

A GREEN AND UNPLEASANT LAND - The Audio Play -

By

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Episode One: HIVE

SCENE ONE

MUSIC: THEME MUSIC (10 SECONDS)

VOICE-OVER

CryoGen Facility - Room 812 - The future

MUSIC: THEME MUSIC TO FADE (5 SECONDS)

SOUND: IN THE BACKGROUND, A WEAK SIREN.

(SIREN EFFECTS CONTINUOUS THROUGHOUT THE SCENE.)

SOUND: BLEEPS, CLICKS, WHIRS.

COMPUTER

Air-con activated. Overheads activated. Commencing primary revival sequence.

SOUND: BLEEPS.

COMPUTER

Assessing subject revival validity.

SOUND: BLEEPS.

COMPUTER

CryoGen units three, five and six validity critical failure. Activating CryoGen units one, two and four.

SOUND: BLEEPS. PRESSURE SEALS RELEASED. MOTORS WHIR.

STEVE

(GROANS) Oh man... What the hell is all this? Needles and tubes! They're coming straight away!

SOUND: WIRES CLATTER AGAINST PLASTIC/METAL.

COMPUTER

Caution. It is strongly recommended that upon awakening, the subject remains attached to life support for approximately five minutes.

STEVE

Yeah, right, sue me. That don't apply to me, sweetie, I'm outta here.

SOUND: BARE FEET ON CONCRETE FLOOR.

STEVE

Let's see what we have here. Ooh, hello gorgeous...

BECKS

(GROGGY) Where am I? Ohh my head! Who are you? More to the point, who am I?

STEVE

Slow down babe! According to this ID tag, you're Rebecca McIntyre.. Hmm, I'm Stephen James Cooper... and that guy over there is Doctor Eugene Humphreys. You can call me Steve. You can be Becks, and he's Gene.

BECKS

Ok Mister know-it-all... Steve... where are we?

STEVE

Yeah, well I don't know everything. You could maybe ask Sweetie. My memory's shot to hell.

BECKS

Hmm, help me out of this thing will ya? I want to find some clothes, Not walking around in my underwear all day. And, who - or what - is Sweetie?

STEVE

(GRUNT) There you go. Good idea 'bout the clothes, bring some for me too, the old six pack aint what it used to be. Sweetie is some kind of computerized health and safety nutcase. Hey, Gene, you okay in there?

GENE

I... I presume so. My initial assessment is positive. All motor functions appear to be functioning normally, though my sensory perceptions are a little fuzzy. It's quite likely--

STEVE

Christ man, a simple "yeah" would have done.

GENE

Oh, sorry... Um, yeah, I'm okay.

STEVE

Good-0.

BECKS

Yuk! These other - people - aren't okay. They've rotted away in their capsules. Here, orange jumpsuits were all I could find. One size fits all.

STEVE

(LAUGHS) Very nice.

GENE

Um, Steve? I would advise against opening their lids. There presumably must have been a breach in the seals or a life support failure.

BECKS

Is that siren getting on anyone else's nerves? It's coming from beyond that door, I think.

GENE

That computer console over there may have some answers. It is of an unusual design, but I think I--

STEVE

Just do it man.

SOUND: TAPPING ON A KEYBOARD

COMPUTER

Error; Improper syntax format.

BECKS

Oh my God - it talks!

STEVE

Well, yeah, I told you earlier.

COMPUTER

For your information, voice recognition and AI response software is currently active. Please precede vocal commands with the word "Computer".

GENE

I see, very advanced. Computer, please explain the significance of the siren.

COMPUTER

Yes Doctor Humphreys. There has been a perimeter breach on level twenty two.

BECKS

Ask it who we are, where we are.

STEVE

Ask it how we get outta here.

GENE

Why don't you try asking it, miss?

BECKS

Call me... Becks, Gene. Computer. Who am I?

COMPUTER

Officer Rebecca Mc'Intyre, clearance level green two,
date of birth eighth September--

BECKS

Computer, stop!

STEVE

Officer eh? Hey sweetie, computer, who am I?

COMPUTER

Data denied; insufficient clearance.

BECKS

Computer, who is he? Who is Stephen James Cooper?

COMPUTER

Data denied; insufficient clearance.

BECKS

Bitch.

STEVE

LAUGHS)Gene, Your turn.

GENE

Computer, who is Stephen James Cooper?

COMPUTER

Stephen James Cooper, clearance level zero. CryoGen
test subject volunteer thirteen. Date of birth twenty
fourth May 1985, transferred from Shepton Military
Correction Centre second September 2008. Officer in
charge, Rebecca Mc'Intyre.

SOUND: PLASTIC SMASHES. ELECTRIC CRACKLE.

BECKS

Did you have to smash the screen?

STEVE

I felt a sudden compulsion... Sorry folks.

BECKS

You don't sound sorry. Computer, can you still talk?

COMPUTER

Affirmative.

BECKS

Computer, who or what is CryoGen?

COMPUTER

CryoGen is a government funded independent organization specializing in the field of cryogenics.

GENE

It would appear that only the casing is beyond repair. I may be able to rig something up.

BECKS

Go to it. Computer, why am I here?

COMPUTER

Rebecca McIntyre volunteered for the Deep Space Sleeper Project on eighth September 2009.

STEVE

Your birthday.

BECKS

Computer, what is the Deep Space Sleeper Project?

STEVE

Like getting blood out of a stone.

COMPUTER

The Deep Space Sleeper Project was an experiment to measure the effects of various solid state gasses upon the human body. The project expired on the thirty-first December 2300.

SOUND: KEYBOARD FALLS TO THE FLOOR.

STEVE

You gotta be bloody joking.

BECKS

Um, Computer. What's today's date?

COMPUTER

Fifteenth March 2411.

GENE

Oh dear! I need to sit down.

STEVE

Jee-zus Aitch Christ. This has got to be some elaborate joke. Hasn't it? Gene?

GENE

I think it's for real. This technology is way ahead of the stuff even I vaguely remember.

BECKS

(SOBS) What... what are we going to do?

STEVE

First of all, we're all going to calm down. Here, sit down next to Gene--

BECKS

Get your hands off me!

STEVE

(YELPS) Bloody hell woman, that was like something out of a Segal movie. You nearly broke my arm. Jesus. If I had a gun, I'd ...

BECKS

You'd what?

STEVE

Shoot... the lock off that door...

GENE

Computer, please unlock the door.

SOUND: MAXIMUM SECURITY LOCKS DISENGAGE.

COMPUTER

Caution. Levels twelve to twenty four are infested with potentially hostile unknown life-forms. Correction. A single life-form is ascending through lift shaft B. It is now on this level. It is now outside the door to this room.

SOUND: SCRATCHING AT THE DOOR

STEVE

Weapons! We need weapons.

BECKS

Computer, do you have a visual of the creature?

COMPUTER

Affirmative. However, your display screen has malfunctioned and may not provide a clear image. Streaming data now...

SOUND: BLEEPS

STEVE

I can't make head nor tail of that.

GENE

Ah, it's upside down. One moment.

SOUND: TAPS ON KEYBOARD.

GENE

There!

BECKS

Oh... my... God...

STEVE

What? What is it? I still can't make it out.

GENE

It appears to be some kind of insectoid creature. A very large one. Extrapolating from the height of the door, its thorax is approximately six feet above floor level.

STEVE

Ah, I understand now - it was all those spines and eye stalks that threw me. Now, can one of you two ask sweetie where the guns are at?

BECKS

Computer, does this CryoGen facility possess weaponry and if so, where are they?

COMPUTER

Firearms and tazers are located in the armoury on level two. There is no weaponry on any other level. Firearms are also stored in the guardhouse outside the external entrance to level one.

STEVE

So we need to get to Level two, and that's only one level from the surface. Great.

GENE

Computer, are any of the lifts working on this level through to level one?

COMPUTER

Affirmative. Lift E is currently stationary on this level.

BECKS

Computer, where is it - Lift E - located in relation to this room?

COMPUTER

25 metres down the corridor to your left.

STEVE

It might as well be a million miles away, with that thing outside.

GENE

Just a moment, I have an idea. Computer, unlock and open the door to room eight eleven.

STEVE

What the hell are you doing?

BECKS

It's okay, I think I know. Relax.

SOUND: FAINT NOISE OF LOCKS CYCLING, PRESSURE SEAL BREAKING, AUTO-DOOR OPERATION.

GENE

Now, Steve, pick up some of those plastic bits and scratch away at the wall in that corner.

STEVE

Okay.

SOUND: SCRATCHING

BECKS

Look, its working. The stupid thing is going in...

GENE

Shh. Computer, close and lock the door to room eight eleven on my command... now!

SOUND: FAINT NOISE REVERSE OF ABOVE.

GENE

Ta-da!

BECKS

Well done (KISS).

STEVE

Gene by name, gene-ius by nature. You're a star!

SOUND: EAR-PIERCING ULULATING INHUMAN SCREAM.

COMPUTER

Life-forms on lower levels are moving.

BECKS

How many? ... Computer, how many?

COMPUTER

One thousand, eight hundred and two.

STEVE

Come on!

COMPUTER

Two thousand, one hundred and fifty five.

BECKS

Computer, open the door to this room.

SOUND: DOOR OPENS, THREE PAIRS OF BARE FEET RUN ON CONCRETE.
FADE OUT.

COMPUTER

Two thousand, three hundred and eighteen...

SCENE TWO

SOUND: FADE IN THREE PAIRS OF BARE FEET RUN ON CONCRETE.
COME TO A HALT. PANTING, GASPING. FRANTIC TAPS ON A BUTTON.

STEVE

C'mon, c',om, open up dammit.

COMPUTER

Three thousand eight hundred--

BECKS

Computer, shut up!

SOUND: PING. LIFT DOOR SLIDES OPEN. BARE FOOTSTEPS.

BECKS

Bloody hell. Floor One.

SOUND: TAPS ON BUTTON. DOOR SLIDES SHUT.

STEVE

Any time you're ready Sweetie.

SOUND: LIFT HUMS. MOTORS WHINE. A CABLE SNAPS.

STEVE

Oh crap. That didn't sound good. Now what do we do?

BECKS

Ceiling access panel... bend over!

STEVE
Huh?

BECKS
So I can get on your shoulders.

STEVE
Ah, Ok.

GENE
Guys, please hurry up, I can hear them in the hallway -
outside the door...

SOUND: PLASTIC PANEL SLIDING ON METAL..

BECKS
There we go (GRUNT). Okay, give Gene a boost up here.

STEVE
Ready Gene? On three. One... two... threeee.

GENE
Wah! I'm slipping

BECKS
Got ya! (GRUNTS) Up you come. Think you can you climb
up these cables?

GENE
Er, yes, probably, I don't know. Only one way to find
out I suppose.

BECKS
That's the spirit.

STEVE
GRUNTS) Don't mind me, I can manage.

BECKS
I knew you could.

STEVE
A word of advice; fasten your belt around the cable
before you start climbing. It will act as a brake
should you slip - or fall.

BECKS
Computer, turn on the lights in lift shaft E... that's
better.

STEVE
Not much. Look down there; they're in the lift shaft
too.

GENE

Oh no! I'll never make it. You two go ahead and I'll hold them off...

BECKS

Hold them off!

STEVE

With what exactly, harsh words? Start climbing.

RANGER

Cover your ears and close your eyes!

STEVE

Huh?

BECKS

What?

GENE

Who--?

RANGER

Do as I say - Now! Fire in the hole!

SOUND: TINK, TINK, TINK. OBJECTS FALLS AWAY DOWN THE SHAFT...

SOUND: BOOM! SQUEALS FROM THE CREATURES...

(NO MORE SIRENS)

RANGER

You okay? Here, climb up the rope ladder.

SOUND: ROPE LADDER CLATTERS DOWN.

BECKS

Ow! You knocked the lights out with that charge mister - we can't see a damn thing now. Not that I'm complaining or anything.

RANGER

I have a torch. There. That light enough?

BECKS

Yeah but--

RANGER

Save your questions until you get up here.

STEVE

Go on Gene, you first. Then Becks. I'll follow up the rear - as usual.

SCENE THREE

SOUND: BOOTED AND BARE FEET WALK ON CONCRETE

(WALKING SOUND FX CONTINUOUS THROUGHOUT THE SCENE)

STEVE

What's your name friend.

RANGER

You can call me Ranger.

BECKS

Thanks for rescuing us back there Ranger. But who the hell are you exactly, and what was that bomb?

GENE

Yes, it knocked out the computer system and the beasts.

RANGER

A modified Electromagnetic Pulse grenade. Works wonders on the leapers - not so much on the fliers though. The computer was collateral damage. Sorry. But you won't need it on the outside.

GENE

Are the creatures dead?

RANGER

Doubt it. A few maybe in the centre of the blast, but it takes more than an EMP grenade to kill those bastards. Stuns the hell out of them though; they won't trouble us for at least ten minutes. Plenty of time for us to get outta here.

STEVE

And Sweetie?

RANGER

Huh?

GENE

The Computer.

RANGER

Dunno. Not used one down here before.

STEVE

We were just getting to know each other.

RANGER

Here we are

(FOOTSTEPS STOP)

BECKS

Another rope. You came in through a hole in the roof?

RANGER

Yep.

GENE

Not more climbing.

RANGER

I'll go first and drop the ladder down for you again.

STEVE

Should be okay Gene, you go first again. At least it looks like a nice blue sky up there - from what I can see of it through the trees.

GENE

True. It is very green out there. Invitingly so.

BECKS

And it'll be much safer on the surface than down here.

RANGER

Hm, you'd have thought so, wouldn't you...

MUSIC: THEME MUSIC (5 SECONDS)

VOICE-OVER

Who IS the Ranger? What's in store for them on the surface? Tune in next time for part two of A GREEN AND UNPLEASANT LAND.

MUSIC: THEME MUSIC TO FADE (10 SECONDS)

THE END.