

UTOPIA

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INT. JOSH'S BEDROOM - DAY

JOSH (late 20s) wakes up groggily, rubbing his eyes. He sits up and looks around his sleek, high-tech bedroom, adorned with holographic displays and futuristic furniture.

The walls subtly shift colors in response to his movements. He is surprised to find a GIRL (early 20s, ethereal beauty) standing by the window, looking out at the cityscape filled with flying vehicles and towering, illuminated structures.

JOSH
(half-asleep, confused)
Who are you? How did you get in here?

The Girl turns, her eyes wide with curiosity. She smiles softly but doesn't speak.

JOSH (CONT'D)
(skeptical)
Are you lost or something?

The Girl shakes her head, then looks around the room as if seeing everything for the first time.

GIRL
(softly, in awe)
This world... it's so different.

Still in disbelief, Josh gets out of bed and approaches her cautiously.

JOSH
(whispers)
This has to be a dream.

The girl touches Josh's face gently, making him shiver.

GIRL
(sincerely)
Where am I?

JOSH
It's real!

Josh's vision blurs. Overwhelmed by the surreal situation, he faints and BLACKS OUT.

CUT TO:

INT. JOSH'S BEDROOM - CONTINUOUS

Josh lies unconscious on the floor, his breathing shallow. Sunlight filters through the curtains, casting a soft glow around the room.

He stirs, slowly regaining consciousness. As he opens his eyes, he sees the girl again standing by the window, her silhouette framed by the morning light. She gazes out, her posture calm and enigmatic.

JOSH
(disoriented)
What's... happening?

He struggles to sit up, his eyes never leaving the girl. His heart races, a mix of confusion and fear taking hold.

JOSH (CONT'D)
(shocked)
Who... Who are you?

GIRL
(observes)
What is this place?

The girl walks slowly around Josh.

JOSH
(still confused)
This can't be a dream.

GIRL
Are you—

JOSH
I'll call the authorities if you
don't leave.

Josh picks up a sleek, transparent phone with a holographic interface. The girl gazes at it with wide eyes, as if she's never seen such technology before.

GIRL
What's that?

JOSH
I'll call them.

The girl looks puzzled, not understanding what Josh is saying.

JOSH (CONT'D)
I'll call them.

Josh tries to call for help using his phone. He dials 911 and shows the screen to the girl.

JOSH (CONT'D)
See? I'll call them if you don't
leave.

The girl is still unable to comprehend Josh's actions, as the modern world is unfamiliar to her, and she is not yet capable of accepting reality.

GIRL
 Authorities?

JOSH
 Yes, I'll call them.

The girl tries to approach him.

JOSH (CONT'D)
 Don't get so close. I'll call them.

The girl tightly grips her necklace, a piece of advanced technology from her world. As she does, an invisible electromagnetic field pulses from it. The sudden force causes Josh's phone to slip from his hands, clattering to the ground.

JOSH (CONT'D)
 (shocked)
 What the- fuck!

GIRL
 See?

JOSH
 How the hell did you do that? What are you?

GIRL
 It's magic.

JOSH
 (curious, surprised)
 Hell no. You're a witch!

GIRL
 (curious about Josh's phone)
 What does that thing do?

Josh picks up his sleek, transparent phone and shows it to the girl.

JOSH
 This?

GIRL
 What is that?

JOSH
 A phone.

GIRL
 A phone?

JOSH
Yeah?

GIRL
(curious)
Why are you living with this
disheveled place?

JOSH
Don't mind them. Mind your own
business.

The girl glances toward the kitchen, her expression enigmatic, as if contemplating something mysterious.

JOSH (CONT'D)
(curious)
Wait.

The girl shoves him, causing him to fell. She then heads to the kitchen.

JOSH (CONT'D)
(to himself)
What the~
(to the girl)
What are you doing?

Josh follows her down to the kitchen.

CUT TO:

INT. KITCHEN - CONTINUOUS

The girl holds an ADVANCED, BLAZER KNIFE out of curiosity about what it is.

JOSH
Put down that thing.

GIRL
What is this?

JOSH
(convincing her)
Slowly.

GIRL
(amazed)
It's nice.

JOSH
Put the knife down, please.

GIRL
What is the use of this thing?

JOSH
It's not safe to hold that, please?
Put down the knife.

The girl puts it down.

GIRL
Okay.

The girl leaves Josh and goes back to the room.

JOSH (O.S)
(curious)
How did you get in there? Teleported?

CUT TO:

INT. BEDROOM - CONTINUOUS

The girl, looks for something and thinking the portal to her home is there.

GIRL
I know it's there.

JOSH
What you're looking for?

GIRL
My home. The portal to my home.

JOSH
Portal? What are you? An
intergalactic living thing that lives
on another planet or universe?
Trapped on Earth?

GIRL
Earth?

JOSH
Yes? Why?

GIRL
Is this planet called Earth?

JOSH
Yeah.

GIRL
It's beautiful.

JOSH
My home or the Earth?

GIRL
Earth!

JOSH
Where's your home?

GIRL
Utopia

JOSH
(curious)
Utopia?

GIRL
It's a planet same to Earth.

JOSH
(whispers)
I think this could be a dream.

Josh tries to wake himself up, thinking he is in a dream.

GIRL
You're not dreaming. This is real.
The girl, slaps Josh on his face. He fainted.

GIRL (CONT'D)
You're not dreaming.

CUT TO:

INT. JOSH'S BEDROOM - DAY

Josh lies unconscious on the floor. He stirs, slowly regaining consciousness. As he opens his eyes, he sees the girl again standing right by him.

JOSH
Are you still there?

GIRL
Yes.

JOSH
Everything... is real?

GIRL
(nods)
It's real.

JOSH
(touching his face)
Aw! It's hurt.

GIRL
You look crazier than me.

JOSH
Maybe, I'm hallucinating. Slap me one more time.

GIRL
Stop. You're hurting yourself.

JOSH
The magic?

GIRL
It's real. I can show you if you do.

JOSH
No! I mean, don't show it again.

GIRL
What we're gonna do?

JOSH
Do what?

GIRL
I'm trapped in your time.

JOSH
Wait, are you time traveling?

GIRL
No, the time is different from my planet than yours.

JOSH
How do you get in there?

GIRL
I don't know.

JOSH
(wondered)
I want to see your world what it looks like.

GIRL
It's not possible.

The girl turns and steps through the window.

JOSH (O.S)
(softly)
So, why you're here?

GIRL
(storytelling)
I'm just walking in the stairway. The blue light came out of nowhere and brought me here. Just like an extraordinary force...

Then, she looks back to Josh.

SMASH CUT TO:

SUPERIMPOSE THE LEGEND: *UTOPIA*

BLACK.

FADE IN:

EXT. UTOPIA - DAY

The breathtaking landscape unfolds - lush, magical, and teeming with life. Strange and beautiful creatures.

The camera PANS DOWN to reveal a magnificent CASTLE in the distance.

ELLEN (early 20s), an ethereal, young beautiful woman stands on the balcony. She's the only princess on this extraordinary planet.

An air of mystery hangs heavy as an unknown species of birds soars through the sky.

INT. CASTLE - GRAND STAIRCASE - DAY

Ellen descends the grand staircase of her majestic castle. The stairs are adorned with elegant tapestries and ornate sconces casting a warm, ambient glow. The air is still and serene, filled with the soft echoes of her footsteps.

As she steps down a few more stairs, a faint BLUE LIGHT begins materialize in the empty space before her. It swirls slowly, creating intricate patterns that dance in the soft light of the castle.

ELLEN
(stunned, to herself)
What is this light?

Intrigued, she moves closer to the glowing phenomenon. Her eyes follow the mesmerizing patterns as the light pulses and shifts, drawing her in.

With a mixture of curiosity and hesitation, Ellen extends her hand towards the light. As her fingers graze the edge of the swirling blue energy, it suddenly intensifies, expanding outward and enveloping her in its luminous embrace.

ELLEN (CONT'D)
(startled)
No—!

Before she can react, the light engulfs her completely, pulling her into its glowing, swirling depths.

CUT TO:

The light consumes her, and she vanishes into the swirling blue vortex.

INT. CASTLE - GRAND STAIRCASE - CONTINUOUS

Unbeknownst to her, her mother is looking for her. Her mother walks through the stairs where she is.

As her mother looks for her, the light vanishes.

ELLEN'S MOTHER
(worried)
Ellen! Where are you?

As she moves upward, sadness is evident on her face.

CUT TO:

EXT. FOREST - DAY

There are large trees, grass, and an extraordinary variety of plant species.

ZETA, QUEEN, MIKE walk together. Queen carries a bouquet of flowers. Mike carries a bolo. Zeta holds a map, guiding them.

ZETA
(points towards their way)
Come on, guys. This way. We're going late if you don't walk faster.

QUEEN
You're such a jerk. Why we don't use dragons?

ZETA
We don't have that, remember?

QUEEN
You chose this way. We have a better road than this.

ZETA
It's safe. Vulgar won't see us through this way.

Mike stops as he sees a large CREATURE appear out of nowhere.

MIKE
(points at large creature)
Guys.

Zeta, looks to a creature. Queen, Zeta's wife widens her eyes, scared.

ZETA
(softly)
Don't run.

QUEEN
 (it scared)
 Sorry, guys. I... I can't hold it. We
 need to run— Now!

Queen's shouted, irritated the large creature. The creature roars in response. They start running quickly, they going on opposite direction.

ZETA
 (to Queen)
 How the hell you're doing, huh?

QUEEN
 I'm sorry.

ZETA
 Do you wanna us to die?

Queen stands her ground. The creature charges, its eyes glowing with a fierce intensity.

As it closes in, Zeta pick and hurls the rock with all his might, aiming for its head.

ZETA (CONT'D)
 (to the creature)
 Hey!

The rock strikes true, momentarily dazing the creature. Seizing the opportunity.

ZETA (CONT'D)
 (to Queen)
 Run, now!

Queen hesitates, her eyes wide with fear and determination, but Zeta's urgent shout spurs her into action.

ZETA (CONT'D)
 (to Queen)
 Go!

She turns and flees, her footsteps echoing in the night.

The creature shakes off its daze and refocuses on Zeta, snarling in fury. Zeta knows he can't hold it off forever.

He glances around for anything that might help, spotting a broken branch nearby. He grabs it, holding it like a makeshift spear, ready for the creature's next move.

ZETA (CONT'D)
 (to the creature)
 Huh? You're bigger than me... but I'm
 strong.

Mike stands close to Zeta.

MIKE (O.S.)
Don't get closer, Zeta!

ZETA
I can handle it. Trust me.

MIKE
(doubtful)
I can't see.

ZETA
You need to run, now! I've got this.
Save yourself.

MIKE
What about you?

ZETA
Don't worry about me. I'll fight.

MIKE
Okay, you'd say that.

The creature roars and fear grips Zeta. He runs alongside Mike.

ZETA
Shit! We need to leave.

MIKE
You're strong, huh?

The creature suddenly got shot in the head. It's falling out. Taking his life to death.

Zeta and Mike look out and wonder what's just happened.

ZETA
Oh fuck! What's going on?

Mike saw who what saved them was ARCH, with a crossbow on him.

ZETA (CONT'D)
(amazed)
What the—

ARCH
God! I see you there. I'm looking for you.

MIKE
Arch? What the hell are you doing here?

ZETA
Yeah, why?

ARCH
We need to leave.

ZETA
Leave for what?

ARCH
I heard that Vulgar is planning an
escape from this planet.

ZETA
What?

ARCH
We need to leave as soon as possible,
just like they are.

ZETA
But, why?

ARCH
I don't know why they're leaving.

MIKE
How?

ARCH
I don't know.

ZETA
How we'll do that?

ARCH
We need to go.

ZETA
How?

MIKE
Yeah, he is right. How?

ARCH
Because, I don't want to die in this
planet.

ZETA
We're not.

MIKE
Yeah, he's right. We're not.

ARCH
You need to do this. Because
something is wrong.

ZETA
How do you say if something is wrong?
Is there anything wrong?

ARCH
The planet is dying.

ZETA
How's that the planet dying?

ARCH
The core is acting abnormally these days. Something is killing the planet.

MIKE
Who?

ZETA
Who?

ARCH
I don't know. We need to find out.

CUT TO:

INT. EARTH - STREET - DAY

Josh and Ellen walk side by side, scanning the busy street for their friend. Ellen's dress catches the eye of passersby; she's mysterious, almost ethereal; like she doesn't quite belong.

A FLYING CAR ZOOMED OVERHEAD, leaving Ellen in awe. This was the 22nd century—a time of modern, advanced human civilization.

ELLEN
I've never seen anything like that!

JOSH
That's our car here today.

ELLEN
We have something like that on my planet, but it's much bigger.

JOSH
(amazed)
Really? How's amazing?

ELLEN
We use dragons, not cars. They look like big birds but are much more like dragons.

JOSH
So, why do you think a knife is a new thing?

ELLEN
I've never seen anything like that.
(MORE)

ELLEN (CONT'D)
We use much more eco-friendly materials on my planet, as we don't rely on metals for creating things like that.

Josh nods, apparently convinced.

ELLEN (CONT'D)
So, Where are we going?

JOSH
To see a friend.

ELLEN
A friend? Who?

JOSH
Robert.

ELLEN
How's Robert involved in this?

JOSH
Robert might know what we're looking for.

ELLEN
Yeah, but—

JOSH
We need him. He's been a science geek since we're in high school.

Ellen looks puzzled, clearly not understanding.

ELLEN
Science? What's that got to do with anything?

Josh sighs, trying to simplify.

JOSH
Trust me, he's the expert we need.

They continue down the street, unaware of the curious glances Ellen attracts with her otherworldly presence.

CUT TO:

INT. ROBERT'S APARTMENT - DAY

Filled with the charm of a well-used, cozy space, the room blends the old with the new. Shelves are crammed with both physical and digital books, while various futuristic scientific instruments are scattered around.

ROBERT (late 20s, a science geek with a passion for astronomy) is hunched over a cluttered desk, absorbed in his research.

He meticulously flips through pages on a holographic astronomy journal, jotting down notes for his latest project on a smart tablet.

The room is softly illuminated by the adjustable light of a smart desk lamp, casting dynamic shadows across the walls lined with digital star charts and holographic celestial photographs.

A sleek, advanced telescope stands near the window, connected to Robert's augmented reality interface, ready for his next stargazing session.

JOSH (O.S)
 (voice from outside)
 ...Bert? Robert! Are you here?

CUT TO:

EXT. ROBERT'S APARTMENT - DAY

Josh and Ellen are waiting for Robert to come out.

JOSH
 Robert!

ELLEN
 Seems he's not here.

JOSH
 He's here, doing some extraordinary experiments.

ROBERT (O.S)
 (voice from the house)
 Wait a minute. I'm coming.

Robert opens the door and sees Josh and Ellen standing there, exhausted.

JOSH
 Robert.

ROBERT
 (to Ellen)
 Who's that girl?

JOSH
 Let me explain to you. Come inside.

They go inside.

CUT TO:

INT. ROBERT'S APARTMENT - DAY

Ellen is amazed by what she sees. Robert's peripherals and instruments pique her curiosity.

ELLEN
(curious)
What's that thing do?

JOSH
That was what I was saying. It's
Science!

ROBERT
What do you need?

JOSH
Something else. You're an expert on
it.

ELLEN
Yes.

ROBERT
Help for?

JOSH
She's from another world.

ROBERT
What did you say... again?

JOSH
She's from another—

Ellen starts talking, cutting Josh off.

ELLEN
(introduce herself)
I'm Ellen, a princess from Utopia.

ROBERT
(shocked)
What?

JOSH
Have you heard already about that?

ROBERT
Utopia? I'm never been heard that
before.

ELLEN
(to Robert)
It's my home.

ROBERT
(to Ellen)
You're here for?

JOSH
She needs to go back her home.

ROBERT
But, how?

JOSH
She mentioned that she arrived on
Earth by the portal.

ROBERT
Portal? It's impossible!

ELLEN
Yes, I came in. The light takes me
there.

ROBERT
(confused)
Light?

JOSH
Why, Robert?

ROBERT
(confused)
Something is...

JOSH
(curious)
What it is?

ROBERT
Traveling through the lights is not
possible. But, in this situation,
it's happening.

JOSH
How?

ROBERT
I'm doing some research for a project
on how to travel to other dimensions
through light-based teleportation.

JOSH
How's the project going?

ELLEN
(confused)
I don't understand what you're
talking about, guys.

ROBERT
(points at Ellen)
By her, we can travel through the
light.

Robert shows the project he talks about and uncovers it.

ROBERT (CONT'D)
This is my project. The portal to
other dimensions.

JOSH
Does it work?

ROBERT
Not yet.

JOSH
But, how that can help us?

ROBERT
Maybe, traveling through space may
take longer. But on this, we can
travel faster as seconds in a blink
of an eye.

Robert turns on the machine, which started to make weird
noises. A light appears, similar to one Ellen has seen
before.

ELLEN
(amazed)
That's what I saw when I came here.

ROBERT
It's not going anywhere. It's not
working. When you throw something in,
it just comes out the other side. It
passes straight through.

JOSH
So, it's not yet finished?

ROBERT
Yeah, there's something need to do.
But, I don't know how.

JOSH
What's our plan?

ROBERT
How did Ellen manage to come through
and open the portal?

ELLEN
The light appears somehow, but I'm
not sure how. My planet is strange,
with frequent quakes.

ROBERT
Does it open when quakes occur?

JOSH
How? We don't have quakes here. If we did, our place would be destroyed.

ROBERT
No, I think it's not the quakes.

JOSH
What's it?

Robert turns to Ellen. Look for something.

ROBERT
There must be something Ellen brought here.

JOSH
What is it, huh?

Robert sees Ellen's necklace with a blue stone on it.

ROBERT
This.

Robert tries to touch the necklace.

ELLEN
What are you doing?

Ellen looks frightened by Robert's actions.

JOSH
Robert! Just wait. You're scaring her.

Josh sees Robert pointing at the necklace and showing it to him.

ROBERT
(to the necklace)
That thing.

JOSH
The necklace?

ELLEN
(confused)
What does my necklace have to do with this?

ROBERT
The answer to all of our questions!

JOSH
The portal will open using that
stone?

ROBERT
Yes, must be.

JOSH
How?

ELLEN
So, can I go back home with this
thing now?

ROBERT
Not yet sure.

Ellen looks disappointed.

ROBERT (CONT'D)
I think the stone can only power the
machine.

As Ellen approaches, the machine absorbs all the power from
her necklace, causing it to break.

ROBERT (CONT'D)
Oh shit. It's broken.

ELLEN
I'm sorry.

ROBERT
Have you ever used that necklace for
other thing?

ELLEN
Yes, to create a magic.

JOSH
Yes, the magic.

ROBERT
(to Ellen)
But, how did you do that?

ELLEN
This necklace creates hallucination,
so you think I'm still here, but I'm
actually not. It also pauses time.

ROBERT
Amazing!

JOSH
What's the next plan?

Robert realizes that the stone might be radioactive.

ROBERT

Wait.

JOSH

Anything wrong?

ROBERT

The stone!

JOSH

What?

ELLEN

(on her necklace)

This?

ROBERT

The stone might be radioactive.

JOSH

How?

ROBERT

I think it is.

Robert looked for his holographic books and found it on the table.

ROBERT (CONT'D)

(browser the books)

This might be~

(pause)

This is it!

JOSH

What is it?

ROBERT

Polonium!

ELLEN

(curious)

Polonium?

JOSH

What's that?

ROBERT

(to Josh)

How long have you've been with Ellen?

JOSH

Maybe, an hour ago?

ROBERT

You must be exposed to radiation, but it won't last long.

ELLEN
(curious)
Am I being exposed to it too?

ROBERT
I think you're immune to it.

ELLEN
(surprised)
How's it that my necklace is so powerful?

ROBERT
There must be something causing it.

ELLEN
Why?

ROBERT
(to Ellen)
Is there anything like that on your planet?

ELLEN
Yes, I think?

ROBERT
That machine can detect radiation, I think.

JOSH
Okay, it's now more clear.

ROBERT
The light creates the portal and brings her here.

ELLEN
But, how?

ROBERT
Through light energy. Have you heard of something like?
(pause)
It is.

JOSH
What?

ROBERT
The wormhole!

ELLEN
(surprised)
How's that possible?

JOSH (CONT'D)
 (shocked)
 Wormhole?

ROBERT
 Maybe we can open it, but how?

SMASH CUT TO:

EXT. UTOPIA - DAY

It's not a normal day. Smoke filling the sky, with BLACK SMOKE rising from the ground.

The camera pans down to REVEAL:

EXT. FOREST - DAY

Zeta and Mike walks together, looking for Queen. There's a lot of smoke that appears out of nowhere.

ZETA
 What's happening in this world?

MIKE
 (coughs)
 I don't know. It's like the world is killing us.

An explosion occurs with a loud blast, causing Zeta and Mike to be thrown to the ground. The explosion leaves a hole.

ZETA
 (coughs)
 What's that?

MIKE
 Are you okay?

ZETA
 Yeah. This world is getting worse.

Arch, who had left them, heard the explosion and came back.

ARCH (O.S)
 (from far away)
 Are you guys okay?

ZETA
 Arch? Where have you been?

Finally, Arch is here.

ARCH
 I'm just looking for Queen.

ZETA
The world is getting worse hour by hour.

ARCH
Yeah, I know.

ZETA
How do you think why it's happening?

ARCH
We need to find out.

ZETA
How?

MIKE
The planet?

ARCH
The planet... is what?

MIKE
I don't know. It's just coming out of my mind.

ARCH
I have an idea!

ZETA
What's that, huh?

ARCH
We need to get to the tower as soon as we can.

ZETA
But, why?

ARCH
We need help from others out there.

ZETA
How can we do that?

ARCH
Sending message.

ZETA
Is this world is advanced for that?

ARCH
Maybe, we'll find out.

MIKE
But, guys, the way to the tower isn't safe. There are a lot of guards protecting the place.

ARCH
We'll do whatever it takes!

MIKE
Have you heard about Earth?

ARCH
Yeah, my mother tells me about it every night.

ZETA
Earth? What is it?

ARCH
I don't know.

MIKE
I've heard about it. It's a beautiful place with amazing people.

ARCH
People like us?

ZETA
Yeah, I think?

ARCH
How?

MIKE
I don't know.

ARCH
Are there any others like us outside this planet?

MIKE
They're just normal people, not like us.

ZETA
Look.

ARCH
How could be?

ZETA
We're not born the way you might think.

ARCH
We're not the same as them?

ZETA
They're humans.

ARCH
And we are?

ZETA

The advanced species originated on this planet, which is 6 million years older than Earth.

MIKE

Our planet is dying, and Earth was born to save us. We need a new home.

ARCH

How can we get there? A spaceship?

MIKE

It's not safe to go there. Humans aren't safe.

ARCH

How old is the planet?

MIKE

I don't know. Only the time knows about it.

A fallen meteor is visible in the sky, and they gaze at it.

ZETA

(look at the meteor)
Look! A rock is on fire!

ARCH

(surprised)
It's not a good sign.

A meteor fell nearby with a loud blast, sending a powerful gust of wind through the sky.

ZETA

(shocked)
Shit! It's landed'.

MIKE

The world is ending.

ARCH

(determined)
We need to go!

ZETA

(curious)
Where? The tower?

ARCH

Yes, I believe this is our only way to survive.

MIKE

(hesitates)
Is not safe!

ARCH
What can we do?

Another meteor hurtles toward Zeta, and he fears it will strike him.

MIKE
Look out! There's another one!

ZETA
(curious)
Where is this coming from?

ARCH
I don't know.

CUT TO:

EXT. FOREST - DAY

Queen lies unconscious on the ground. When she wakes up, she sees the forest shrouded in smoke and thinks it's on fire.

QUEEN
(disoriented)
What's happening?

Queen stands quickly and tries to look for Zeta and their friends.

QUEEN (CONT'D)
(shouting)
Zeta? Where are you?

BACK TO:

EXT. FOREST - CONTINUOUS

Zeta, Arch, and Mike stand there, hearing Queen's voice from far away.

ZETA
(surprised)
Queen!?

ARCH
You heard that?

MIKE
Yes, it's Queen!

Zeta immediately heads toward the voice, with Arch and Mike following alongside.

BACK TO:

EXT. FOREST - CONTINUOUS

Queen walks through the smoke like it's fog. Her vision is blurry due to the smoke everywhere.

QUEEN
(coughs)
What is this? A fog?

ZETA (O.S)
(voice approaching)
I'm here. Queen, just stay there.

QUEEN
Zeta!

ANGLE ON:

Zeta approaches Queen, happiness evident in his eyes, followed by Arch and Mike.

ZETA
(worried)
Are you okay?

QUEEN
I was just hit a rock, and then I fell.

ZETA
Does something hurt?

QUEEN
Nope. I'm okay.

ARCH
(in hurry)
We need to go!

QUEEN
Why?

ARCH
You've seen it already, haven't you?

QUEEN
The smoke?

MIKE
It's coming from the ground. I think the planet's core is pushing all its gases out.

QUEEN
I don't fully understand what you're saying, but it seems like the world is dying or healing itself?

ARCH
Maybe, both.

MIKE
I think so.

ZETA
What's the plan?

ARCH
We need to get to the tower.

ZETA
Is there any way to do that?

MIKE
Yeah, we'll be risking all our lives
if we do it that way.

ARCH
I don't have any plans left.

ZETA
What we're gonna do, huh?

ARCH
The tunnel!

ZETA
Tunnel?

ARCH
There's a secret tunnel. We can pass
through it safely.

MIKE
What about guards?

ARCH
There's no guards here and no one
knows about it, except me.

ZETA
Huh! You created this tunnel, isn't?

ARCH
No, I discovered it.

ZETA
Discovered?

ARCH
Let's go! We're running out of time.

They began walking toward the tunnel.

CUT TO:

EXT. UNDERGROUND TUNNEL - DAY

A secluded, overgrown area nestled between towering trees. Sunlight filters through the dense canopy, casting dappled shadows on the forest floor. The ground is strewn with fallen leaves and thick vines, hinting at the years of neglect this place has endured.

Nestled into the side of a grassy hill is the entrance to the underground tunnel. The entrance is a weathered, stone archway partially obscured by creeping ivy and moss.

Ancient runes are carved into the stone, their faded glow barely visible through the layers of dirt and age. The archway is dark and foreboding, a deep black void that seems to beckon the unwary traveler.

Arch, Zeta, Mike, and Queen crouch behind a cluster of bushes and watch the tunnel entrance intently. Their faces are a mix of curiosity and caution as they survey the area.

ARCH

(whispering)

Do you see anyone?

ZETA

(eyes scanning the surroundings)

No, it looks clear. But something doesn't feel right.

MIKE

(staring at the tunnel)

Are we sure we should be doing this?
It looks... ominous.

QUEEN

(speaking softly)

The energy here is ancient. This tunnel could be more than it appears.

ARCH

(determined)

We've come too far to turn back now.
Let's just make sure we're not walking into a trap.

They move cautiously from their hiding spot, inching toward the tunnel's entrance. The air grows cooler as they approach, a faint breeze carrying the scent of damp earth and decay.

As they get closer, a low, almost imperceptible hum begins to emanate from the tunnel, vibrating through the ground beneath their feet. The darkness inside the archway seems to pulse rhythmically, a slow and mesmerizing beat that draws them in.

ZETA

(voice trembling slightly)
What's that noise? Is it coming from
inside the tunnel?

QUEEN

(eyes fixed on the darkness)
It's a sign of powerful forces at
work. Be prepared for anything.

MIKE

(looking at the archway)
It looks like it's been here forever.
Do we really think we can handle
whatever's in there?

ARCH

(stepping forward)
If we want answers, this is the only
way. Let's go.

They move as one, stepping cautiously into the dark archway. The shadows envelop them, the entrance to the tunnel closing behind them as they disappear into the darkness.

INT. UNDERGROUND TUNNEL - CONTINUOUS

The tunnel's interior is dimly lit by the faint glow of crystals embedded in the walls. The passage twists and turns, the air thick with the scent of age and mystery. The rhythmic pulsing of blue light from deeper within illuminates the tunnel, casting eerie patterns on the stone walls.

As they venture further, the blue light grows brighter, leading them toward the heart of the tunnel.

CUT TO:

INT. UNDERGROUND TUNNEL - DAY

Arch, Zeta, Mike, and Queen make their way down the winding path. Their footsteps echo softly, and the hum of an unknown energy seems to resonate through the stone.

Suddenly, a soft, rhythmic pulsing of blue light begins to emerge from the darkness ahead. It starts as a faint glimmer, but quickly intensifies into a swirling vortex of vivid blue hues. The light dances across the tunnel walls, casting eerie, mesmerizing shadows.

ARCH

(eyes widening)
What in the world is that?

ZETA (CONT'D)
(voice trembling slightly)
I've never seen anything like it. It
looks... alive.

MIKE
(staring in awe)
Is that some kind of portal?

The blue light continues to spiral, growing in intensity. The tunnel is filled with an almost hypnotic hum, as if the vortex is drawing in all surrounding energy.

QUEEN
(speaking with both curiosity and
fear)
It's a gateway. I can feel its power.
But where does it lead?

ARCH
(stepping closer to the light)
We have to find out. This might be
our only chance.

ZETA
(holding back)
But what if it's dangerous? We don't
know what's on the other side.

MIKE
(looking between the others)
We've come this far. We can't just
turn back now.

As the group stands at the edge of the vortex, the swirling blue light seems to beckon them forward, its intensity drawing them into its depths. The air around the wormhole crackles with energy, and the tunnel's walls begin to vibrate gently.

QUEEN
(resolute)
We must go together. Whatever awaits
us, we face it as one.

They exchange determined glances, the weight of their decision clear in their eyes. With a deep breath, they step forward into the swirling blue light, disappearing into the unknown.

The light swirls and pulses, the hum growing louder as they are enveloped. The tunnel falls silent again, the blue light slowly fading into the darkness.

CUT TO:

EXT. CITY ALLEY - NIGHT

A narrow, dimly lit alley nestled between two towering skyscrapers. The buildings are sleek and futuristic, their facades adorned with neon advertisements and holographic billboards that flicker with vibrant colors. The air is cool and crisp, a sharp contrast to the warmth of the evening they just left.

The alley is lined with gleaming metal panels and smooth, reflective surfaces. High above, a web of elevated walkways and suspended vehicles crisscrosses the night sky, casting fragmented shadows and intermittent lights down into the alley below. The hum of distant traffic and the occasional whoosh of a passing hovercar can be heard echoing through the canyon-like space.

From the depths of the swirling blue light of the wormhole, Arch, Zeta, Mike, and Queen stumble out, momentarily disoriented. The blue light flickers and fades away, leaving behind only a faint shimmer in the air where the wormhole once was.

ARCH

(looking around)

Where are we? This place looks like something out of a sci-fi movie.

ZETA

(eyes wide)

This city... it's so different from anything I've ever seen. The technology is incredible.

QUEEN

(looking up at the illuminated billboards)

This world is far more advanced than I imagined. We must be cautious. We don't know what kind of dangers we might face.

A soft, rhythmic pulsing from the holographic advertisements above casts a shifting glow on the alley walls, creating an almost hypnotic effect. The alley is filled with a mix of futuristic refuse and occasional flickering streetlights, adding to the atmosphere of faded grandeur.

ARCH

(gesturing toward the end of the alley)

Let's head out of this alley and see what the city has to offer. We need to figure out where we are and how to get back.

ZETA

(nervously)

But what if the people here notice us? We don't exactly blend in.

QUEEN

(reassuringly)

We will need to be discreet. Stay in the shadows and avoid drawing attention.

MIKE

(looking around)

Let's stick together and find a safe place to gather information.

The group moves cautiously through the alley, the soft hum of neon lights and distant urban noises growing louder as they approach the alley's mouth. They emerge onto a bustling street lined with shops, cafes, and towering skyscrapers illuminated by a dazzling array of lights.

EXT. STREET - CONTINUOUS

Alive with people and vehicles. Pedestrians in futuristic attire walk briskly by, while automated delivery drones buzz overhead. Holo-ads project vibrant images into the night sky, and street vendors offer a variety of futuristic foods and gadgets.

ARCH

(staring at the chaotic scene)

We need to find somewhere to stay and plan our next move.

ZETA

(looking at the busy street)

Where do we even start? There's so much going on.

QUEEN

(nodding)

We should find a quieter part of the city to observe from. Let's move carefully and stay out of sight.

MIKE

(gesturing towards a nearby park)

That park over there looks like a good place to start. It's not as crowded.

They head towards the park, navigating through the bustling city streets while trying to avoid drawing attention. The park is a serene oasis amidst the urban jungle, with illuminated paths and soft, ambient music that contrasts with the city's frenetic energy.

EXT. PARK - CONTINUOUS

A futuristic green space with softly glowing plants and serene water features. The area is quieter, offering a moment of calm as they take in their surroundings and prepare to explore this new world.

ARCH

(taking a deep breath)

Alright, let's regroup here and figure out our next steps.

ZETA

(looking around the park)

It's peaceful here. Maybe we can gather some information without being noticed.

QUEEN

(sitting on a bench)

We should observe the people and gather what we can. This city holds many secrets.

MIKE

(sitting beside her)

And we need to find out what those secrets are if we're going to get back home.

As they settle into the park, the distant city lights reflect off the water features, and the hum of the city fades into the background, giving them a moment to strategize.

CUT TO:

EXT. STREET - NIGHT

A modern city are filled with people, vehicles, and advanced technology. The Utopian group, still fascinated by their surroundings, wanders through the crowded avenues. They pause in front of a stylish clothing store, the window displays showcasing the latest fashion trends.

ARCH

(looking at the clothes)

These garments are quite different from what we had on Utopia.

ZETA

(excited)

Let's go inside and take a closer look.

The group enters the store, their eyes wide with wonder as they explore the racks of clothing. They pick out outfits, trying them on with curiosity and excitement.

MIKE
(grinning)
These feel so different. It's amazing.

They continue to try on various clothes, unaware of the store's payment system. FIONA, the store owner, watches them with a mixture of curiosity and concern.

STORE OWNER (FIONA)
(politely)
Can I help you find anything?

QUEEN
(smiling)
Thank you, but we're just trying these on. They're wonderful!

The group, now dressed in the store's clothes, begins to leave without paying. Fiona's eyes widen in alarm.

STORE OWNER (FIONA)
(worried)
Excuse me! You need to pay for those!

The Utopian group stops, confused by her words.

ARCH
(confused)
Pay? What do you mean?

STORE OWNER (FIONA)
(firmly)
You can't just take the clothes without paying for them. I'm calling the authorities!

Realizing they might be in trouble, the Utopian group panics. They glance at each other before making a swift decision.

ZETA
(nervously)
We need to go, now!

They dash out of the store, running through the crowded streets. Fiona quickly grabs her phone and calls the authorities.

STORE OWNER (FIONA)
(into phone)
Hello? Yes, I need help. Some people just ran out of my store without paying!

The Utopian group weaves through the streets, their unusual appearance drawing attention from bystanders. They can hear the distant wail of sirens growing louder.

MIKE
 (looking over his shoulder)
 We have to keep moving!

QUEEN
 (panicking)
 We didn't mean to cause trouble!

The authorities close in, the situation escalating. The group desperately searches for a place to hide as they navigate the unfamiliar city.

EXT. STREET - CONTINUOUS

Josh, Ellen, and Robert walk down the sidewalk, casually exploring the city and admiring the latest technology. Ellen is dressed in elegant but casual attire, her holographic bracelet occasionally flashing with updates. Robert and Josh chat excitedly about the advancements they've seen.

JOSH
 (looking at a shop window)
 Wow, check out that new holo-projector. That's next-level tech.

ELLEN
 (smiling)
 It really is. But it's nothing compared to the technology we saw in Utopia.

ROBERT
 (nodding)
 Yeah, I guess you're right. But there's always something new here to catch our attention.

Suddenly, a commotion catches their attention. They hear the distant wail of sirens and shouts from up ahead. The trio turns to see Arch, Zeta, Mike, and Queen sprinting down the street, clearly out of place with their unusual and somewhat tattered attire.

ARCH
 (panicked)
 We need to find a way to lose them!

ZETA
 (breathless)
 They're closing in on us!

MIKE

(glancing back)

We can't keep running like this. We need a plan.

QUEEN

(determined)

Look for somewhere we can hide!

The authorities, in sleek, futuristic armor and carrying advanced gear, chase after the group. They deploy a net-like energy field that crackles and hums as it expands.

ELLEN

(eyes widening)

Wait a minute... Those people—they look like they're from Utopia!

JOSH

(confused)

Utopia? You mean like the place you were telling us about?

ELLEN

(nodding)

Yes! Their clothes and appearance—they're unmistakably from Utopia. We need to help them.

ROBERT

(looking at the scene)

But what's going on? Why are the authorities after them?

ELLEN

(concerned)

I'm not sure, but we can't just stand by. We have to see if we can assist them.

JOSH

(looking determined)

Then let's get to that alley up ahead before they do.

ELLEN

(urgent)

Right. We need to catch up with them and figure out what's happening.

Josh, Ellen, and Robert quickly make their way through the crowd, following Arch, Zeta, Mike, and Queen as they dash towards a narrow alley. The authorities spread out, their searchlights cutting through the crowd and scanning the area.

EXT. DARK ALLEY - CONTINUOUS

Arch, Zeta, Mike, and Queen burst into the dark alley, their breaths coming in ragged gasps. The alley is narrow and lined with futuristic debris, with a few glowing trash bins and faded murals on the walls. High above, the distant sounds of the city and the occasional flicker of neon lights cast eerie shadows.

ARCH
(looking back)
We've lost them for now, but we need to keep moving.

ZETA
(speaking softly)
We can't stay here long. They'll be searching for us.

MIKE
(looking around)
There's a maintenance tunnel up ahead. It might lead us to a safer place.

QUEEN
(nodding)
Let's go!

As they move toward the maintenance tunnel, Josh, Ellen, and Robert reach the entrance of the alley. They see the group disappearing into the tunnel and exchange urgent glances.

ELLEN
(whispering)
We need to follow them. They're from Utopia, and they might need our help.

ROBERT
(nodding)
Let's be careful. We don't want to get caught up in the chase ourselves.

JOSH
(looking at the dark tunnel)
Got it. Let's stick together and find out what's going on.

The trio quietly enters the alley and makes their way towards the maintenance tunnel, staying hidden in the shadows. They see Arch, Zeta, Mike, and Queen vanishing into the darkness of the tunnel.

EXT. MAINTENANCE TUNNEL - CONTINUOUS

A dimly lit, with occasional flickers of light from malfunctioning bulbs and the hum of the city echoing from above. The walls are lined with pipes and electrical conduits, and the space is cluttered with old equipment and discarded tech.

ARCH

(taking a deep breath)

Alright, we need to find a safe place and figure out our next steps.

ZETA

(looking around)

We should find a way to blend in and avoid drawing attention.

MIKE

(gesturing forward)

Let's keep moving. We'll look for a place where we can regroup and gather information.

QUEEN

(nodding)

And we need to find out why the authorities are after us.

As the group moves deeper into the tunnel, the distant echoes of the city's nighttime activity fade, leaving only the quiet hum of the tunnel's machinery.

Josh, Ellen, and Robert quietly follow behind, trying to stay out of sight while keeping close to the group.

ELLEN

(whispering to Josh and Robert)

Let's stay hidden and observe. We need to understand what's going on before we approach them.

JOSH

(whispering)

Agreed. Let's keep our distance for now.

They move stealthily through the tunnel, the faint glow of their surroundings casting long shadows as they follow the Utopian group deeper into the unknown.

CUT TO:

INT. MAINTENANCE TUNNEL - NIGHT

Arch, Zeta, Mike, and Queen have found a small, secluded area off the main tunnel. They catch their breath and try to make sense of their surroundings. The tension in the air is palpable.

ARCH

(breathing heavily)

Alright, we're safe for now. But we need to figure out our next move.

ZETA

(looking around)

This place is so strange. Everything feels so... old and new at the same time.

MIKE

(nodding)

We need to stay out of sight until we can come up with a plan.

QUEEN

(eyes scanning the tunnel)

Let's take a moment to regroup and think.

As they gather their thoughts, Josh, Ellen, and Robert cautiously approach the group from the shadows, trying not to startle them.

ELLEN

(calling out gently)

Wait! Don't be afraid. We're here to help.

Arch, Zeta, Mike, and Queen quickly turn, ready to defend themselves, but they pause when they see Ellen's familiar face and hear her calm voice.

ARCH

(skeptical)

Who are you? Why are you following us?

ELLEN

(stepping forward)

My name is Ellen. I recognize you because I'm from Utopia too.

ZETA

(surprised)

You're from Utopia? But how did you get here?

JOSH
(stepping up beside Ellen)
We can explain everything. But first,
we need to find somewhere safer to
talk.

ROBERT
(nodding)
The authorities will be looking for
you. Let's move to a more secure
location.

QUEEN
(looking at Ellen)
You know about Utopia. You must know
how to help us.

ELLEN
(nodding)
I do. Come with us. We can explain
everything.

EXT. ABANDONED BUILDING - NIGHT

The group emerges from the maintenance tunnel into a deserted street. They make their way to an old, abandoned building, its once-grand facade now weathered and covered in graffiti. They slip inside, finding a quiet, dusty room where they can talk without fear of being overheard.

INT. ABANDONED BUILDING - CONTINUOUS

They gather in the room, the dim light from the street outside filtering through broken windows. Ellen steps forward, ready to explain.

ELLEN
(speaking softly)
I know this must be confusing. I
ended up on Earth just like you. I've
been here for a while, trying to
understand this world and find a way
back to Utopia.

ARCH
(eyes wide)
But how did you get here? And why are
the authorities after us?

ELLEN
(looking serious)
I was transported here through a
wormhole, just like you. Earth is a
very different place from Utopia. The
technology, the culture—it's all so
foreign.

ZETA

(nervously)

Why are they chasing us? What did we do wrong?

JOSH

(calmly)

It's not about what you did. It's about who you are. You're different, and that makes you a target.

ROBERT

(looking at the group)

The authorities here are very cautious about anything that seems out of place. They see you as a potential threat because you don't fit in.

QUEEN

(resolutely)

We need to find a way to blend in and avoid detection. And we need to find a way back home.

ARCH

(angrily)

No! We can't go back! Utopia is collapsing. Our world is being destroyed. There's nothing left to return to.

The room falls silent as the weight of Arch's words sinks in. The despair in his voice is unmistakable.

ELLEN

(softly)

What do you mean? What's happening to Utopia?

ARCH

(sighing)

It's falling apart. The AI that protected our world has malfunctioned. Systems are failing, and the environment is deteriorating. We barely escaped with our lives.

ZETA

(teary-eyed)

We lost so many people. We can't go back to that.

MIKE

(somberly)

Arch is right. Utopia as we knew it is gone.

QUEEN

(determined)

Then we must find a new home here. We need to adapt and survive in this world.

ELLEN

(nodding)

We'll help you. We'll find a way to make this place safe for you. You're not alone in this.

JOSH

(looking determined)

We're in this together now. We'll help you find a way to fit in and build a new life here.

ROBERT

(nodding)

Let's move carefully and plan our next steps. We'll figure this out together.

The group settles into their temporary hideout, sharing stories and starting to strategize about their next move.

The flickering lights and distant city sounds create an atmosphere of cautious optimism as they begin to form a bond of trust and cooperation.

CUT TO:

INT. ROBERT'S APARTMENT - NIGHT

The group stands just inside the entrance, looking around in awe and curiosity.

Robert, Josh, and Ellen lead Arch, Zeta, Mike, and Queen into the apartment, closing the door behind them.

ROBERT

(smiling)

Welcome to our home. It's not much, but it's safe and has everything we need.

ARCH

(looking around)

This place is incredible. The technology is advanced, yet it feels so different from Utopia.

ZETA

(eyeing the equipment)

You have some impressive equipment here. It must have taken a lot to gather all this.

JOSH

(nodding)

Yeah, we've been working on understanding the wormhole technology for a while now. It's been a challenging but fascinating journey.

ELLEN

(gesturing to the room)

Let us show you around. This is the main living area. We use this space for everything from research to relaxation.

They walk further into the apartment, pointing out different areas and features.

ROBERT

(pointing to a corner)

Over here, we have the kitchen. It's fully stocked, so feel free to help yourselves to anything you need.

JOSH

(gesturing to another room)

That's the bathroom. It has a shower and everything else you might need.

ELLEN

(smiling warmly)

And we have a few spare rooms down the hall. You're welcome to stay here as long as you need.

The Utopian group looks around, taking in their new surroundings with a mix of relief and curiosity.

QUEEN

(sincerely)

Thank you for your hospitality. We're grateful for your help.

ROBERT

(nodding)

Of course. We're all in this together now. Let's start with introductions. I'm Robert. I'm an engineer and scientist. My focus is on energy and wormhole technology.

JOSH

(smiling)

I'm Josh. I'm a tech enthusiast and programmer. I've been working with Robert on understanding the wormhole phenomena.

ELLEN

(nodding)

And you already know me. I'm Ellen. I came from Utopia, just like you. I've been trying to adapt to life here on Earth and find a way back home.

ARCH

(stepping forward)

I'm Arch. I used to be a security officer in Utopia. Now, I'm just trying to keep us all safe.

ZETA

(smiling softly)

I'm Zeta. I was a scientist in Utopia, specializing in environmental studies. It's a pleasure to meet you all.

MIKE

(nodding)

I'm Mike. I was an engineer, working on maintaining Utopia's infrastructure.

QUEEN

(regally)

And I am Queen, the leader of our group. My responsibility is to guide and protect us as we navigate this new world.

ROBERT

(looking determined)

We'll work together to find a solution. We've already made some progress on the wormhole, and with your help, I believe we can figure it out.

JOSH

(enthusiastic)

Yeah, with all of our knowledge combined, we'll get there. We just need to keep pushing forward.

ELLEN

(looking at the group)

We're stronger together. Let's take it one step at a time and support each other through this.

The group nods in agreement, a sense of unity and purpose settling over them.

ROBERT (CONT'D)
 (gesturing to the worktable)
 Why don't we sit down and discuss our next steps? We can go over what we've learned so far and plan our next move.

ARCH
 (nodding)
 Sounds like a plan. Let's get started.

They gather around the worktable, ready to combine their knowledge and efforts to overcome the challenges ahead.

CUT TO:

INT. ROBERT'S APARTMENT - NIGHT

Arch, Zeta, Mike, Queen, Josh, Ellen, and Robert are deep in discussion, examining complex diagrams and blueprints.

ROBERT
 (pointing to a holographic display)
 Alright, based on the data we've gathered and what Ellen remembers, this is our best chance to recreate the wormhole.

ELLEN
 (nodding)
 We need to get the energy levels just right. It's all about mimicking the conditions we experienced when we first arrived.

ARCH
 (skeptical)
 I still don't know if this will work. We're dealing with forces we barely understand.

ZETA
 (hopeful)
 It's worth a try. If we can find a way to control the wormhole, we might have a chance to get back to Utopia or at least stabilize our situation here.

MIKE
 (looking at the equipment)
 Let's get started. We don't have much time.

QUEEN
 (determined)
 We'll do whatever it takes.
 (MORE)

QUEEN (CONT'D)
We have to try.

Robert begins calibrating the equipment, adjusting dials and settings with precision. The others assist, following his instructions and making final preparations.

JOSH
(standing by a monitor)
Everything looks good on my end.
Energy levels are stable.

ELLEN
(double-checking the readings)
Let's hope this works.

Robert takes a deep breath and flips a switch. The room hums with energy as the equipment powers up. Lights flicker, and a low, vibrating sound fills the air. A small, swirling vortex of blue light begins to form in the center of the room.

ROBERT
(excited)
It's working! We're generating a
stable wormhole!

The vortex grows larger, its light intensifying. The group watches in awe, hope shining in their eyes. But suddenly, the vortex begins to fluctuate, its edges becoming unstable.

ARCH
(alarmed)
Something's wrong. The energy levels
are spiking!

ZETA
(panicking)
It's going to collapse!

MIKE
(urgent)
Shut it down, Robert!

QUEEN
(determined)
Hold on, maybe we can stabilize it!

Robert frantically adjusts the controls, trying to bring the vortex back under control. But it's too late. The wormhole collapses in a burst of light and energy, sending a shockwave through the room.

The group is thrown back, and the equipment powers down with a hiss and a few sparks. The room falls silent, save for their heavy breathing and the distant hum of the city outside.

JOSH
(breathless)
Is everyone okay?

ELLEN
(looking around)
I think so. But the wormhole... it's gone.

ARCH
(disappointed)
We were so close. What went wrong?

ROBERT
(sighing)
The energy levels were too unstable.
We need more data to get it right.

ZETA
(trying to stay positive)
At least we know it's possible. We just need to figure out how to control it.

MIKE
(nodding)
We'll keep trying. We have to.

QUEEN
(determined)
We won't give up. This is just the beginning.

ELLEN
(placing a hand on Robert's shoulder)
We'll figure it out together. We've come this far, and we'll keep pushing forward.

ROBERT
(nodding)
You're right. We'll go over the data and try again. We'll get it right next time.

The group gathers around the table once more, their resolve strengthened despite the setback. They begin analyzing the data, discussing their next steps, and planning their next attempt.

DISSOLVE TO:

INT. ROBERT'S APARTMENT - LIVING ROOM - DAY

A cozy and modern, with soft lighting and comfortable furniture. Queen is sitting on the couch, watching TV. The sound of a reality show fills the room. Josh walks by, wearing his waterproof earbuds, nodding along to the music. He heads toward the bathroom, oblivious to his surroundings.

Queen glances at Josh, noticing his earbuds and the direction he's headed. She knows Ellen is in the bathroom but decides not to intervene, a slight smirk playing on her lips.

QUEEN
(to herself, amused)
This should be interesting.

She turns her attention back to the TV, pretending not to notice as Josh opens the bathroom door and steps inside, still engrossed in his music.

INT. ROBERT'S APARTMENT - BATHROOM - CONTINUOUS

A sleek and modern, with a large shower area enclosed in glass. Soft, ambient lighting creates a warm and relaxing atmosphere. Ellen is in the shower, enjoying the soothing stream of water. She hums quietly to herself, lost in the moment.

CUT TO JOSH, who is walking down the hallway, wearing waterproof earbuds and nodding to the beat of the music he's listening to. He approaches the bathroom, not noticing the faint sound of the running water.

INT. BATHROOM - CONTINUOUS

Josh opens the bathroom door and steps inside still engrossed in his music. He heads straight for the sink, grabbing his toothbrush. Ellen, noticing the movement through the glass, is startled.

ELLEN
(surprised)
Josh?

Josh doesn't hear her. He continues brushing his teeth, completely oblivious. Ellen quickly wraps a towel around herself and opens the shower door, stepping out.

ELLEN (CONT'D)
(louder)
Josh!

Josh finally notices her, pulling out one earbud in surprise.

JOSH
(confused)
Ellen? What are you doing here?

ELLEN
(irritated but amused)
What am I doing here? I'm taking a shower, Josh. What are you doing here?

Josh looks around, realizing his mistake. He chuckles awkwardly.

JOSH
(laughing)
Oh, wow. I'm so sorry, Ellen. I didn't realize you were in here. These earbuds are too good.

Ellen shakes her head, smiling despite herself.

ELLEN
(sighing)
Just... maybe knock next time?

JOSH
(nodding)
Absolutely. My bad.

He quickly gathers his things and leaves the bathroom, still chuckling. Ellen watches him go, shaking her head with a smile.

ELLEN
(muttering to herself)
Never a dull moment.

Ellen returns to her shower, the incident now just a funny memory in their busy lives.

CUT TO:

INT. ROBERT'S APARTMENT - LIVING ROOM - DAY

Josh is lounging on the couch, engrossed in his phone. Queen sits nearby, watching TV. The sound of a reality show fills the room.

Ellen enters, carrying a bag of groceries. She sets the bag on the kitchen counter, glancing at Josh and Queen.

ELLEN
(calling out)
Josh, I'm going to put away the groceries and then head out for a bit. Can you make sure everything's okay here?

JOSH
 (distracted, still looking at his
 phone)
 Yeah, sure. No problem.

Ellen started putting away the groceries, her movements efficient and practiced. Queen watches the exchange, her eyes narrowing slightly at the casualness of it all.

QUEEN
 (suspiciously)
 Is everything okay between you two?

JOSH
 (glancing up from his phone)
 Yeah, why wouldn't it be?

Queen raises an eyebrow, clearly not convinced.

QUEEN
 I don't know. You just seem... off.

ELLEN
 (coming over, wiping her hands on a
 towel)
 We're fine, Queen. Just a bit of a
 misunderstanding earlier. Nothing to
 worry about.

Josh puts down his phone and stands up, walking over to Ellen. He places a hand on her shoulder, giving her a reassuring smile.

JOSH
 Yeah, it was just a funny mix-up. No
 big deal.

Ellen smiles back, appreciating the gesture.

ELLEN
 (smiling)
 Exactly. Anyway, I'm heading out now.
 I'll be back soon.

JOSH
 (nodding)
 Okay, take care.

Ellen grabs her coat and keys, giving Josh a quick peck on the cheek before heading out the door. Queen watches her leave, still skeptical but willing to let it go for now.

QUEEN
 (to Josh)
 You know, if there's ever something
 you need to talk about, I'm here.

JOSH
(smiling)
Thanks, Queen. But really,
everything's good.

Queen nods, turning her attention back to the TV. Josh returns to the couch, picking up his phone again, but his mind is clearly on the earlier incident.

Robert bursts into the room, a look of excitement on his face.

ROBERT
(excitedly)
Guys, I've got a new idea!

QUEEN
(skeptical)
A new idea for what?

ROBERT
(forward)
For the project, we did previously! I think I know how we can rebuild it, and make it even better!

JOSH
(raising an eyebrow)
Do you mean the wormhole project?

ROBERT
(nodding enthusiastically)
Yes! I've been going over the data, and I think I've found a way to stabilize it. We can rebuild it and possibly even control the destination this time.

Queen sits up, her curiosity piqued.

QUEEN
(interested)
That sounds ambitious. What do you need from us?

ROBERT
(energized)
I need everyone's help. This could be our chance to make a real difference, to explore new worlds again. Are you in?

Josh and Queen exchange glances, their earlier amusement replaced with determination.

JOSH
(grinning)
Let's do it.

QUEEN
(nodding)
Count me in.

The camera pans out, showing the renewed sense of purpose in the room as they begin to discuss their plans.

CUT TO:

INT. ROBERT'S APARTMENT - DAY

A hive of activity. Robert, Josh, Ellen, and the Utopian group—Arch, Zeta, Mike, and Queen—are gathered around the worktable, focusing intensely on the equipment.

ROBERT
(adjusting a dial)
Alright, this should be it. We've calibrated everything according to the new data.

JOSH
(double-checking the readings)
Energy levels are stable. Everything looks good on my end.

ELLEN
(hopeful)
Let's hope this works. We need a breakthrough.

QUEEN
(determined)
We'll make it work. We have to.

ARCH
(steeling himself)
Ready for anything.

ZETA
(nervous but determined)
Let's do this.

MIKE
(steady)
We're with you, Robert.

Robert takes a deep breath and flips a switch. The room hums with energy, and a small, swirling vortex of blue light begins to form in the center. The vortex grows larger, its light intensifying.

ROBERT
(excited)
It's working! We're generating a stable wormhole!

The vortex expands, revealing a portal to another world. The group stares in awe, but their excitement turns to horror as dark, menacing creatures emerge from the wormhole, their eyes glowing with malevolence.

JOSH
(alarmed)
What the hell are those?

ELLEN
(panicking)
They're coming through! Close it, Robert!

ROBERT
(frantically adjusting controls)
I'm trying! The controls aren't responding!

The creatures pour through the portal, snarling and attacking. The group fights back, using whatever they can find as weapons. The creatures are strong and relentless, overwhelming them.

ARCH
(shouting)
We have to push them back!

ZETA
(desperately)
There are too many of them!

MIKE
(holding off a creature)
We can't hold them off much longer!

QUEEN
(leading the defense)
Stand your ground! Don't let them get to Robert!

Despite their efforts, the creatures are too powerful. One by one, the group is overpowered and injured. Robert's equipment starts to overload, sparking and smoking.

ROBERT
(yelling)
It's going to blow! Get out of here!

JOSH
(pulling Ellen)
We have to move, now!

ELLEN
(struggling)
We can't leave Robert!

ARCH
 (grabbing Robert)
 Come on, we need to go!

The equipment sparks violently and explodes, sending a shockwave through the apartment. The blast throws everyone back, and the apartment is engulfed in flames and debris. The creatures, no longer contained, burst out into the city.

EXT. STREET - DAY

Chaos erupts as the creatures spread through the streets, attacking anyone in their path. The futuristic city, usually a hub of order and technology, descends into panic. People run, shouting and screaming, not knowing what to do to save themselves.

CITIZEN 1
 (shouting)
 What are those things?

CITIZEN 2
 (screaming)
 Run! Run for your lives!

The creatures wreak havoc, smashing windows, overturning vehicles, and attacking terrified citizens. The authorities quickly arrive, but even their advanced weaponry struggles to contain the onslaught.

POLICE OFFICER
 (through a megaphone)
 Everyone, evacuate the area immediately! This is an emergency!

SOLDIER
 (raising a weapon)
 We need backup! These things are unstoppable!

As the authorities battle the creatures, the group regroups in a nearby alley, bruised and battered.

JOSH
 (breathless)
 This is a disaster. We've unleashed hell on Earth.

ELLEN
 (tears in her eyes)
 We have to stop them. We can't let this continue.

ARCH
 (determined)
 We need to find a way to close the wormhole and send them back.

ZETA
 (looking around)
 But Robert's equipment is destroyed.
 How are we going to do that?

MIKE
 (steady)
 We'll have to improvise. There must
 be a way.

QUEEN
 (resolute)
 We need to act quickly. Every moment
 we delay, more people are in danger.

ROBERT
 (struggling to stand)
 I can help. We can use the power grid
 to generate the energy needed. It's
 risky, but it might work.

JOSH
 (nodding)
 Let's do it. We don't have any other
 options.

The group heads towards a nearby power station, determined
 to stop the creatures and save the city.

EXT. POWER STATION - DAY

They arrive at the power station, the towering structure
 humming with energy. Robert, despite his injuries, starts
 configuring the remaining portable equipment they salvaged
 from the apartment.

ROBERT
 (urgently)
 Everyone, we need to connect these
 cables to the main grid. It's our
 only shot.

ELLEN
 (assisting)
 We're with you, Robert.

As they work, the creatures continue their rampage, but the
 authorities manage to contain them temporarily. The group
 makes the final connections, and Robert prepares to activate
 the system.

ROBERT
 (ready)
 Here goes nothing.

He flips the switch, and the power station surges with energy. A new vortex begins to form, this time controlled and directed by their makeshift setup. The creatures are drawn back towards the wormhole, their snarls echoing through the air.

ARCH
(holding his ground)
It's working! Keep it steady!

The creatures are sucked back into the wormhole, which flickers and then closes with a final burst of light. The city falls silent, the immediate threat neutralized.

JOSH
(exhaling)
We did it. They're gone.

ELLEN
(hugging Robert)
You saved us, Robert. You saved everyone.

ROBERT
(weary but relieved)
We did it together. Now, let's make sure this never happens again.

The group stands amidst the ruins, battered but triumphant, ready to rebuild and protect their new home.

CUT TO:

EXT. POWER STATION - DAY

The city is now calm, though the destruction is evident. The group stands amidst the ruins of the power station, exhausted but relieved. Emergency vehicles and authorities start to arrive, assessing the damage and helping the injured.

ELLEN
(looking around)
We need to figure out what went wrong. Why didn't the wormhole take us to Utopia?

ROBERT
(sighing)
We were so focused on generating the wormhole that we didn't consider where it might lead. Something in our calculations must have been off.

ARCH (CONT'D)

(frowning)

We need to get back to the apartment and see if there's anything left that we can use.

ZETA

(nodding)

There must be a clue in the data. Let's hurry before the authorities lock down the area.

INT. ROBERT'S APARTMENT - DAY

The apartment is a wreck. The group carefully sifts through the debris, looking for anything salvageable. Robert finds a damaged laptop and boots it up.

ROBERT

(typing furiously)

I'm accessing the last logs from the equipment. We need to understand the anomaly.

JOSH

(peering over Robert's shoulder)

Look at this. The coordinates were off by a fraction. It seems like the wormhole locked onto a different dimension.

ELLEN

(realizing)

So instead of Utopia, we opened a portal to an unknown world?

ROBERT

(nodding)

Exactly. The energy signature wasn't stable, and it created a link to a different reality. A very hostile one.

ARCH

(firmly)

We need to prevent this from happening again. Can we recalibrate the equipment with the correct coordinates?

ROBERT

(sighing heavily)

There's something else. It's not just about the coordinates. The wormhole technology we're using... it doesn't allow us to choose the destination. It's randomly selected every time.

ZETA
 (shocked)
 So we could end up anywhere? Any dimension?

ROBERT
 (grimly)
 Yes. We could open a portal to Utopia, or to another world even worse than the last one.

MIKE
 (steadily)
 Then we have to find a way to stabilize it. To control the destination.

QUEEN
 (determined)
 We don't have a choice. We need to try again, but this time, we have to be prepared for whatever comes through.

ROBERT
 (agreeing)
 Let's gather whatever we can salvage here. We'll need to find a new place to set up and begin our work.

EXT. STREET - DAY

The group heads out, carrying what remains of their equipment. They navigate through the wreckage and chaos, moving with purpose. The authorities are setting up barriers and redirecting civilians away from the damaged areas.

JOSH
 (whispering to Robert)
 I know a place we can go. An old lab I used to work at. It's abandoned but still has some functional equipment.

ROBERT
 (nodding)
 Lead the way.

CUT TO:

INT. ABANDONED LAB - DAY

The lab is dusty and unused, but the equipment inside is mostly intact. The group sets to work immediately, cleaning and setting up a new makeshift command center.

ROBERT (CONT'D)
(looking around)
This will do. Let's get to work.

JOSH
(booting up the lab's mainframe)
I'll start configuring the systems to run simulations. We need to be absolutely sure of the coordinates this time.

ELLEN
(to the group)
Everyone, focus on your strengths. We have the knowledge and the skills. We just need to put it all together.

ARCH
(securing the area)
I'll keep watch. We can't afford any more surprises.

ZETA
(working on calculations)
I'm inputting the old data from Utopia's AI. We should be able to trace the correct coordinates, but there's no guarantee it will lock onto Utopia.

MIKE
(repairing equipment)
I'll make sure everything is operational. We can't have any malfunctions.

QUEEN
(leading)
We're doing this for Utopia. We won't let our world be forgotten.

ROBERT
(looking determined)
This time, we'll be ready for anything. We'll have countermeasures in place, and we'll monitor the energy signatures more closely.

JOSH
(nodding)
Let's hope for the best but prepare for the worst.

The group works tirelessly through the night, their determination unwavering. As the first light of dawn breaks through the windows, a sense of hope fills the room.

ROBERT
 (looking at the data)
 We've got the new coordinates, but
 remember, this wormhole could take us
 anywhere.

ELLEN
 (steadily)
 Then let's make sure we're ready. For
 Utopia or whatever else we might
 face.

The group prepares for another attempt, this time with renewed confidence, caution, and the understanding of the risks involved.

CUT TO:

INT. ABANDONED LAB - NIGHT

The lab is bustling with activity as Robert, Josh, Ellen, and the Utopian group—Arch, Zeta, Mike, and Queen—prepare for their third attempt to open a wormhole. The air is tense with determination and a hint of fear. They are all donning oxygen suits, preparing for the possibility that Utopia is uninhabitable without them.

ROBERT
 (finishing up connections)
 Alright, this is it. We've triple-
 checked the coordinates. This should
 lead us to Utopia.

ELLEN
 (resolute, adjusting her oxygen
 mask)
 We need to see what's happening
 there. Our people might need us.

ARCH
 (crossing his arms, adjusting his
 suit)
 I don't think it's a good idea.
 Utopia isn't safe anymore. We can't
 risk it.

ELLEN
 (firmly)
 We can't abandon our home. If there's
 a chance to save our people, we have
 to take it.

ARCH
 (shaking his head)
 You don't understand. I've seen the
 signs. Utopia is beyond saving. It's
 better to let it go.

QUEEN

(intervening)

Arch, we need to know for sure. We owe it to our people to see what's left.

ZETA

(agreeing)

If there's even a glimmer of hope, we have to try.

MIKE

(steady)

We'll be careful. We just need to know the truth.

ROBERT

(looking around)

Everyone ready?

The group nods, and Robert activates the machine. The room fills with the familiar hum of energy, and a swirling vortex of blue light begins to form in the center. The wormhole expands, revealing a portal to Utopia.

ELLEN

(taking a deep breath)

Here goes nothing.

The group steps through the portal, one by one, emerging on the other side.

CUT TO:

EXT. UTOPIA - NIGHT

The once beautiful world of Utopia is now a dark, quiet planet. The sky is covered with ominous clouds, and the landscape is barren. The group stands in shock, taking in the devastation around them. They immediately notice the air is thick with carbon dioxide, validating their need for the oxygen suits.

ELLEN

(horrified, through her suit's communicator)

No... this can't be. What happened here?

ARCH

(bitterly)

I told you. Utopia is dead. It's over.

ZETA

(tears in her eyes, muffled by the suit)

Our home... it's gone.

MIKE

(looking around)

There must be some survivors. We need to search.

QUEEN

(nodding)

Spread out. We need to find any signs of life.

The group splits up, carefully moving through the desolate landscape. They come across ruins of what used to be their vibrant city, now reduced to rubble and decay. The oxygen meters on their suits show dangerously high levels of carbon dioxide.

JOSH

(picking up a piece of debris)

This was once a thriving world. How did it come to this?

ROBERT

(sadly)

Something must have gone wrong. The AI, the systems... everything failed.

ELLEN

(desperately searching)

There has to be someone left. We can't be the only ones.

As they search, they find no signs of life. The silence is deafening, the once bustling city is now a ghost town.

ARCH

(voice breaking)

This is why I didn't want to come back. I knew it was too late.

ELLEN

(tears streaming down her face inside the helmet)

We had to know. We had to see it for ourselves.

ZETA

(softly)

What do we do now?

ROBERT

(determined)

We honor the memory of Utopia. We find a new place to call home, and we make sure this never happens again.

QUEEN

(strengthening)

We can rebuild. Not here, but somewhere else.

(MORE)

QUEEN (CONT'D)
We carry Utopia in our hearts.

The group stands together, in a moment of silent mourning for their lost world. Then, with renewed resolve, they turn back towards the wormhole, ready to face whatever the future holds.

CUT TO:

INT. ABANDONED LAB - NIGHT

The group is back in the lab on Earth. The room is filled with a somber silence. Ellen and the Utopian group—Arch, Zeta, Mike, and Queen—sit together, their faces etched with grief and exhaustion. Robert and Josh move around, checking on everyone and discussing their next steps.

ELLEN
(voice trembling)
It's all gone. Everything we knew...
everyone we loved.

ARCH
(bitterly)
We should have never gone back. Now
we have to live with this.

ZETA
(tears streaming down her face)
I can't believe it. Our beautiful
Utopia is now just a memory.

MIKE
(trying to stay strong)
We have to carry on. For those who
didn't make it.

QUEEN
(determined but sad)
We must honor their memory by
surviving and finding a new home.

ROBERT
(softly, approaching the group)
I know this is hard. We're all
feeling the loss. But we need to
focus on what comes next.

JOSH
(nodding)
We have to plan our next steps. We
can't stay here forever.

ELLEN
(wiping her tears)
What do we do now? Where do we go?

ROBERT

(sitting down with them)

We need to find a place where we can rebuild. Somewhere safe, where we can start anew.

JOSH

(looking at a map)

There are still areas on Earth that are less populated. We could find a secluded spot and set up a base.

QUEEN

(thoughtful)

We need resources, shelter, and a way to sustain ourselves. It won't be easy.

ARCH

(sighing)

But it's our only option. We have to try.

ZETA

(quietly)

We need to keep our memories of Utopia alive. It's all we have left.

ROBERT

(comforting)

We'll make sure Utopia is never forgotten. We'll carry its legacy with us, wherever we go.

JOSH

(to Robert)

We should start gathering supplies. We'll need to be prepared for anything.

ROBERT

(nodding)

Agreed. We'll also need to secure transportation. It's going to be a long journey.

ELLEN

(standing up, finding strength)

Then let's get to work. For Utopia.

MIKE

(with renewed determination)

For Utopia.

QUEEN

(firmly)

For Utopia.

ARCH
(softening)
For Utopia.

ZETA
(whispering)
For Utopia.

The group stands together, united in their grief and determination. They begin to gather what they need, ready to face the challenges ahead.

CUT TO:

EXT. STREET - DAY

The sun is just beginning to rise over the modern city, casting a soft glow on the sleek buildings and bustling streets.

The group is gathered outside the abandoned lab, loading supplies into a large, futuristic vehicle.

The vehicle, a sleek, armored hovercraft, is equipped with all the necessities for their journey.

Ellen, Arch, Zeta, Mike, Queen, Robert, and Josh work efficiently, their movements coordinated and purposeful.

ELLEN
(placing a box into the hovercraft)
We have enough food and water for the trip. It should last us until we reach the province.

ROBERT
(nodding)
Good. We've mapped out a route that should avoid any heavily populated areas. We'll travel mostly at night to stay under the radar.

JOSH
(double-checking the vehicle)
The hovercraft is fully charged and ready to go. It has enough energy to get us there without needing a recharge.

ARCH
(securing the supplies)
We need to be cautious. We don't know what we might encounter on the way.

ZETA
(looking around the city)
It's strange to leave all this behind. But we need a fresh start.

MIKE
 (agreeing)
 A place where we can rebuild, away
 from the chaos.

QUEEN
 (firmly)
 We're doing this for Utopia. We'll
 carry its legacy with us.

The group finishes loading the last of the supplies and gathers around the hovercraft. Robert steps forward, addressing everyone.

ROBERT
 (taking a deep breath)
 This is it. We're leaving behind
 everything we've known, but we're
 also starting something new. We'll
 face challenges, but we'll do it
 together.

JOSH
 (placing a hand on Robert's
 shoulder)
 And we'll build something better. For
 us, and for the memory of Utopia.

ELLEN
 (looking determined)
 Let's go.

The group climbs into the hovercraft, securing themselves in their seats. Robert takes the driver's seat, with Josh in the co-pilot position. Ellen and the Utopians settle in the back, looking out at the city one last time.

INT. HOVERCRAFT - DAY

ROBERT
 (activating the controls)
 Here we go.

The hovercraft lifts off the ground with a soft hum, and they begin their journey. The city quickly fades into the background as they head towards the less populated province.

EXT. OUTSKIRTS OF THE CITY - DAY

The hovercraft glides smoothly over the landscape, leaving the towering buildings behind. The scenery changes from urban sprawl to open countryside, the hustle and bustle of the city replaced by the tranquility of nature.

ELLEN (CONT'D)
(looking out the window)
It's beautiful out here. Peaceful.

ARCH
(nodding)
A good place to start over.

ZETA
(sighing with relief)
Away from the chaos and the pain.

MIKE
(optimistic)
We'll make this work. We have to.

QUEEN
(strong)
For Utopia.

EXT. MODERN PROVINCE - DAY

The hovercraft descends into a modern but less populated province. The area is still technologically advanced, with sleek buildings and advanced infrastructure, but it's quieter and more spread out.

ROBERT
(pointing to a cluster of buildings)
That looks like a good spot. We can set up our base there.

JOSH
(nodding)
It's perfect. Far enough from the city, but still with access to what we need.

The hovercraft lands smoothly, and the group disembarks, looking around their new home. They begin unloading their supplies, setting up their new base with a sense of purpose and hope.

ELLEN
(placing a hand on her heart)
For Utopia.

The group repeats the mantra, their resolve strengthens as they start their new life together.

FADE TO:

EXT. MODERN PROVINCE - DAY

The new base is a sleek, modern building nestled in a quiet, green area of the province. The sun is shining, and the air is fresh. Arch, Zeta, Mike, and Queen are outside, exploring their new environment with a mixture of curiosity and joy. They marvel at the plants and structures, their faces lit up with wonder.

INT. NEW BASE - ROBERT'S LAB - DAY

The lab is filled with advanced equipment and monitors. Robert is engrossed in his research, surrounded by holographic displays and data streams. He adjusts a complex apparatus, making meticulous notes.

ROBERT

(to himself)

This could work. If we adjust the parameters, we might stabilize the energy field.

INT. NEW BASE - WORKROOM - DAY

Josh is at a sleek workstation, with multiple screens displaying lines of code and schematics for new technology. He types rapidly, his eyes focused. Ellen stands beside him, watching with admiration.

JOSH

(noticing her)

Hey, Ellen. How's it going outside?

ELLEN

(smiling)

They're having a great time. It's good to see them happy. What about you? This looks impressive.

JOSH

(grinning)

Thanks. I'm working on a new energy-efficient system that could help power our base and maybe even the whole province. It's challenging, but it's coming together.

ELLEN

(amazed)

You're something, you know that? Your skills could change everything for us.

JOSH (CONT'D)
(softly)
I'm just trying to do my part. We all
are.

EXT. MODERN PROVINCE - PLAY AREA - DAY

Arch, Zeta, Mike, and Queen are running around, laughing and playing. They explore a nearby park, testing the swings and slides, their laughter echoing through the area.

MIKE
(swinging high)
This place is amazing! So different
from Utopia.

QUEEN
(climbing up a slide)
It's a new adventure. We can make it
our own.

ARCH
(standing by a tree, smiling)
We have a second chance. Let's make
the most of it.

ZETA
(picking flowers)
It's beautiful here. We can build a
new home, together.

INT. NEW BASE - WORKROOM - DAY

Ellen continues to watch Josh work, her eyes filled with admiration and hope.

ELLEN
(sincerely)
You're making a difference, Josh. I
know Utopia would be proud of what
you're doing.

JOSH
(looking up, touched)
Thanks, Ellen. That means a lot. We
all have a part to play in building
this new life. I'm just glad we're
doing it together.

Robert enters the workroom, a satisfied look on his face.

ROBERT
(to Josh and Ellen)
I think I've made a breakthrough. We
might have a way to stabilize the
energy fields.

JOSH
 (excited)
 That's great news! We should gather everyone and discuss our next steps.

ELLEN
 (nodding)
 I'll get them. They'll be thrilled to hear this.

EXT. MODERN PROVINCE - PLAY AREA - DAY

Ellen steps outside and calls to the Utopian group.

ELLEN
 (calling out)
 Hey everyone, come inside! We've got some exciting news.

The group hurries back to the base, their faces eager and curious. As they gather inside, there's a sense of unity and hope, ready to face the future together.

FADE TO BLACK.

SUPER: "THIRTY YEARS LATER."

FADE IN:

INT. ELLEN'S LIVING ROOM - EVENING

A warm and cozy, filled with memorabilia from a life well-lived. Photographs and mementos line the shelves, showing moments from the past 30 years. Ellen, now older but still vibrant, sits on a comfortable chair. Her granddaughter, LILA (10 years old), a curious and bright-eyed girl, sits on the floor by Ellen's feet, listening intently.

ELLEN
 (smiling)
 So, there we were, just arriving in the province, ready to start our new life. It wasn't easy, but we had each other, and that made all the difference.

LILA
 (eyes wide)
 What happened next, Grandma? Did you build a new home?

ELLEN
 (nodding)
 Yes, we did. Your Grandpa Josh worked tirelessly to develop new technology that helped us all. And Robert, he made incredible scientific breakthroughs.

(MORE)

ELLEN (CONT'D)
We all played our part.

As Ellen speaks, her daughter, CAROLINE, walks through the room, carrying a laundry basket. She smiles at the scene of her mother and daughter.

CAROLINE
(to Lila)
Are you enjoying Grandma's stories,
Lila?

LILA
(excitedly)
Yes, Mom! Grandma's telling me about
when they first arrived in the new
province. It's amazing!

CAROLINE
(smiling)
It certainly is. Your grandparents
and their friends did incredible
things.

Josh, now older and distinguished, enters the room. He walks over to Lila, gently placing a kiss on her forehead.

JOSH
(affectionately)
Still telling our old stories, Ellen?

ELLEN
(laughing softly)
Of course, Josh. Lila loves hearing
about our adventures.

LILA
(looking up at Josh)
Grandpa, is it true you built new
technology that helped everyone?

JOSH
(sitting down next to Ellen)
Yes, it is. But I couldn't have done
it without your Grandma and all our
friends. We were a team.

ELLEN
(turning to Josh, smiling)
We were. And now everyone has gone
their own way, living their lives.
But those days... they were something
special.

JOSH
(nodding)
Indeed.
(MORE)

JOSH (CONT'D)

We made a home here, and we've kept the spirit of Utopia alive in everything we've done.

CAROLINE

(sitting down nearby)

Mom, do you ever hear from Arch, Zeta, Mike, and Queen?

ELLEN

(thoughtfully)

Occasionally. Everyone's busy with their own lives now, but we all stay in touch. Those bonds we formed are unbreakable.

LILA

(leaning forward)

Tell me more, Grandma. What was it like when you first built your home here?

ELLEN

(looking at Josh, then back to Lila)

It was challenging, but we were determined. We worked day and night, but the most important thing was, we never lost hope.

JOSH

(smiling at Ellen)

And we had each other, which made all the difference.

ELLEN

(squeezing Josh's hand)

Yes, it did.

The family sits together, the warmth of their shared memories filling the room. Ellen and Josh look at each other, the love and history between them evident in their eyes.

DISSOLVE TO:

EXT. STREET - DAY

The camera pans over a serene, modern NEIGHBORHOOD, where advanced technology seamlessly integrates with nature. The homes are eco-friendly, and the streets are lined with lush greenery. The Utopian group, now settled into their new lives, is seen interacting with their families and living peacefully.

ELLEN (V.O)

Thirty years have passed since we first arrived on Earth, strangers in a strange land. We've built new lives here, finding peace and purpose in this world.

The camera focuses on Arch, now older, sitting on a porch with his grandchildren playing around him. He smiles, content with the life he has built.

ARCH (V.O)

We learned to adapt, to understand the ways of this world, and to cherish the simple joys of family and community.

The scene shifts to Zeta, who is tending to a beautiful garden with his children. They laugh and talk as they work together, the garden a symbol of growth and renewal.

ZETA (V.O)

We planted roots, both literally and figuratively, nurturing our bonds and watching them flourish.

Next, the camera moves to Mike, who is teaching a group of young students about Utopian technology. His passion for knowledge and education is evident as the children listen intently.

MIKE (V.O)

We shared our knowledge, blending the wisdom of Utopia with the innovation of Earth, creating a brighter future for the next generation.

The camera finds Queen, who is painting a mural that depicts the journey from Utopia to Earth. Her artwork captures the essence of their experience, from despair to hope.

QUEEN (V.O)

We found ways to express our journey, to honor our past while embracing the future.

The final shot shows Ellen and Josh, now elderly, sitting together on a bench, holding hands and watching their grandchildren play. Robert joins them, sharing a laugh.

ELLEN (V.O)

Through it all, we remained united, bound by our shared experiences and the love we found here.

JOSH (V.O)

Our story is one of resilience, hope, and new beginnings.

(MORE)

JOSH (V.O) (CONT'D)
Utopia may be gone, but its spirit
lives on in us.

The camera slowly pulls back, showing the entire neighborhood filled with families living in harmony. The sunsets cast a warm, golden glow over the scene.

ELLEN (V.O)
We are home.

FADE OUT.

SUPER: "In memory of Utopia and the enduring spirit of its people."

SMASH CUT TO:

EXT. PARK - DAY

A serene, with lush greenery and a calm atmosphere. TAYLOR, a young man in his twenties, walks leisurely, enjoying the day. Suddenly, a blue light appears in front of him, swirling and shimmering in the air. His curiosity is piqued, and he steps closer to the phenomenon.

TAYLOR
(whispering to himself)
What is this?

The light intensifies, forming a portal-like structure. Taylor takes a deep breath and, driven by a sense of adventure, steps into the light.

INT. WORMHOLE

Taylor is enveloped in a tunnel of swirling blue energy. Lights and patterns flash around him as he is transported through the wormhole.

CUT TO:

EXT. NEW UTOPIA - DAY

Taylor emerges from the wormhole into a breathtaking landscape. Utopia has been transformed into a modern marvel, with advanced technology seamlessly integrated into its natural beauty.

Sleek, futuristic buildings rise from the ground, surrounded by verdant greenery and flowing streams. Drones and AI assistants move efficiently, maintaining the harmony of the environment.

Taylor looks around, awestruck by the sight.

TAYLOR (CONT'D)
(amazed)
This... this is incredible.

He steps forward, taking in the sights and sounds of the new Utopia. The inhabitants, a new human species that evolved over the past 30 years, move gracefully through their world, interacting with advanced technology and each other with ease.

UTOPIAN GUARDIAN
(approaching Taylor)
Greetings, traveler. You seem to be new here. Welcome to Utopia.

TAYLOR
(trying to process everything)
Thank you. I... I saw a light and followed it. Where am I?

UTOPIAN GUARDIAN
(smiling)
You are in Utopia, a world reborn. We have healed and evolved through the guidance and care of our advanced AI systems.

Taylor follows the guardian, marveling at the sights around him. They walk through a bustling marketplace where advanced AI helps with daily tasks, and holographic displays provide information and entertainment.

TAYLOR
(impressed)
This place is amazing. How did you achieve all this?

UTOPIAN GUARDIAN
(proudly)
Through unity and innovation. Our AI systems have regenerated and upgraded our world, ensuring harmony between technology and nature.

They arrive at a grand plaza, where AI-driven maintenance drones are seen repairing and upgrading structures in real time. The Guardian points to a central hub where a large AI core glows with pulsating lights.

TAYLOR
(fascinated)
So, the AI did all this? It healed and rebuilt Utopia?

UTOPIAN GUARDIAN
(nodding)
Yes, our AI systems were designed to adapt and improve continuously.
(MORE)

UTOPIAN GUARDIAN (CONT'D)
They have regenerated our world,
creating a place where we can thrive.

Taylor looks around, feeling a sense of awe and hope.

TAYLOR
(softly)
This is a new beginning. A chance to
learn and grow.

UTOPIAN GUARDIAN
(smiling)
Indeed. Welcome to Utopia, Taylor.
Your journey has just begun.

The camera pans out, showing the vast, thriving world of Utopia, a testament to the power of AI regeneration and human resilience.

CUT TO:

INT. UTOPIA - DAY

The camera pans over a vibrant cityscape of Utopia, a blend of futuristic architecture and lush greenery. Advanced technology coexists with nature, creating a harmonious and breathtaking environment.

Taylor walks through the bustling streets with wide-eyed wonder. He interacts with friendly inhabitants who greet him warmly, their attire and demeanor reflecting a deep connection to their advanced surroundings.

TAYLOR (V.O.)
(voiceover)
This place is incredible. It's like
stepping into a world where the
future and nature are perfectly
balanced.

As Taylor continues his exploration, he passes by holographic displays showcasing Utopia's achievements in sustainable energy and artificial intelligence. He pauses near a mesmerizing waterfall cascading down a crystalline structure.

TAYLOR (V.O.) (CONT'D)
(voiceover)
Every corner I turn, there's
something new and extraordinary.

He reaches a quieter part of the city, where ancient trees intertwine with modern buildings. Amidst this serene setting, Taylor notices a young woman, FIONA, gazing at the horizon with a thoughtful expression. She wears a simple yet elegant attire, hinting at her royal status.

TAYLOR
(softly)
Excuse me, do you know where I am?

Fiona turns, her eyes meeting Taylor's with a mix of curiosity and warmth. She recognizes his Earthly attire and the sense of wonder in his eyes.

FIONA
You're in Utopia. Welcome.

TAYLOR
(still in awe)
I mean... The streets?

Fiona smiles, gesturing toward the panoramic view of the city.

FIONA
It's our home. A place where technology and nature exist in harmony. I'm Fiona, by the way.

TAYLOR
I'm Taylor. It's... It's an honor to meet you, Fiona.

They share a moment of silence, taking in the breathtaking scenery.

FIONA
Would you like me to show you more of Utopia, Taylor? There's so much to see.

Taylor nods, his fascination with Utopia deepening as he follows Fiona into the heart of this extraordinary planet.

CUT TO:

INT. UTOPIA - DAY

The camera continues to capture the vibrant CITYSCAPE OF UTOPIA, where futuristic buildings blend seamlessly with lush greenery. Children playfully run and chase each other, their laughter echoing through the air.

Taylor walks alongside Fiona, both immersed in conversation as they stroll through the lively streets. Fiona occasionally pauses to greet people by name, her demeanor both regal and approachable. Taylor watches in fascination as the city buzzes with activity.

TAYLOR
(enthralled)
Do you know everyone here?

FIONA
(chuckling)
Almost. We're a close-knit community.
It's important to know each other in
Utopia.

Their conversation is interrupted by a group of children playing near a holographic display. They dart around, oblivious to their surroundings.

FIONA (CONT'D)
(concerned)
Careful!

Fiona's voice cuts through the playfulness, catching the children's attention. They pause mid-chase, wide-eyed at the sight of Taylor, a newcomer from another world.

FIONA (CONT'D)
(softly)
Please be careful around these
displays. They're delicate.

The children nod, a mix of excitement and curiosity on their faces. Fiona smiles warmly, reassuring them with a gentle touch on their shoulders.

FIONA (CONT'D)
(continuing)
Taylor, meet some of the youngest
members of our community.

TAYLOR
(amazed)
Hello, everyone. You sure know how to
have fun.

The children giggle, emboldened by Taylor's friendly demeanor. They exchange shy glances before resuming their play, now more mindful of their surroundings.

FIONA
(to Taylor)
They're full of energy. Sometimes
they forget how fragile our
technology can be.

TAYLOR
(nodding)
It's incredible how everything here
blends together so perfectly.

Fiona smiles, her pride in Utopia evident.

FIONA
This is home. And we strive to keep
it that way.

As they continue their walk, Taylor's admiration for Utopia grows deeper, fueled by Fiona's guidance.

CUT TO:

INT. UTOPIA - CONTINUOUS

The camera captures the vibrant cityscape of Utopia, a seamless blend of futuristic architecture and flourishing greenery. Taylor walks alongside Fiona, his eyes wide with curiosity.

TAYLOR
(fascinated)
It's incredible how Utopia integrates technology with nature so seamlessly. Back on Earth, most habitats are dominated by modern, advanced technology, but nothing quite like this.

Fiona nods, understanding Taylor's perspective as she leads him through the bustling streets.

FIONA
Utopia was designed to embrace both innovation and sustainability. We believe in preserving our environment while advancing our society.

They pass by holographic displays showcasing Utopia's achievements in renewable energy and artificial intelligence.

TAYLOR
(looking around in awe)
It's like stepping into a world where the future and nature coexist in perfect harmony.

Fiona smiles, appreciating Taylor's wonder.

FIONA
We've worked hard to create a place where technology serves the well-being of our people and our planet.

As they walk, children run past them, their laughter echoing through the air. One child accidentally bumps into Taylor.

LIAM
(surprised)
Sorry!

TAYLOR
(quickly recovering)
No problem, buddy.

Fiona gently guides Liam and the other children, ensuring their safety without stifling their playful energy.

FIONA
(chuckling)
Careful now, Liam. Let's watch where
we're going.

Taylor watches Fiona interact with the children, impressed by her caring demeanor and the community's cohesive spirit.

TAYLOR
(smiling)
They seem so full of life here.

FIONA
They are our future, cherished and
nurtured. We believe in fostering
curiosity and creativity from a young
age.

They continue their walk through the city, Taylor's curiosity about Utopia growing with every step.

SMASH CUT TO
BLACK.

FADE IN:

EXT. UTOPIA - DAY

POST-CREDIT SCENE.

SUPER: "A YEARS LATER."

A breathtaking landscape of Utopia, now fully rejuvenated and more advanced than ever. Futuristic cities rise seamlessly from lush greenery, with shimmering waterways and hovering transports.

Taylor, stands atop a hill, gazing out over the transformed world. He looks both awed and content, having made this place his new home.

TAYLOR (V.O.)
(voiceover)
Thirty years ago, Utopia was on the
brink of destruction. But today, it
stands as a testament to resilience
and the power of renewal.

Taylor begins to walk down the hill, towards a group of children playing with advanced robotic pets. The children laugh and chase the pets, their joy echoing through the air.

TAYLOR (V.O.) (CONT'D)
 (voiceover)
 The AI that once guided Utopia's restoration has created something even more beautiful than we could have imagined.

As Taylor walks through the vibrant city, he passes by inhabitants engaged in various activities—some are working on innovative projects, others are tending to gardens, and some are simply enjoying the serene environment.

TAYLOR (V.O.) (CONT'D)
 (voiceover)
 This world has become a sanctuary, a place where technology and nature exist in perfect harmony. It's a new Utopia, one that embodies the dreams of its people.

Taylor approaches a central square where a large holographic display showcases Utopia's history and achievements. Among the crowd, he spots FIONA, who smiles and waves at him.

FIONA
 Taylor! Over here!

Taylor joins Fiona, who stands next to a group of people who seem to be discussing the future of Utopia.

FIONA (CONT'D)
 It's incredible, isn't it? How far we've come.

TAYLOR
 (nodding)
 It truly is. This place feels like a miracle.

They walk together, passing through a market where vendors sell fresh produce and artisanal goods. The sense of community and harmony is palpable.

FIONA
 We've built something special here, a world that honors the past while embracing the future.

As they continue to explore, Taylor notices a new building under construction—a center for interdimensional travel, hinting at Utopia's ongoing evolution and expansion.

TAYLOR
 (smiling)
 I can't wait to see what the future holds for Utopia.

The camera PULLS BACK, showing the vast, thriving WORLD OF UTOPIA, filled with hope and promise.

FADE OUT.

SUPER: "The journey continues..."

THE END.