

HAL BETRAYS REV 3 5/1/17

LENGTH: MAX 1 MINUTES

PURPOSE: GIVE PLAYERS CIRCUIT COMMAND

CONCEPT: PLAYERS HAVE BEEN BETRAYED BY HAL

SHOT: FOG, HYSTERIA, ALARM

PROPS: SHIP SETTING

SFX: ALARM

ADAM

Yelling to camera

The Central Command program. It's  
not what it seems!

ABBY

Typing frantically into computer. Yelling, looks over at Ed.

The Circuit Command is  
1984....Something. I CANT FIND IT!

ED

1984....but there's another word.

Adam, run diagnostics. Pull the  
captain's Log!

MAURA

Standing over ED, looks at fleet screaming

We need the circuit command NOW!  
1984 doesn't work. HURRY! We are  
running out of time!

ED

Maura, Abby - Engage the system's  
binary code NOW. Adam, prepare  
system override.

Maura runs over to Abby's computer

ABBY

I'm getting values that don't make  
sense!

Maura, frantically runs back and forth between computers  
pressing buttons. She's onto something.

(CONTINUED)

ED

Adam! Activate system  
self-destruct.

ADAM

Runs up to camera and reaches over camera (blocks camera) as  
if pressing a button that's not working. harried and  
terrified

Self-destruct failed. We need the  
circuit command!

To camera

Restart the system! If you're  
watching this, you have to restart  
the system!

Adam runs back to computer station

ABBY

Six seconds before impact!

MAURA

Screaming to ED

I GOT IT! It's SOMA. The circuit  
command is 1 9 8 4 S O M A  
(spelling out).

ADAM

1984 S O M A - OH MY GOD! ED HURRY  
AND ENTER.....

HE GETS CUT OFF

STATIC FOR 15 SECONDS - WITH LOUD STATIC SFX

TEXT OVER BLACK SCREEN. EUROSTILE FONT

*Remove cartridge to stop video*

(HOLD FOR 30 SECONDS)

(STATIC - NO SOUND)