## EXT. OUTER SOLAR SYSTEM

An empty black abyss. The ever-present hum of an engine in motion is accompanied by distant radio chatter.

PILOT (V.O.) Initiating final approach.

NAVIGATOR (V.O.)

... ready to mark X and Y.

PILOT (V.O.)

Ten feet to contact.

NAVIGATOR (V.O.)

Marked X.

A grey metal landscape comes into view. The machine-made piece of engineering forging ahead until it is all we can see.

PILOT (V.O.)

NAVIGATOR (V.O.)

Docking latches armed?

Marked Y.

NAVIGATOR (V.O.) Confirmed, docking latches armed.

PILOT (V.O.)

Three... Two... One... Contact.

NAVIGATOR (V.O.)

Securing docking latches.

We traverse the metallic surface, until we pull back and through the screen of a MONITOR. What has appeared as the depths of space we now know was the internal workings of a monitor on the control and comms console on the --

## INT. HEIL PYTHON T-28: BRIDGE - SLEEP CYCLE

A message flashes on the monitor. It reads:

ARRIVED AT JETTISON POINT FOR TRANSURANIC ELEMENT NP-237.

NAVIGATOR (V.O.)

Seal confirmed, Commencing equalisation.

PILOT (V.O.)

Aneles, stand by to breach.

SELENA (V.O.)

Standing by.

NAVIGATOR (V.O.)

Equalisation confirmed.

PILOT (V.O.)

Go ahead Aneles.

SELENA (V.O.)

Breaching.

We examine details of the deserted space.

A kitchenette on one wall, companionbot docking station and control and comms console on another. In the centre is a large workbench.

A flight deck with two seats faces a large viewing portal at one end. The view of what lays outside is hidden behind a <a href="mailto:qrey-black mass">qrey-black mass</a>.

We move slowly through the deserted bridge towards the --

## INT. CORRIDOR - SAME

We continue our tour. The corridor is wide enough for two people to stand side by side but not much more.

PILOT (V.O.)

How's it looking Aneles?

SELENA (V.O.)

Atmosphere stable. Breaching corridor now.

PILOT (V.O.)

Keep us posted.

We pass a door to the shuttle's living quarters, surrounded by a WALL OF NAMES, hand signed by a multitude of previous occupants and arrive at the threshold to the cargo bay.

SELENA (V.O.)

Living quarters empty. No sign of an occupant. Geez, tell Chuck he has a hell of a mess on his hands.

PILOT (V.O.)

Just get that bird up and running Aneles.

SELENA (V.O.)

Roger that.

We peer through a porthole window in the door.

The room beyond is empty and the exterior door is open to the abyss of space.

NAVIGATOR (V.O.)

I'm reading a thermal radiation abnorm- (static buzz).

PILOT

Expand.

NAVIGATOR (V.O.)

I've never seen these numbers.

SELENA (V.O.)

Should I be concerned fellas?

PILOT (V.O.)

(static buzz) readings within normal tolerances?

NAVIGATOR (V.O.)

Negative! We're loosing temperature transducers.(static buzz)

We pass through the porthole and into the --

## INT. CARGO BAY - SAME

Tracking forward past floating debris, we peer through the open external door.

SELENA (V.O.)

What's going on out there?

PILOT (V.O.)

Aneles, (static buzz) proceed to cargo bay for hand over.

SELENA (V.O.)

Say again.

Further out, a figure in an EVA suit drifts away from us, untethered from the shuttle - heading out into the void.

PILOT

Immediate return to the Eris, Aneles.

NAVIGATOR (V.O.)

Torsional flex increasing. IFF failing.

PILOT (V.O.)

Aneles, (static buzz). That is an order.

SELENA (V.O.)

En route.

NAVIGATOR (V.O.)

Docking latches are compromised.

We track in till the frame of the open door disappears and all we see is the floating figure and the stars beyond.

NAVIGATOR (V.O.)

Hydraulic return (static buzz) failing. Two on system one and one in each of systems two and three.

PILOT (V.O.)

Selena!

As we push in on the floating figure.

SELENA (V.O.)

Almost there.

NAVIGATOR (V.O.)

(static buzz) destabalising.

PILOT (V.O.)

Prepare for emergency untethering procedure/

NAVIGATOR (V.O.)

Too late/

A woosh and crash signals the destruction of the rescue and recovery shuttle. As it fades we hear the radio transmission, now only static.

The floating figure does a final cartwheel, spinning upright.

Over the image of the floating figure:

TITLE CARD:

ABYSS

MATCH CUT TO: