

ILO

Pilot

Outline

Teaser

EXT. PRISON CAMP – MORNING (2100)

ILO stands in a line of prisoners shuffling towards something unknown and unseen. A girl, MAR, approaches. Ilo trips her and the girl falls in the mud. Ilo reaches out her hand to help her up, slipping something into Mar's fingers. The girl looks at the folded paper in her hand and nods, rushing off and disappearing into the labyrinth of prison cells. Ilo continues on as the group splits into two at the high barbed wire gates. Stern guards in black stand there taking names and dividing the group. A guard asks Ilo for her name and Clone Number. She tells him 85 and proceeds to the left. Behind the gates she breaks from the crowd and disappears into an alley between the prison towers. Ilo opens a loose grate in the back of the prison wall and slips herself into a slim black hole.

INT. UNDERGROUND PRISON CAMP – MORNING

She struggles to pull the grate back into place and calls for her friend Mar to help her. Mar isn't there, she didn't make it to their meeting point of escape. Alarms blare and Ilo fears for her friend, wondering if she was caught. She climbs back up to the top of the hole, risking her own escape to find her friend. Guards come and she sinks back into the hole, waiting for them to pass before emerging from the underground passage.

EXT. PRISON CAMP – MORNING

Ilo moves quickly from her hiding place and conceals herself in a corner of a tower wall. The alarms stop abruptly and the camp is silent and empty. No voices no prisoners, no guards, just silence.

INT. PRISON TOWER – MORNING

Ilo enters one of the black prison towers and finds it empty. She climbs another set of stairs to find another stretch of empty, hollow, cells. She scales another, then another, then another frantically. Ilo looks at the faded words in ink on her hand which read: Clone: 1142 - Mar. She scales another set of stairs until she reaches the cell. Her friend isn't there. A crash! And the tower shakes. The metal walkways move like-rope bridges. Ilo runs across them, stumbling down the stairs, trying to get out before the building crashes down on her. Another volley of bombs sways the metal frame, flinging Ilo over the stair rail, leaving her hanging over a drop so high she can barely make out the floor of the tower. She pulls herself up as the wire joints of the building snap and sever. Ilo is thrown down several flights of stairs before crashing to the bottom. The building creaks and she manages to get through the door of the tower which is bowed open and sinking into the dirt.

EXT. PRISON CAMP – MORNING

Ilo stands outside the crumbling prison tower. She hears the screech of bombs raining down and drops to the ground. Bullets fly when guards armed with guns, cannons, and turrets begin counterattack against their enemies. She is walled in by the barricades the guards stand behind. Ilo stands up, raises her hands and surrenders to her captors, hoping to get behind a barricade before being killed. They wave her to come over and let her behind the barricade. The guards put her in hand cuffs realizing she is a prisoner. She fights to escape from them, but before they can take her a bomb crashes on the ground, flinging them onto the dirt. Ilo strains to get herself up, she feels the pain of shrapnel lodged in her side, she strives onward, pushing on, trying to deny that the blood she sees is hers. Ilo blacks out after taking a few more labored steps and leans against a barricade, telling herself that she'll sit here and wait for Mar to come, having no idea that she will wake up to a far worse nightmare.

Act One

1. INT./EXT. AXEL'S HOME/AXEL'S FAMILY SHIP/ RECRUITMENT CENTER – MORNING

An enlistment card, a pile of disheveled clothes and a suitcase are laid out on an unmade and equally messy bed. Fifteen-year-old Axel doesn't bother to fold the clothes and stuffs them into the suitcase. "I'm never coming back anyway." He says, throwing a brand-new baseball at his younger brother twelve-year-old River. His BROTHER, RIVER, catches it. Axel picks up a bin of games he played just three days ago with his brother and slams them on the floor at his feet. "Anything else?" Axel asks his brother, seeming to question what else would be taken away from him. River shakes his head with eyes that say what he can't, that he's rather his brother stay than a pile of games and rolled up posters. Axel pulls out his dress blues and his hat from his closet and throws them on his bed. He tells his brother to let their FATHER know he is ready to leave. Axel rips apart a scholarship to the prestigious "Seni School of Arts" he'd been waiting to go to for three years and throws it into the overflowing garbage can at the edge of his desk. He shrugs picks up his dress blues and drags his suitcase out the door and down the stairs. His MOTHER stands at the bottom of the stairs with a sad glossy look, his father doesn't have much of an expression, but that is how his father always has been. His father takes the suitcase from him, Axel's mother hugs him on the verge of tears and River just sits wordless on the stairs. Axel's father tells his mother that their son will be okay, but no one believes that. They leave the house and enter the sleek silver ship transport. The world passes by fast in the curved glass of the capsule, neither father nor son say a word. They reach the recruitment center, a stark building bustling with young and rowdy recruits. Axel's father says all the wrong words again as he drops his son off, telling him not to worry and that nothing will happen, things no one believes to be true. Axel stands with dress blues in one hand, a suitcase in the other, his father gives a wave and leaves Axel alone on the steps of the center. Axel makes his way up the steps and enters the chaotic interior and waits for his name to be called in a long line of boys, some his age and some younger about his brothers age or maybe even younger. His name is called and they tell him his assigned unit, a unit assigned as a distraction army to deter the enemy, a unit soldiers almost never survive.