

**F I N A L**

THE REAL ADVENTURES OF JONNY QUEST

"Assault on Questworld"

(22 minute script)

(H00616-94036)

**F I N A L**

MR Edit  
7/14/95

PL Edit  
7/16/95

Written by:  
Chris Hubbell & Sam Graham

THIS MATERIAL IS THE PROPERTY OF HANNA-BARBERA CARTOONS, INC. AND IS INTENDED AND RESTRICTED SOLELY FOR THE USE OF HANNA-BARBERA CARTOONS, INC. PERSONNEL. DISTRIBUTION OR DISCLOSURE OF THIS MATERIAL TO UNAUTHORIZED PERSONS IS PROHIBITED. THE SALE, COPYING, OR REPRODUCTION OF THIS MATERIAL IN ANY FORM IS ALSO PROHIBITED.

Run HADJI Run!

CONFIDENTIAL

**F I N A L**  
'JONNY'

"The journey to enlightenment  
is long and arduous.  
That is why I asked  
you all to pack a lunch."

The Master to his students.  
- Zen Comics

## PREVIEW

OVER BLACK:

SFX: HOWLING WIND (CONTINUOUS)

FADE IN:

EXT. A SNOW-BOUND HIMALAYAN PLATEAU - DUSK

WIDE SHOT:

Snow is falling, and hard.

The light is fading as night rapidly approaches, ready to swallow the landscape in darkness. But even with the snow and failing light, the view is still breathtaking, majestic: the great mountains reaching to the heavens, their peaks obscured by clouds, towering over a desolate, windswept plateau.

QUICK CUT TO:

BIG CLOSE-UP - ON ICE ENCRUSTED FORELEGS

The legs belong to some sort of FURRY CREATURE. They're sinking deeper into the drifting snow with every step; it's hard to tell whether the creature has two or four legs.

ANOTHER SHOT

As the creature exhales in staccato bursts, its warm breath hits the frozen atmosphere in clouds of steam.

Then, somewhere just beneath the howling wind, we HEAR the unmistakable sound of metallic objects CLANGING irregularly together (SFX, CONTINUOUS). But the source of the noise remains obscure.

ANOTHER SHOT - EXT. A RAMSHACKLE SALOON

The place is right out of "Raiders of the Lost Ark," seemingly carved out of the icy plateau. Ambient light from the saloon's ice-dulled windows tries in vain to battle the swirling snow and the oncoming night.

SHADOWS DANCE

through the storm, and we get a glimpse of perhaps two or three smaller OUT BUILDINGS.

ON A NEPALESE GUARD

His head is shrouded in fur and a heavy woolen shawl. He's standing in a protected alcove near the door to the saloon.

PUSH IN ON THE GUARD'S EYES

as they snap open. He too has heard the metallic clanging.

ANOTHER CLOSE-UP: ON THE GUARD'S GLOVED HAND

as he slowly unbuttons his coat...

WIDER

The guard cocks his ear and strains to see out into the swirling snow.

HIS POV

All he can see is what appears to be some sort of alien being, approaching the saloon at the very edge of what little available light there is.

ANOTHER ANGLE: ON THE FURRY CREATURE

Begin at GROUND LEVEL, then PAN UP the creature, pausing briefly at a BRIDLE, at the point where the metal rings of the driving bit meet the leather reins. Here is the source of the irregular clanging noise: the rings hitting the bridle.

CONTINUE PANNING UP THE CREATURE

until we reveal that it is in fact a YAK carrying a HUMAN PASSENGER. Another YAK (and ANOTHER RIDER) trail behind them.

ON THE GUARD

Having spotted the two arrivals, he steps back into his alcove.

CLOSER

We see a flash of metal and the distinctive outline of an AUTOMATIC PISTOL as the guard removes the weapon from inside his coat (where he was protecting it from the sub-zero air).

ON THE TWO ARRIVALS

As they dismount, then move to the saloon's small porch, where they stomp their icy snowboots... not so much to get

the snow off, but to get some circulation back in their limbs. Each carries a small rucksack.

THE MASSIVE OAK DOOR OF THE SALOON

pushes open, and the two arrivals enter.

EXT. SALOON - THE GUARD

flashes a small, hand-held HALOGEN LIGHT out into the falling night.

REVERSE ANGLE: ACROSS THE COMPOUND

as another light flashes from one of the OUT BUILDINGS, acknowledging the signal.

INT. SALOON - MOMENTS LATER

Lit by kerosene lamps, the place has a low, beamed ceiling, rough-hewn wooden furniture, and a long bar. An ASIAN WOMAN tends the bar; standing nearby is an old, toothless PEASANT MAN.

The HOWLING WIND outside is now a low murmur, save for the occasional window-rattling blast.

The two arrivals, still unknown to us, move toward a fire raging in a huge stone fireplace.

THE ASIAN WOMAN (BARTENDER)

watches them cross the room. She nods at the toothless peasant man, who silently disappears through a door at the end of the bar.

ON THE TWO ARRIVALS

As they take off their outer jackets and unwrap their heads (scarves, hats, etc.), we see that they are DR. QUEST and RACE BANNON. The two men look haggard and beat... not to mention frozen to the core. They luxuriate for a moment in front of the fire.

RACE

(barely a whisper)

Colder than the north end of a southbound moose out there.

Dr. Quest can only muster a weary look and a nod.

EXT. SALOON

TWO MEN (one rather tall, the other of medium height and build) make their way across the compound toward the saloon.

ANGLE ON GUARD

as he moves from the protected alcove and joins the two men. He bows deeply to the smaller man.

CLOSER: ON TALLER MAN

A deep scar is etched across his face, obliterating his right eye.

THE GUARD

reaches out and pushes the door open, holding it open for the smaller man, who enters the saloon first.

INT. SALOON

The bartender watches the three men enter, then...

CLOSER

as she hides a large KNIFE (not a regular knife, but a Ghurka knife) up her sleeve.

ON RACE AND DR. QUEST

They're now lounging on a low divan in front of the fire. Their backs are to the entrance and the newcomers.

ANGLE ON "SCARFACE"

as he helps the smaller man off with his coat; the smaller man is Asian, well-groomed, middle-aged.

ANGLE ON THE BARTENDER

As she passes in front of the Asian man, "Scarface," and the guard (the latter two are the well-groomed man's bodyguards).

A deep bow of respect from the bartender.

CLOSER: THE BARTENDER

Her free hand reaches into her sleeve, and she pulls out the knife.

SCARFACE AND THE GUARD

exchange a slight smile, and take out their weapons.

REVERSE ANGLE - ON RACE AND DR. QUEST

as the bartender, knife at the ready, moves to Dr. Quest's side.

(2) BARTENDER  
Dr. Quest... Race Bannon?

The men both turn to face her.

ON BARTENDER

A wry smile.

BARTENDER (CONT)  
We've been waiting for you.

FADE OUT

END PREVIEW

## ACT ONE

EXT. THE SALOON - DUSK

To re-establish.

INT. SALOON

With DR. QUEST and RACE, along with the smiling BARTENDER.

BARTENDER

We've been waiting for you to start our supper. I hope yak will be satisfactory, gentlemen?

DR. QUEST

③ But, Choy Li, I thought yak were endangered.

CHOY LI (BARTENDER)

④ This high in the Himalayas, we are all endangered ...  
(smiles)  
These yak are domesticated, of course.

RACE MAKES A FUNNY FACE.

RACE

⑤ Tell that to the yak I rode in on.

THE TOOTHLESS PEASANT MAN

appears, laden with a huge side of meat and assorted other dishes, and quickly sets them on a side table.

SCARFACE AND THE GUARD

place their weapons on the table and grab up plates in anticipation; CHOY LI (the bartender) starts carving the yak meat with her knife.

ON ASIAN MAN

as he bows to Dr. Quest and Race; they in turn bow back.

ASIAN MAN

(perfect English)

⑥ Benton, Race... It's good to see you again.



DR. QUEST  
⑦ And you, Prasad. It's been a long time.

ASIAN MAN (PRASAD)  
⑧ Only if you perceive time as a line, Benton. I prefer to view it as a series of now-points.

RACE

has moved to the table and is already helping himself to some chow.

RACE  
⑨ Heck of a location you chose, Prasad.

PRASAD  
(laughing)  
⑩ I didn't want to disappoint you, Race. It isn't often that we get together to compare notes on our recent ... adventures.

DR. QUEST  
(smiling)  
⑪ Above all people, Prasad, you know that phenomenology is a little more than simple adventuring.

BIG CLOSE-UP: DR. QUEST'S CHRONOMETER

An alarm sounds, and the face of the watch pulses red. HIS HAND reaches into frame as he turns off the alarm.

BACK TO SHOT

DR. QUEST  
Well, it looks like the satellite's overhead... time to check in.

Dr. Quest removes a CELLULAR PHONE from his rucksack, and taps a speed dial button...

(SFX: DIALING TONES)

CUT TO:

EXT. QUEST COMPOUND - DAY - ESTABLISHING

A gray, cloudy day. Waves beat against the rocky Maine coastline.

12 JONNY (VO)  
... your signal is pretty weak,  
Pop. I can barely hear you.

INT. QUEST STUDY

Jonny is on the phone with his dad; JESSIE is in the b.g.,  
as is HADJI, who's meditating.

13 DR. QUEST (VO)  
(filtered)  
(static)... nasty storm... (static)  
...will contact... (static)  
thirty-six hours... (static)

14 JONNY  
No problem. Don't...

SLAM CUT:

CLOSE ON A SQUAWK BOX

→ JONNY (CONT, VO)  
(filtered)  
... worry about the three of us,  
everything's cool here...

PULL BACK

To reveal DR. JEREMIAH SURD, in his Container/HQ. He's in  
his wheelchair, monitoring the conversation between Jonny  
and his father.

(Note: The entire HQ rocks gently back and forth. We'll  
find out why later.)

The line goes dead, and Surd unleashes a crooked smile.

15 SURD  
Did you hear it, Lorenzo?

Behind him, LORENZO steps from the shadows.

16 LORENZO  
(a sneer)  
"Everything's cool?"

17 SURD  
No ... the sound of opportunity  
knocking.

SFX: HEART MACHINE BEEPING (CONTINUOUS)

BACK TO:

INT. QUEST COMPOUND - STUDY - DAY

CLOSE ON A HEART MONITOR

The pulse rate DIGITAL READOUT slowly begins to rise, as...

JESSIE (OC)

(18) Hadji's pulse rate's returning to normal.

Hadji's eyes flicker as he comes back from his flight on the astral plane.

JESSIE (OC)

) He's leaving the Astral Plane!

Hadji is now fully "back". Smiles benignly at Jonny and Jessie.

JESSIE

C'mon, Hadji - tell us what it's like out there!

Hadji closes his eyes, remembering.

HADJI

The Astral Plane? The mind is everywhere, and nowhere... It is empty of thought, good or wicked... there is no trace of self-awareness... you simply float.

Jonny rolls his eyes.

JONNY

Yeah, great. But what's it look like?

HADJI

It is impossible to describe the indescribable.

JONNY

(getting an idea)  
Nothing's impossible, Hadji. there are only possibilities waiting to be discovered.

JESSIE

) What are you talking about? - You sound more like Hadji every day!

Jonny offers a sly smile.

JONNY  
I'm talking about QuestWorld!

WIPE TO:

BIG CLOSE-UP: A QUESTWORLD LIGHT VISOR

as Jonny's hands reach in and lift it from its storage rack.

JONNY (OC)  
We'll use the QuestWorld system ...

WIDER - TO REVEAL JONNY, HADJI, AND JESSIE

in the Questworld Center. The huge LCD screens are all dark.

JONNY  
... to tap into Hadji's brainwaves.

JESSIE  
(getting it)  
Then the QuestWorld screens will show us Hadji's view of the Astral Plane!

HADJI  
You are downloading my brain into QuestWorld? I am dumbfounded!

JESSIE  
Well that's a first!

CLOSE - JESSIE  
as she hits a control.

JESSIE  
QuestWorld Log On ... Subject Hadji.

JONNY AND HADJI

JONNY  
Okay, Hadji... the ball's in your court.

The lights in the room slowly dim.

CLOSE ON HADJI

His eyes begin to close.

ON HEART MONITOR - DIGITAL READOUT

Hadji's pulse rate begins to drop, the indicator beeping (SFX) less and less frequently.

WIDER - HADJI'S LIGHT VISOR

comes to life, generated by his "inner strength"; the visor begins to pulse and change colors.

CLOSE ON JESSIE AND JONNY

awestruck.

JONNY

It's working! Hadji's mind is driving the system!

The LCD screens begin to flicker.

THE LIGHT FROM THE SCREENS

reflects off the faces of the two gobsmacked teenagers, dancing, swirling, changing colors, etc. {Note: We never see what they're looking at -- only what's reflected on their faces.}

JONNY

(with reverence)

Fantastic...

JESSIE

No wonder he couldn't describe it.

They watch on, entranced, as the digital readout beeps slowly and we...

DISSOLVE TO:

EXT. THE NEW ENGLAND COAST - HIGH SHOT - DUSK

A substantial cargo ship rides the whitecaps off the Maine coast (which might be visible in the distance).

PUSH IN - PANNING SHIP FROM ABOVE

Other than some sophisticated electronics hardware protruding from the ship's bridge, it resembles any one of the countless old, past-their-prime relics sailing the seven seas.

CLOSER: ON HIGH-TECH RECEIVING DISH

Slowly turning back and forth.

DRAMATIC DOWN ANGLE - ON OPEN CARGO HOLD

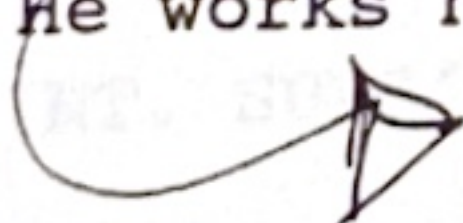
Where we find Jeremiah Surd's Container/hq, bathed in the dim light from a number of low intensity bulkhead lamps. (Its presence here explains why it was rocking back and forth above.)

INT. SURD'S CONTAINER/HQ

A monitor matches the beeping of Hadji's heart rate machine. Surd himself is checking out the processor on the stolen portable Questworld system.

as it hits the water with SURD  
below the Strange ... an anomalous imprint in Questworld ...

He works his keyboard.

 SURD (CONT)  
Certainly worth investigating.

He's interrupted by a flashing red strobe.

ON MONITOR

as the gruff-faced ship's captain appears.

CAPTAIN  
Dr. Surd, we're three miles off  
from the Quest compound.

BEEP!! A VARIOUS COLORED IMP... SURD ON THE MONITOR SCREEN.  
Then you know what to do,  
Captain...

The MONITOR goes blank; Surd begins humming "Ode To Joy."  
Then he presses a button on the arm of his wheelchair.

CLOSE ON - SURD  
EXT. CARGO SHIP - BRIDGE - DUSK

(SFX: ENGINE DRONING): TA-THUM TA-THUM TA-THUM...

CLOSE ON - SHIP'S CONTROL

As the CAPTAIN moves the ancient brass control to ALL  
STOP... a moment later,

THE ENGINE ROOM'S

side of the brass control mirrors the captain's movement.

CUT TO:

EXT. CARGO SHIP

DRAMATIC WATER-LEVEL SHOT - ON SHIP'S SCREW

It ta-thum's-to a stop. Then:

THE LOUD SOUND (SFX) OF A CHAIN RATTLING THROUGH A HAWSE HOLE

is followed by:

THE ANCHOR

as it hits the water with an enormous splash and disappears below the surface.

CUT TO:

INT. SURD'S CONTAINER/HQ

Surd is wearing his Questworld visor now. He taps the keyboard...

SURD  
Questworld Log On. Subject  
Jeremiah Surd.

ON MONITOR

A digital countdown is superimposed, quickly moving from 5 to zero... Then:

BEEEP!! A VARICOLORED IMPLOSION ON THE MONITOR SCREEN.

BRILLIANT LASER LIGHT

projects from the portable system's laser projectors.

CLOSE ON - SURD

as the lasers hit the light visor Surd is wearing. The light rays blast and pulse dramatically as we...

CUT TO:

INT. QUEST COMPOUND - QUESTWORLD CENTER - DUSK

Jonny and Jessie are still watching the monitor as Hadji continues to "project" his astral plane.

But then, suddenly, the reflection on the kids' faces loses its bright, cheerful glow and assumes a darker tint... something scary, foreboding.

JONNY

(alarmed)

Whoa... something's not right.

JESSIE

Not right? It looks downright ... evil!

ON HEART MONITOR DIGITAL READOUT

as it drops even more... an alarm sounds.

BACK TO SHOT

JONNY

We better get Hadji out of there.

Jessie moves close to Hadji.

JESSIE

Time to come back, Hadji ... Hadj?  
... Hadji!!

Hadji, his brow furrowed with some inner agony, doesn't respond.

All the while, the dark, ominous light images are bouncing around the room (but we still don't see what's on the LCD screens).

QUICK CUTS:

JONNY removes the visor...

The monitor goes blank, but Hadji stays out of it... wherever he is.

Jonny looks at the heart rate monitor ...

JONNY

His heart rate's right down - we better check his brain wave activity.

JESSIE

(moving to "keyboard")

Right.



Jessie taps in a command, and a BRAIN WAVE SCAN replaces the heart rate digital readout. Hadji's just about flatlining.

JESSIE

He's in a deep Alpha State.

She taps another control.

JESSIE (CONT)

Wait! Someone's hacked the QuestWorld system! Someone's still downloading from Hadji's mind!

JONNY turns... a sudden realization.

JONNY

Jeremiah Surd!

He grabs the visor and sits in the Recaro.

JONNY (CONT)

(to Jessie)

Power up Questworld, Jess!

JESSIE

But...

JONNY

No buts! Hadji's gonna lose his mind - literally - if we don't do something!

Jessie nods, grim-faced... then moves to power up.

JESSIE

Questworld Log On. Subject Jonny Quest.

FEATURE LCD SCREENS

We see the JQ radar-screen logo in motion, then...

JESSIE (CONT, OS)

) Countdown.

A rapid-fire digital countdown: 5-to-zero... BEEP!

CLOSE ON JONNY

Zipp!! His light visor clicks in.

WIDER - THE LASER LIGHT BUBBLE

envelopes him.

ON THE LCD MONITORS: A VARICOLORED IMPLOSION ON SCREEN... A VORTEX SUCKED INTO INFINITY...

Then, BOOM!! And

QUESTWORLD

explodes into view from that infinite point.

A "wireframe Himalaya" - but the colors are dark and malevolent (the same colors we saw coming from the monitors earlier).

The sky is a dark, swirling mass of clouds, whipping by overhead at high speed, like in fast forward.

The mountainscape below is distorted, surreal, dangerous - and extends into infinity.

JONNY

appears on a promontory overlooking this vast landscape. He's in his sleek, graphic, "light tech" elongated Questworld persona. He takes in the landscape.

) Oh, man ... is. JONNY

A GROTESQUE SCREEEECH - JONNY

looks up ...

ANGLE ON SKY - OTS JONNY

A bird -- vulture-like, and as surreally hideous as everything else here -- circles, gradually descending toward Jonny, then suddenly accelerates, extending its

TALONS.

JONNY

flings up an arm and arm and shoulder project light which almost instantly morphs into a super tech crossbow. (That is, the crossbow is integrated with Jonny's body.)

As the crossbow appears, Jonny dives to one side and fires it at the swooping QuestWorld vulture.

## THE ARROW

(more a light emanation than a real "concrete" arrow)  
 rockets up toward the VULTURE but

## A HUMAN HAND

snatches the arrow out of the air and

## WIDER - SURD

materializes where the Vulture had been and "glides" to the  
 promontory, to face Jonny.

SURD

Welcome to my reality, Jonny.

Jonny is unsurprised.

JONNY

I can't say I'm too crazy about  
 your art direction, Surd.

SURD

That, young Mr. Quest, is the fault  
 of your unfortunate friend Hadji.  
 The images came from his mind.

JONNY

What have you done to him?

SURD

Interesting question. No one has  
 ever dumped a brain into QuestWorld  
 before. I suspect the process may  
 produce a darker wave. May fry the  
 specimen's brain, too. Poor Hadji.

(beat)

Of course, I could stop the  
 process.

JONNY

But there's a price, right?

SURD

How astute.

(a beat - then hard as Hell)

Your father and Race Bannon. In  
 Questworld. In five minutes.  
Either that, or you'll be using  
 your friend's brain for tomorrow's  
 vegetable platter.

THE ENTIRE PICTURE VANISHES INTO A TINY POINT OF LIGHT AND

CUT TO:

THE REAL WORLD

INT. QUESTWORLD CENTER (REAL WORLD) - LIGHT HOUSE - DUSK

Jonny removes his light visor, and the system powers down (SFX), lights fading on the visor, as the V.R. room's lights brighten.

Jessie is there, as is Hadji, still in "suspended animation."

JESSIE

Great! Now we're really up the creek.

Jonny stands ...

JONNY

Yeah - but we still have a paddle, Jess. Two, actually. Our dads.

JESSIE

They're on the other side of the planet!

JONNY

But Questworld is its own reality - why can't we just impersonate them?

She stares at him...

JESSIE (CONT)

Because there's just the two of us - and we've always had one golden rule: there has to be someone on the outside to monitor us.

FAVOR HADJI

as Jonny and Jessie look at each other.

HADJI'S HEART MONITOR

remains the same.

BACK TO JONNY, JESSIE

as Jessie sadly and runs a hand across Hadji's forehead.

JESSIE  
 (acknowledging)  
 You're right ... the rule's  
 changed, hasn't it?

JONNY  
 It's all or nothing ...

CUT TO:

DRAMATIC ANGLE - ON FOUR BLACK-CLAD FIGURES

as they huddle down inside something. All shadows with snippets of light illuminating various pieces of equipment:

A SERIES OF BIG CLOSE-UPS:

A MACHINE PISTOL...

A GRENADE BANDOLEER...

CLIMBING ROPES AND GRAPPLES...

(SFX: HIGH SPEED WHINE OF A WINCH). THEN:

A GLOVED HAND

reaches up, grabs a large hook descending on them, and attaches it to a heavy snap ring.

SFX: THE MOTOR WHINE STOPS AND REVERSES.

a black shadow passes by camera.

THEN, GO TO:

WIDE SHOT: EXT. SURD'S CARGO SHIP - NIGHT

on cargo bay

The only sounds (SFX) are the lapping water on the ship's hull and the steady whine of the winch motor, continuing from above.

THE SILHOUETTE OF A MANNED ZODIAC

(the one being outfitted above) looms up from the cargo bay, then swings out over the side.

DOWN ANGLE ON THE WATER

as the Zodiac splashes down.

## THE ZODIAC'S WATER JET ENGINE

roars to life in a cloud of water vapor and unburned fuel... the water roils and churns.

## THE ZODIAC'S BOW

plunges forward in a spray of iridescent foam.

## ON JULIA

at the helm of the ZODIAC, flanked by LORENZO and TWO GOONS. Her face is illuminated by the bridge lights of the rapidly receding ship.

JULIA

(into "hands free" head mike)

Boat's away.

## INT. SURD'S CONTAINER/HQ

A LONE SPOT ILLUMINATES SURD

in his chair, visor in place.

SURD

... and so am I.

He works his keyboard...

SURD (CONT)

Questworld Log On... Subject  
Jeremiah Surd.

The digital countdown again supers on the monitor... then, ZIIIPPPP! His light visor comes to life as:

## WIDER - THE LASER LIGHTS

project from the Questworld portable system, striking Surd's visor.

CUT TO:

## CLOSE ON - JONNY'S LIGHT VISOR

resting on one of the Recaros in the Questworld Center.

## WIDER - INT. QUESTWORLD CENTER

Jessie and Jonny, Jessie in a Recaro, earpiece clipped on; Jonny at the console.

JESSIE

We're running out of time. - Surd  
only gave us five minutes.

JONNY

(checking a monitor)

Tell me news, not history, Jess ...  
Quest compound ...

CLOSE ON MONITOR

A 3-D, computer-enhanced layout of the entire Quest  
compound and its perimeter. There are yellow flashing  
lights at various points.

WIDER - OTS JONNY

He tabs a key on the console; the yellow lights turn to  
RED.

JONNY

... defense systems up and running.  
(a final keystroke)  
With one addition - I'll call it a  
"Surd Protector"!

CUT TO:

Jonny springs into one of "Recaros". Clips the  
earpiece/vizor unit on.

JONNY (CONT)

Questworld Log On ... Subjects  
Jonny Quest and Jessie Bannon.  
Going hot!

WIDER - THEIR LIGHT VISORS

click in.

THE LASER LIGHTS

project and the kids are enveloped in the QuestWorld light  
bubble.

ON THE LCD MONITORS: A VARICOLORED IMPLOSION ON SCREEN... A  
VORTEX SUCKED INTO INFINITY...

Then, BOOM! - that infinite spot explodes into

FULL FRAME - A WIREFRAME MAINE SHORELINE/SEASCAPE

appears on the multiple monitors.

Jonny and Jessie are in the QuestWorld light bubbles, in FOREGROUND, silhouetted within those bubbles. The big screens are in BG and ...

ON THOSE SCREENS - JONNY AND JESSIE

materialize as DR. QUEST AND RACE BANNON'S QUESTWORLD PERSONAS.

(So, just to make this painfully clear - Jonny and Jessie are impersonating their fathers in QuestWorld.)

CUT TO:

QUESTWORLD

QUESTWORLD WIREFRAME MAINE COASTLINE

Jonny\Dr. Quest and Jessie\Race are standing on a wireframe rocky beach.

It's night time here; visibility is poor, made even worse by the dark, swirling sky we saw earlier. As they check out their surroundings we realize that, although this place is plenty bizarre, it is in fact a wireframe version of the area around the Quest compound.

JESSIE

I hope this works...

JONNY

It will - when we meet Surd, we'll synthesize Race and Dad's voices.

JONNY

He'll never know the difference. Trust me.

JESSIE

Yeah - I've heard that before.

JONNY

(a grin)  
But have you heard it in QuestWorld?

SUDDENLY - SEVERAL LASER FLASHES ZAP INTO FRAME AND



JONNY\DR. QUEST AND JESSIE\RACE

dive aside - tumbling into a

TIDEPOOL.

The pool's surface is shimmering and fluorescent, its "water" the weird consistency of mercury. As Jonny/Dr. Quest and Jessie/Race's heads pop up through the "mercury"

MORE LASER SHOTS ZIP BY!

SURD (OS)

Dr. Quest ... Mr. Bannon.

DRAMATIC UP ANGLE - OTS JONNY\DR. QUEST AND JESSIE\RACE

Surd is standing on a bluff overlooking the tidepool, looking down at them, light CRACKLING in his fiber optic hair.

SURD (CONT)

Welcome to my latest distortion of QuestWorld, gentlemen! So kind of you to have invented a playground just for me ...

CUT TO:

REAL WORLD

EXT: MAINE COASTLINE - NIGHT

CLOSE-UP: ON THE BOW OF THE ZODIAC

camera viewpoint: water level as the boat crunches on to a rocky beach.

A BLACK-BOOTED FOOT

steps out of the boat into...

A TIDEPOOL

(Identical to one in Questworld, except this is the real thing. The Real World version.)

PULL BACK TO REVEAL - JULIA, LORENZO, AND THE TWO GOONS

as they shoulder their weapons. Julia looks up the cliff towards their ultimate destination...

HER POV - A SHORELINE CLIFF

The moon is out, and nearly full. Clouds drift past, obscuring it from view.

JULIA (OC)

There it is!

CRANE UP TO FIND - ABOVE THE CLIFF, LIT BY THE MOON:

THE QUEST COMPOUND

The lighthouse, its beacon describing a wide, sweeping arc over the sea... the main house and its barn... All unmanned, all totally vulnerable... ready to be overrun.

JULIA (OC)

The Quest pad!

LORENZO (OC)

And with those kids locked into QuestWorld ...

BACK TO - LORENZO

beside Julia, looking up, COCKING an automatic weapon emphatically - KERLAKKKKKKKKKKKKKKK!

LORENZO

Everything in it - including the kids - is ours for the taking!

FADE OUT

END ACT ONE

## ACT TWO

SFX: HOWLING WIND

A SUSTAINED WAIL.

FADE IN:

A WHITE (REAL) WORLD

EXT. - HIMALAYAS - DAY

A fierce, major league blizzard; blowing and swirling snow almost totally obscure the landscape

PUSH IN - THE SALOON AND ITS OUT BUILDINGS

slowly materialize... kerosene lamps from the central saloon building give the white-out an unearthly yellow tint.

PAN ACROSS TO - AN OUT BUILDING

LOOKING IN THROUGH THE FROST-FRAMED WINDOW.

No kerosene lamps in this building; just the faint glow of small brazier.

INT. THE OUT BUILDING

Prasad is alone, in deep meditation, head bowed, legs in lotus position, his breathing deep and slow.

Small glimmers of light come from the glowing tips of incense sticks resting in an ornately carved brass holder; a wispy stream of smoke drifts from the incense.

CLOSER - PRASAD

sweat drips from his brow. Instead of the look of "one with everything," it looks like the mustard is off the dog. His face contorts, his brow furrows.

EXTREME CLOSE UP - PRASAD'S EYES

snap open.

CUT TO:

INT. SALOON

Dr. Quest and Race sit with HERR EGGER (clearly German ... ) and a woman in an unlikely sheath dress - MADAME FOURNIER; both are phenomenologists.

FOURNIER

Alors ... next on the agenda we have?

She riffles through a Gucci type notepad which matches her outfit, then glances at the Herr Egger.

FOURNIER

Willi, I believe you have identified a mysterious emanation? At the mouth of the Zambesi?

EGGER

Quite right, Madame Fournier - but it would be more correct to wait for Mr. Prasad before we proceed ...

SLAMMMMMMMMMMMMM! - ALL TURN AND SEE

THEIR POV - THE DOOR

has slammed open TO REVEAL an extremely shaky looking Prasad.

QUEST

stands immediately - goes to him.

DR. QUEST

Prasad! Notwithstanding the fact that we're all phenomenologists - you look as if you have just seen a ghost!

PRASAD

Perhaps I have, Benton. I was meditating. I had a nightmarish vision!

CUT TO:

BIG CLOSE UP - HADJI'S HEART MONITOR

The signal very weak and very slow. Almost a flat line.

PRASAD (OC)

I saw your young assistant Hadji in terrible danger!

A WIDER ANGLE REVEALS WE ARE IN

INT. QUEST COMPOUND - LIGHT HOUSE - NIGHT

Hadji, in FOREGROUND, clearly zoned. Jonny and Jessie in their QuestWorld bubbles, in BACKGROUND. The bubbles filled with pulsing light.

RACE (OC)

And if he's in danger - that means  
Jonny and Jessie are too!

CLOSE IN - MOVING "THROUGH" THE BUBBLES TO FIND - JONNY AND JESSIE

moving, twitching, as they are bombarded by the laser light show inside the bubbles.

JESSIE

Surd's got position on us!

JONNY

If we can just access our weapons  
programs ...

CUT TO:

QUESTWORLD

Jonny-as-Dr-Quest-in-questWorld. Light glows from deep inside his shoulder and

SLICKKKKKKKK - SFC - A FANTASY GUN

(multibarrelled - like something out of an Asimov fantasy) "grows" out of the QuestWorld Quest's body ... a kind of morphing process which sees the final result as a QuestWorld light-tech mechanical device integrated with QuestWorld Quest's light-organic body.

Even as it appears, it opens fire, delivering a stream of light shells ...

ANOTHER ANGLE REVEALS - JONNY AND JESSIE

at the base of a QuestWorld wireframe cliff (in fact, a wireframe version of the real cliff at which we saw Lorenzo and Julia earlier).

Even as we CUT TO this angle

AN INCOMING LIGHT SHELL

strikes the QuestWorld Jonny-as-Dr. Quest and hurls him back.

JESSIE-AS-QUESTWORLD-RACE

spins, aims one arm which, IN AN EXPLOSION OF LIGHT, develops into a mortar. The instant it's complete

FAWOOOOSH HHHHHHHHHH! - A SHELL

explodes from the mortar.

FOLLOW - THE SHELL

until it explodes directly in front of Surd (in full QuestWorld combat mode), blasting him backwards and out of FRAME.

BACK TO - JESSIE

as she kneels beside a shaken Jonny.

JESSIE

Are you OK?

HER POV - JONNY-AS-QUESTWORLD QUEST

It's as if a whole section of his side - where the gun morphed - is "missing". Not actually missing ... but replaced by incoherent light patterns. As Jonny speaks his next lines, he runs his uninjured hand over this area ...

JONNY

(very effortful)

Yeah ... The Surd Protector ...

As his hand passes over the damaged area, it "heals" it - returning it to its organic/anatomical form.

JONNY

... remember?

Jessie hauls him to his feet ...

JESSIE

Then what are we waiting for?

She aims her hand upwards, then hesitates, turns to Jonny and assumes Race's VOICE.

JESSIE (RACE'S VOICE)  
 I have the feeling we're about to  
 meet Jeremiah Surd. We should  
 switch voices, Jonny.

JONNY (DR. QUEST'S VOICE)  
 You got it, Jess!

CLOSE - JESSIE

as she fires her "hand" upwards and a

LIGHT BOLT - LIKE A GRAPNEL

shoots upwards, trailing a "light" rope (that is, a rope  
 made of light).

Jonny follows suit. Same action.

CUT TO:

THE TOP OF THE CLIFF AS - SHOKK!-SHOKK! - THE TWO LIGHT  
 GRAPNELS

hit the (wireframe) cliff top and lock on.

CUT TO:

Jonny and Jessie swarming up their light ropes ...

CUT TO:

A LARGE BOOT

SURD (OC)  
 (to himself)  
 Ah, young Mr. Quest, playing your  
 hand ...

PAN UP FROM, THE BOOT TO FIND - SURD

standing next to the grappling hook, looking down.

SURD (CONT)  
 But so predictable. I had thought  
 that gaining full ...

NOW WE'RE CLOSE ON - SURD'S FACE

SURD  
 ... control of QuestWorld might be  
 a little more ... challenging.

Even as he completes his lines, his face pixilates, disintegrates, begins to disappear ...

CUT TO:

Jonny and Jessie exploding up over the cliff. As they arrive in scene (Surd has gone), the cliff top is in limbo - but

BOTH

react in amazement as they SEE

JESSIE (RACE'S VOICE)

What in the Sam Hill ...

THEIR POV - THE QUEST COMPOUND

materializes before them - in a CGI/wireframe/digitized version: a QuestWorld version.

JESSIE (RACE'S VOICE)

The Quest compound? I thought this whole place looked familiar!

JONNY (DR. QUEST'S VOICE)

Surd must've downloaded it from Hadji's memory.

SURD (OC-ECHO & FILTER)

Nothing quite that spectacular, Dr. Quest...

QuestWorld Jessie-as-Race and QuestWorld Jonny-as-Dr. Quest whirl in reaction to the VOICE, looking around up and down.

Nothing to be seen as the VOICE continues, ECHOING and FILTERED.

SURD (OC-ECHO & FILTER)

... but if you wish to free your young assistant, all you have to do is get to QuestWorld Control Center. Now, finding your way around your own home shouldn't be too difficult, should it?

CUT TO:



REAL WORLD

EXT. QUEST COMPOUND - NIGHT

Three figures (Julia and the two goons) stand on the small plateau which lies just below the barn; the beached Zodiac lies far below.

A fourth figure (Lorenzo) is just making his way up the cliff face (via grappling rope). As the others pull him up and over the edge...

CLOSER - JULIA

produces a pair of high-tech binoculars and holds them up to her eyes...

HER POV - THROUGH BINOCULARS

The binocs provide an infra-red, night vision perspective; the shot is framed by a digital grid and various indicators (showing distance, etc.), as if we're looking through the Terminator's eyes.

PANNING (THROUGH BINOCULARS) - THE INFRARED VISION REVEALS:

A SERIES OF LASER SECURITY BEAMS

criss-crossing the steps leading up from this "lower plateau" to the barn and the main house.

JULIA (OC)

Oh, Dr. Quest, such crude security systems you have ...

BACK TO JULIA, LORENZO, GOONS (NORMAL VISION)

as Julia lowers the binoculars and turns to the others.

JULIA

(to goons)

You two secure the barn ...

(to Lorenzo)

You're with me, Lorenzo.

As the two teams split up (the goons moving along the lower plateau toward the lighthouse, Julia and Lorenzo heading for the steps), we...

CUT TO:

ANOTHER SHOT - ON SECURITY CAMERA

It's mounted on the balustrade outside the Compound's Main House, and pointed downward...

CUT TO:

INT. QUESTWORLD CENTER - NIGHT

CLOSE ON A SECURITY MONITOR

where we see what the security camera sees: its sweeping arc takes in the "lower plateau," the steps, and the lighthouse. On the screen...

JULIA

appears at the base of the steps and fits a pair of night vision lenses over her eyes.

CUT TO:

THE BASE OF THE STEPS - JULIA AND LORENZO

Lorenzo fitting similar lenses. He jerks his head at her.

LORENZO

Let's do it!

HIS POV - THROUGH THE LENSES - THE LASER

security system beams are visible.

ANOTHER ANGLE - JULIA AND LORENZO

stepping gingerly so as to avoid the lasers.

CUT TO:

INT. SALOON - IN HIMALAYAS

A huge fire is burning in the hearth as Dr. Quest, Race and Prasad are sitting at the long table working with the electronic gear and two lap-top computers which lay on top.

DR. QUEST

No signal whatsoever. The weather must be blanking all current satellite feeds.

RACE  
 (consulting a notebook)  
 Mercury 7 is due over in six hours.  
 That's the most powerful  
 communications satellite in orbit--

SLAMMMMMMM! - THE DOOR

smashes open, letting in HOWLING WIND and a fury of swirling snow. The heavily bundled figure of Choy Li enters closing the door behind her.

PRASAD  
 Any break in the weather?

CHOY LI  
 (pulls her hood back, shakes  
 her head, "no".)  
 If anything, it's getting worse.

Race SLAMS his fist on the table in frustration.

RACE  
 We gotta communicate with them  
 somehow!

Prasad gazes into the fire.

PRASAD  
 (out there)  
 Communication exists on many levels ...

CUT TO:

EXT. QUEST COMPOUND - NIGHT

CLOSE ON AN ELECTRICAL JUNCTION BOX - JULIA'S GLOVED HAND  
 reaches in and attaches a glob of plastic to the box, then  
 jams a pencil detonator in, twists its base ...

AN LCD READOUT COUNTS DOWN: 3...2..1...

a blinding flash... an explosion.

CUT TO:

CLOSE - A SECURITY MONITOR

shows the 3-D, computer-enhanced layout of the Quest  
 compound. Several green perimeter lights turn red.

COMPUTER VOICE (OS)  
Warning! Primary Quest Compound  
security systems have been  
breached!

CUT TO:

EXT: LIGHT HOUSE/QUESTWORLD CENTER

ESTABLISH, CLOSE IN AND

DISSOLVE TO:

INT: QUESTWORLD CONTROL CENTER

The light bubbles pulse, Jonny and Jessie seen in  
silhouette inside them, Hadji, still out of it, behind  
them.

COMPUTER VOICE (CONT)  
Warning...

CUT TO:

EXT: QUESTWORLD WIREFRAME QUEST COMPOUND - BARN AREA

Jonny-as-Dr. Quest and Jessie-as-Race are near the virtual  
barn in the Questworld version of the compound. The  
COMPUTER VOICE rings out over the scene.

COMPUTER VOICE  
Primary Quest Compound security  
systems have been breached!

JESSIE (RACE'S VOICE)  
We've got to log off, Jonny!

JONNY (DR.QUEST'S VOICE)  
We can't give up on Hadji!

JESSIE (RACE'S VOICE)  
Then we gotta split up! I'll go  
check out the compound!

CUT TO:

REAL WORLD

INT. THE LIGHT HOUSE/QUESTWORLD CONTROL CENTER

Jessie's light bubble fills FRAME.

JESSIE

Jessie Bannon ... logging out of  
QuestWorld ...

Nothing happens!

CLOSE IN - "THROUGH" THE BUBBLE TO FIND - JESSIE

visor in place, writhing, apparently in pain, as she is  
bombarded by pulsing light.

JESSIE

(increasingly desperate)  
Jessie Bannon logging out of  
QuestWorld! Terminate! Terminate!  
Terminate!

SMASH CUT TO:

QUESTWORLD

SCENE AS BEFORE - QUEST COMPOUND WIREFRAME BARN AREA

Jonny-as-Dr. Quest and Jessie-as-Race - alarmed!

JESSIE (RACE'S VOICE)

I think we've lost control of the  
program---

SURD (OC)

How astute!

Jonny-as-Dr. Quest and Jessie-as-Race spin in surprise as  
Surd's VOICE surrounds them. As he speaks, we SEE the  
scene through Jonny and Jessie's SPINNING POV.

SURD'S VOICE

I have, of course, overridden your  
verbal commands. You are my  
prisoners in Questworld for as long  
as I like.

THE POV SETTLES AS - SURD

materializes above them, on a balustrade. (Breakdown NOTE:  
check design for exact location.)

SURD  
Jonny Quest and Jessie Bannon ...

HIS POV - A FLASH OF LIGHT AS - JONNY AND JESSIE  
return to their own QuestWorld personas.

JESSIE  
You knew it was us all along?

SURD  
(mocking)  
I know your fathers are in the  
Himalayas ...

HIS POV - JONNY AND JESSIE

SURD (OC)  
... QuestWorld is entirely  
defenseless ---

And both "morph" their Questworld weaponry - his  
multibarrel carbine, her mortar - and ...

JONNY  
Not entirely ...

... open fire!

FOLLOW - THE LIGHT SHELLS AND MORTAR

CUT TO:

Surd as, fractionally before the light shells hit, he  
morphs a black Kevlar-like armor to surround him (like a  
kind of stealth suit ...

... take the hits. The impact PICTURE OUT and, when it  
reforms, there is no one there.

Jonny and Jessie look around - alarmed ...

JONNY  
Where'd he go?

JESSIE  
It can't be this easy ...

SURD'S VOICE  
 Oh, it isn't, Jessie ... It really  
 isn't ...  
 (voice fades)

JONNY  
 What now?

(NOTE: about here, begin a characteristic and somewhat  
 mystical MUSIC CUE, which will carry over the next scenes  
 and tie them together.)

JESSIE  
 I wish Hadji were on-line.

CUT TO:

REAL WORLD

INT: QUEST COMPOUND/LIGHT HOUSE/QUESTWORLD CONTROL CENTER

CLOSE ON - THE IMMOBILE AND OUT OF IT HADJI

JESSIE (OC)  
 He's always good for some kind of  
 advice.

JONNY (OC)  
 Yeah - even if you can never figure  
 out what he means ...

JESSIE (OC)  
 Times like these, you need your  
 friends ...

CUT TO:

CLOSE - PRASAD

alone, in deep meditation, head bowed. His lips move in a  
 mantra which ECHOES (and is ECHOED BY) the cue. Smoke  
 drifts across his face, which is suffused with a faint red  
 glow. Other worldly.

(Cue continues.)

A WIDER ANGLE REVEALS WE ARE IN

INT. THE HIMALAYAN HANG OUT/OUT BUILDING

Prasad, in full lotus, is meditating before an ornately  
 carved brass incense burner, from which the glowing tips of  
 incense sticks project. This is the main light/color  
 source - the source of the red glow and the smoke.

(MUSIC CUE AND MANTRA CONTINUE.)

CUT TO:

QUESTWORLD/ASTRAL PLANE

A SWIRLING VORTEX OF COLORS

(the same colors and patterns which were reflected in Jonny and Jessie's faces earlier, when they were checking out the Astral Plane via the QuestWorld monitors).

This is a CGI 3-D construction.

CLOSE IN - MOVING DEEP INTO THE PATTERN TO FIND - HADJI.

He is inert and out of it - but in limbo. (That is, no "Recaro". He's simply floating as if he were in that seat.)

The MUSIC CUE CONTINUES. Prasad's MANTRA CONTINUES. But now we also HEAR, faintly ...

JESSIE (OC)

I wish Hadji were on-line. He's always good for some kind of advice.

JONNY (OC)

Yeah - even if you can never figure out what he means ...

Now Prasad takes shape out of the swirling vortex behind Hadji's prostrate form. Prasad has his eyes closed and wears an expression of at-one-ness. He extends his hands, placing each index finger against Hadji's temples.

CLOSE ON - HADJI'S EYELIDS

as they flutter with movement.

CUT TO:

REAL WORLD

EXT: SURD'S CONTAINER/HQ

ESTABLISH AND CLOSE IN

as we HEAR Surd HUMMING "Ode To Joy".

DISSOLVE TO:



INT: SURD'S CONTAINER/HQ

Surd (humming "Ode to Joy") manipulates his keyboard...

SFX: SERVOS WHINING

A ROBOTIC MICROPHONE

appears from Surd's chair and positions itself in front of Surd's mouth.

SURD

Julia ... Lorenzo ... a progress report, please ...

CUT TO:

EXT. QUEST COMPOUND

Julia and Lorenzo are approaching the entrance to the main house (and the Questworld center).

JULIA

(to Surd, on head mike)  
We've secured the barn and all out-buildings.

LORENZO

We're moving in on the main house and QuestWorld Control. It's like you said, Dr. Surd - no one here but the punks.

CUT TO:

SURD - IN HIS HQ

SURD

(grim smile)  
Quest arrogance, I'd call it.

Then something catches his eye - and, remember, he can hardly move his lopsided head, so this is a very dramatic eye movement.

SURD

) What's this?  
(beat)  
Impossible!

His clawed hand taps at his keyboard.

CUT TO:

BIG CLOSE UP - HADJI'S HEART MONITOR

The previously almost flat line shows a small BLIP (with SFX) ... then another ... and another ...

WIDER TO REVEAL WE ARE IN

INT. QUEST COMPOUND/LIGHT HOUSE/QUESTWORLD CENTER

Hadji is still out of it, but slowly coming back; his brow furrows, he grimaces... fighting... then, suddenly, his eyes blink open. He, clearing his head, putting his hands up placing an index finger on each temple.

JESSIE (OC-ECHO)

Times like these you need your friends ...

Then looking up and around ...

HADJI

Jessie? Jonny?

He turns to SEE Jessie and Jonny's QuestWorld bubbles, lights pulsing inside.

Then he HEARS:

COMPUTER VOICE

Primary Quest Compound security systems have been breached!  
Primary security systems have been breached!

HADJI

Whaaat?

He springs at the QuestWorld main power supply switches and yanks them in series.

FZZZZZZZZZZZZZZZZZZZZZZZZT! - JONNY AND JESSIE'S BUBBLES

deactivate.

ANOTHER ANGLE - THE VIZORS

retract and

JONNY AND JESSIE

scramble to their feet ...

JONNY

You did it!

HADJI

I did?

CUT TO:

EXT. MAIN HOUSE

The massive front door implodes as plastique explosive charges blow it from the door jamb.

REVERSE ON - JULIA AND LORENZO

Weapons drawn, they sweep into the house through the dust and lingering smoke.

BACK TO - QUESTWORLD CONTROL - JONNY, JESSIE AND HADJI

watching the above on the security monitor in the Questworld Center.

JONNY

Hadji - you reactivate the security systems! Jess and I can get into the main house through the kitchen - c'mon!

CUT TO:

INT. MAIN HOUSE - STUDY

Lorenzo and Julia make their way through the darkened room.

Thin, tightly-focused beams of light from their Maglites (attached to their weapons) bounce eerily off the walls like some lambent dance.

LORENZO'S FLASHLIGHT BEAM

momentarily catches SOMEONE standing in the corner...

WIDER - LORENZO

sprays a burst from his weapon (SFX: gunfire, general mayhem)... He finally stops, and...

HIS FLASH BEAM LIGHTS UP - A DECIMATED COAT

and a splintered coat rack; the rack topples over.

BACK TO LORENZO, JULIA

She turns to him.

JULIA  
 (disdainful)  
 Cool it, Lorenzo ... There's  
 supposed to be no one here except  
 the punks - and they're stuck in  
 QuestWorld, remember?

ANOTHER POV - ON JULIA AND LORENZO

We're watching the pair from a perspective perhaps 15 feet  
 away, down a hallway.

REVERSE TO REVEAL - JONNY AND JESSIE.

They duck back out of sight. They're in a narrow hall... a  
 fire extinguisher is clearly visible on the wall behind  
 them.

JONNY  
 You got a plan?

JESSIE  
 Jn-huh ...

She peers back around the corner.

BACK TO THEIR POV - DOWN HALLWAY

CUT TO:

IN THE STUDY - JULIA

motions to Lorenzo to split up. He turns and heads out of  
 frame, while Julia turns toward camera (i.e., down the same  
 hallway where Jonny and Jessie are hiding).

JONNY AND JESSIE

hide in the shadows as Lorenzo approaches, weapon at the  
 ready.

OTS JULIA

As she makes his way down the hallway, the beam of her  
 flashlight skipping off walls and floor as she checks it  
 out... she's almost to the spot where Jonny and Jessie are  
 hiding.

THEN, SUDDENLY - A CLOUD OF CO2 (SFX)

blasts Julia's face.

JULIA  
 'A CRY of surprise)

She falls back, one hand clutching at her eyes, the other squeezing the trigger, so that he staggers around firing wildly - the scene lit by muzzle flashes.

JESSIE'S LEG

sweeps through FRAME - strikes

THE GUN

and sends it pinwheeling through the gloom. Unseen, it CLATTERS to the floor.

JONNY

whacks Julia in the solar plexus with the now-empty fire extinguisher (VSFX) and

WIDER - JULIA

goes down for the count.

WHIP PAN TO:

Lorenzo running down the hallway - into CAMERA - BIG:

) LORENZO  
You! Freeze or die!

HIS POV - JESSIE

caught in Lorenzo's maglite beam as she stands over the prone Julia. She raises her hands slowly.

Lorenzo closes in.

) LORENZO  
So ... tell me, chiquita, where's your little friend?

JONNY (OS)  
Right behind you, chiquita - with your little friend's gun cocked, safety off and ready to rock.

Lorenzo lowers his weapon; Jessie takes it.

) JESSIE  
Gracias ...

Lorenzo's eyes spit fire but he raises his arms and turns to face

JONNY

as he emerges from the shadows. He's not holding Lorenzo's gun at all, just the working end of the fire extinguisher.

JONNY

See ... I'm not too hot on guns---

LORENZO

(starting forward)

You little punk...

A short burst of auto fire - into the air - and

LORENZO

freezes, turning back to Jessie, who blows the smoke from the barrel of Julia's carbine.

JESSIE

I, on the other hand, don't have a problem with them.

(a beat)

It's all a matter of how you use them, isn't it?

INT. STUDY - MOMENTS LATER

Jonny and Jessie, holding the weapons, march Julia and Lorenzo into the study, their hands tied in front of them.

SUDDENLY - THE TWO GOONS

CRASH in through the double French doors and

JULIA AND LORENZO

spin and kick the weapons from Jonny's and Jessie's hands.

INSTANTLY - THE COMPOUND ALARMS GO OFF

a deafening, high-pitched blast (SFX, continuous). The security computer's voice rings out constantly:

SECURITY COMPUTER

Quest Compound security breach!  
Local and State Police have been notified and are in route.

JONNY AND JESSIE

dives across the floor, sliding on the hardwood, as

THE GOONS

open fire, splintering the floorboards behind them.

JONNY

slides behind a couch. Trips a lever with his hand.

A WALL SCONCE

erupts, unleashing a bolo which trails a large "net."

JULIA AND LORENZO

SEE what's happening and both drop to the ground. Julia loses her boom mic. in the process.

THE TWO GOONS

are too slow; the bolo winds around them ...

A distant POLICE SIREN is heard - approaching.

JESSIE

grabs a discarded weapon.

JULIA AND LORENZO

SEE Jessie turning toward them, gun in hand ...

JULIA

Discretion is the better part of  
valor, compadre ...

... and both hightail it through the French doors.

Jessie SEES the bullet-ridden couch ... reacts ...

JESSIE

(looking around)  
) Jonny?! Are you okay?

ON BULLET-RIDDEN COUCH - JONNY

stands up, unscathed.

JONNY

Yeah, I'm fine - but when Dad sees  
this mess he'll have ...

JESSIE

) I think Mrs. Evans calls it a  
conniption.

ON JULIA'S HEAD PHONE

lying on the floor.

SURD (OS)  
(filtered, over mike)  
Julia ... Lorenzo. Progress  
report. please!

JONNY'S HAND

reaches into frame and picks up Julia's head mike.

JONNY  
(mechanical telephone voice)  
The number you have dialled is  
temporarily out of service. Please  
hang up and try your call later.

DISSOLVE TO:

INT. QUEST COMPOUND - LATER

Jonny's on the phone with his father; he's flanked by Hadji and Jessie.

JONNY  
You were snowed in, huh? Sounds  
scary ...

THE FOLLOWING DIALOGUE IS INTERCUT BETWEEN DR. QUEST, RACE AND PRASAD, IN THE HIMALAYAS ...

... AND JONNY, JESSIE AND HADJI AT THE QUEST COMPOUND.

DR. QUEST  
No - what was scary was my friend  
Prasad's visions of you three in  
danger.

A shooting star arcs across the sky in the b.g.

DR. QUEST  
Are you sure you're OK? Everything  
at the Quest compound's alright?

Prasad looks up at the sky and smiles nodding his head.

JONNY  
Ah ... everything's fine. No  
problems here, Dad.

Dr. Quest turns to Race and Prasad.



DR. QUEST

(filtered, over phone)

I have the feeling he's not being entirely truthful.

RACE

Heck, Benton - you don't have to be a phenomenologist to know that!

HADJI

You know, Jonny, it is said that whenever a man lies, he kills a part of himself.

JONNY

(wry smile)

It's not a lie, Hadji. It's a protective fib. Besides, someone has to shelter my dad from the harsh realities of life.

FADE OUT

END