

YOUNG CAPTAIN PITTS - REV3 5/1/17

LENGTH: MAX 2 MINUTES

PURPOSE: TELL PLAYERS THE GAME RULES

CONCEPT: DERRICK IS ABOUT TO GO INTO THE WORMHOLE. HE'S MAKING THIS VIDEO RIGHT BEFORE HE ENTERS.

SHOT: CLOSE UP. WHITE BACKGROUND

PROPS: HANDWRITTEN 6 NUMBERS

CAPTAIN PITTS / ENRIQUE

My name is Derrick Pitts. I'm the Captain of TFI 1138 Command Group in Philadelphia.

The year is 1976 and I am about to enter a wormhole and time travel into the future. To unlock this portal, I used these six numbers.

(holds up sign with six numbers drawn out)
This transmission is for future fleets that plan to follow.

Listen carefully to these critical rules:

Rule One: Each of you has wristband. Look carefully at the symbol and markings. Each of you must preform the functions you'll been given.

Rule Two: YOU HAVE 60 MINUTES. Watch the ship's oxygen timer. If you want clues, you may have them whenever you wish. But each clue will cost three minutes of time.

Rule Three: DO NOT destroy or force anything open. Violation will cause instant removal. Treat this environment as if it were your own ship.

Rule Four: If you see this sticker on anything

(points up above right shoulder and holds - superimpose image)

(CONTINUED)

it is not a clue. Do not touch it.
Leave it alone.

Well that's it. One last note: The wormhole is tight, but fast. USE YOUR EARS IN THE WORMHOLE. You need to work together.

I am not sure what lies ahead. By the time you see this, I will be long gone -- in a different time and space.

I'll see you --- in the future. Signing Off.

(STATIC)

(TEXT OVER BLACK SCREEN WITH EUROSTILE FONT AND IMAGE OF SCANNER)

Scan wristbands to enter

(HOLD FOR SIXTY SECONDS)

(STATIC - NO SOUND)