.

SEBASTION  
Why hello there. Tell me, which one of you is the pilot of my masterpiece?

KENT  
That'd be me.

SEBASTION  
Listen here, this is her first flight. You take extra care of her, or else. You got it?

KENT  
I'm the best pilot this side of the planet. I think I know how to handle a first flight of a ship.

SEBASTION  
See that you do.

Sebastion leads the two to the entrance of the ship. They board.

INT. KYUUI 01 - BRIDGE

The bridge is much like the bridge of The Gambler's Dream with a few key differences: the captain's chair sits higher up and the ship is controlled from a console that swings in front of the chair. Towards the front is a small console for the sensors and communications. Other chairs are towards the back and serve no purpose other than transport. There is a small door behind the extra chairs that lead into quarters.

Sebastion leads Kent to the captain's chair.

SEBASTION

Listen kid. Unlike other ships you've probably flown, this one is a little different. Weapon and propulsion systems are all controlled here. If you press this button, you will see the targeting system.

He does so. The view screen becomes a grid with a little crosshair. On the console itself, a small joystick rises up with a button on top to fire.

KENT

Impressive.

SEBASTION

Press this button here and the Kurium-based weapons will fire. Pay attention to me when I say this. This weapon is extremely dangerous. Although initial tests show that the Kurium is stable, it over-heats easily. Heat it too much and, well,

(moves his hands to  
express an explosion)  
you get my meaning?

Kent and Nina both look at him, almost with fear in their eyes.

SEBASTION (CONT'D)

(off their looks)

Oh, I'm sure it won't come to that.

(a beat)

There is also backup weapon system that can be activated by pressing this button, but it's nowhere near as powerful. With that in mind, if I were you, I would avoid fighting as much as possible.

KENT

(a little uneasy)

Understood.

SEBASTION

Also, the engines are faster than you're probably use to. Take it easy at first. Let them warm up before using the full speeds.

Kent looks hurt.

KENT

I told you before, I know how to fly a brand new ship.

SEBASTION

Yeah, yeah. I built her and I want her to return home in one piece.

Nina walks over to the scanning and communications console. Sebastian walks over and looks at her.

SEBASTION

Have you ever used one of these consoles before?

NINA

No, not really.

SEBASTION

That's okay. Unlike piloting the ship and using the weapon system, sensors and communications are much more simple. See, you just have to click here for sensors to begin scanning and here to activate the communications portion of the console. All data will be routed to the view screen.

NINA

I see. This isn't so bad.

Nina fiddles with the controls and seems to be getting the hang of it fairly quickly. Sebastion, confident, looks back up to Kent.

SEBASTION

I ask you again to be careful with her.

KENT

Yeah, yeah. I heard you the first ten times.

Sebastion seems a little concerned that such a careless man will be piloting his ship, but he doesn't seem to have any say in the matter. Suddenly he snaps his fingers.

SEBASTION

Oh yeah, I almost forgot. I got something for both of you.

He exits the ship and returns a moment later with two firearms.

SEBASTION

They're not very advanced, but if you're going into hostile territory you might want to keep them with you just in case.

He hands one to each. He looks over the ship one last time, then looks at Nina then Kent.

SEBASTION

Okay, I'll take my leave so that you may take off. Good luck you two.

Sebastion exits the ship and the door begins to close. Internal lights turn on lighting up the ship's bridge. Kent pushes a few buttons and the engines begin to start.

CUT TO:

INT. MILITARY BASE L. - GARAGE

The back wall of the garage begins to open, revealing the runway. The Kyuui 01's engines are glowing white as they begin to warm up. When the door is finished opening the ship begins moving out of the garage and onto the runway.

Sebastion watches, in disbelief.

SEBASTION

I don't believe it. That  
egotistical maniac DOES know how to  
fly a ship!

FOLLOW THE KYUUI 01:

EXT. MILITARY BASE L. - RUNWAY - DAY

The Kyuui 01 shoots down the runway. The engines are now turning red. It begins to gain lift. When the ship has cleared the runway, it turns and circles around.

A moment later the engines shift to an angle so that the ship begins to head vertical instead of horizontal.

CUT TO:

EXT. SPACE - LOOKING AT EARTH

Earth is gigantic. There is a tiny little dot that glimmers in the sun's light. It begins to get closer and more defined and we realize it's the Kyuui 01 trying to break Earth's atmosphere. As it does so, red light covers the entire ship.

Finally it breaks free and is now in space. The red is gone, and only the ship remains. The engines (still red) revert back to their normal position.

INT. KYUUI 01 - BRIDGE

Nina looks relieved and Kent looks excited.

KENT

This ship is amazing. And who  
would have thought that I'd be  
piloting in space! Space, Nina!

NINA

Kent, I know it's exciting but  
let's not forget the mission we're on.

KENT

Right. I know. Setting a course  
for Mars.

EXT. SPACE

We watch as the ship continues to gain speed. It turns and shoots off into the far distance. As it goes out of sight we..

FADE OUT.

CREDITS.

SUBTITLES: PREVIEW

FADE IN:

EXT. MARS

The Kyuui 01 flies into sight. There is a large station that looks similar to a satellite in orbit.

CHIEF MUSASHI (V.O.)  
The mission continues as Kent and  
Nina arrive at a strange alien  
station that is in orbit around Mars.

CUT TO:

INT. LARGE ROOM FILLED WITH DRIPPING GOO

Kent and Nina are standing in a large room. There are strange black pods hanging everywhere in this room, dripping black goo down into the room.

CHIEF MUSASHI (V.O.)  
What are these strange pods that  
are hanging everywhere?  
(a beat)  
Next time on ANIMISHI 2504

FADE OUT.

SUBTITLES: Episode #2 - "Mission"

CHIEF MUSASHI (V.O.)  
Look forward to it.