

Silent Running Remake
Plot Point Outline

By

Ron Mita & Jim McClain

Based on the movie Silent Running

- Five guys are out camping in the deep woods getting drunk.
- There are more stars in the sky than you can imagine.

PP1: Lowell Freeman (a park ranger?) finds them and admonishes them. They are drinking liquor from a hidden still.

- Lowell tells them Captain will not be happy about their behavior.
- We get the sense that Lowell isn't quite like the other guys.
- An earthquake rocks the campsite.

PP2: A fireball streaks across the sky. (INCITING INCIDENT)

- A little robot, LOUIE, comes running out of the woods panicked. Louie is Lowell's only real friend and serves like a man Friday, helping where he can.
- There is confusion as an alarm begins to sound.
- A disembodied voice tells the men to report to their workstations.
- We realize that we aren't in the woods, but on a space ship containing a biosphere.
- Describe the ship/Crew Lowell, Captain and Mission.
- Captain is a physical manifestation of the ship's computer.
- A huge cargo ship is on its way to a planet, Meridian, in a nearby solar system.
- On board is a crew six humans and dozens of robots at different levels of functioning.
- The crew is very blue-collar, working guys on board to make sure the ship has no problems.
- The ship is about 1/3 the way to its destination.

PP 3: The crew learns that there has been an explosion in the propulsion system.

- The crew surveys the ship's damage.

- A crewman goes to cargo bay #3 to check damage, but is refused entry.
- The crewmember goes to Captain and demands to know why he can't inspect cargo bay #3.
- Captain tells him it is restricted and assures him it has been inspected and the damage repaired. He can offer no other info.
- Lowell overhears all this and thinks it is strange since the manifest says it is full of fertilizer.
- Captain informs the crew that he has contacted the company back on Earth and that he has new orders.

PP4: The company that owns the ship wants them to proceed to the destination - it will now take eight extra years.

- The crew members are angry about the extra time.

PP5: The crew wants to jettison the cargo - bio-diversity pods meant for terra-forming the "dead" planet they are heading to - and head back to Earth.

- With less cargo, they can use the gravity of a nearby planet to slingshot back toward Earth.
- The pods will crash into the planet and burn up in the planet's atmosphere.
- Lowell is aghast. Jettisoning the pods will eventually destroy all the life they carry.
- It's all the bio-diversity left from earth.
- Lowell goes to Captain in secret and tells him what the crew is planning

PP6: Captain is already aware of the plot and tells Lowell he must stop the crew from this mutiny or the Biospheres and all of Earth's bio history will be destroyed.

ACT II

- Lowell says he'll try to reason with them.
- Captain tells Lowell it is too late for reason.
- Captain suddenly slumps forward a bit and now seems confused by his surroundings.

PP7: The crew has taken Captain off-line. He is no longer attached to the ship (for the first time ever).

- Captain is no longer getting input from the ship. He can only see what is around him. (

- He crushes the armrest of his chair accidentally. He is no longer certain of his strength.
- Lowell goes to the crew and pleads with them to abandon their plan.
- The Crew leader tells him it is better to blow the pods not only for the crew but for the planet they are heading to.
- Before Lowell learns what he means by that statement, the rest of the crew arrives and announces they need to start setting the charges.

PP 8: The crew members reprogram the ship's computer and cut it off from Earth so the bosses won't know what is happening to the ship.

- Everyone, except Lowell head out to prepare to eject the pods.
- The ship swings toward a nearby planet, planning to use its gravity to slingshot the ship back toward Earth.

PP 9: Lowell prepares a last supper for the crew from the plants growing in the biosphere.

- The crew enjoys the meal, unaware Lowell has drugged them with a combination of herbs, rendering them unconscious.

PP 10: Lowell, with Louie's help, puts the drugged crew in a shuttle pod.

- He jettisons the pod.
- The pod enters an orbit around a nearby planet.

PP 11: The big ship, however, begins to be pulled toward the planet.

- Lowell races to find Captain.
- Captain is unaware of the impending danger.
- Lowell leads him to the bridge and asks what to do.
- Captain talks Lowell through using a booster engine to escape the planet's gravity.

PP 12: The engine blast, however, hits the shuttle pod sending it into a freefall toward the planet.

- There is nothing Lowell can do as he watches the shuttle pod plunge into the planet's atmosphere and burn up on entry.
- Lowell is devastated.
- Captain simply explains that they did what they had to do.
- The Captain studies the trajectory the crew used in reprogramming the ship. It would have hurtled them into the sun.

- The crewmembers death was a result of their own mistakes.
- As time passes, Lowell gets lonely and tries to engage Captain in conversation.
- Captain is still trying to regain his footing on the ship and learn his new limits and boundaries.
- Freeman Lowell auditions several of the drone robots to be poker players.
- He finds two suitable one and names them Huey and Dewey.
- He realizes he can reprogram them to be friends and play cards.
- Lowell helps these robots evolve by teaching them to play poker and bluff (or lie).
- Captain watches all this with interest.
- Captain joins a card games and is beaten by Louie when the robot bluffs.
- Captain can't understand lying.
- Lowell goes to the Bio-diversity pods and works with the plants.
- Captain arrives and Lowell tries to teach him about plants and planting.
- Captain knows the scientific names of each plant, their life cycle and uses, but he doesn't understand their nuance.
- Lowell hands Captain a rose and asks him to study it and appreciate its beauty.
- Captain doesn't understand and accidentally crushes the rose.
- Lowell sighs, telling Captain they'll have a long time for the Captain to appreciate roses.

PP 13: Lowell asks Captain about Huey, Dewey and Louie. They have been MIA for a few days.

- Captain says they were needed for a clean-up project.
- Lowell presses for details, but Captain refuses more.
- A few days later Louie arrives at one of the pod gardens to find Lowell tending a plot of vegetables.
- Lowell asks what Louie has been doing when he notices a fine yellow powder in several places on the robot's shell.
- The yellow powder is a neutralizing agent.
- Louie informs Lowell that he has been cleaning up some damaged storage tanks in Cargo Bay C.

- Lowell has the little robot play a holographic view of his work and see that several robots are working to clean up some kind a spill from a tank he can't quite see.
- Lowell thinks this is strange, since Cargo Bay C should contain only fertilizer.
- Lowell asks Captain to go into cargo bay C.
- Captain refuses Lowell's request.
- Lowell is beginning to grow suspicious of what is in cargo bay C.
- Lowell tries to pull up the visual monitor of the cargo bay but is unable to. It is the only part of the ship with no video surveillance.

PP 14: Lowell, along with Louie, does a space walk and gets into the cargo bay from the outside where Lowell notices something seeping from one of the giant tanks in the hold.

- Lowell sees it is some kind of poison.
- Captain calls Lowell and asks where he is.
- Lowell tells him he is Cargo Bay C and one of the containers is still leaking.
- Captain orders Lowell out of the cargo bay. It is too dangerous for humans.
- Lowell asks what kind of poison is leaking.

PP:15 The captain says it is a non-selective self-replicating post-emergent - a chemical designed to kill anything living and then go dormant. A poison designed to kill every living thing it meets.

- There is enough poison to kill an entire planet.
- As Lowell gets closer to the seeping chemical, it moves toward him in an almost aggressive manner. Though it had no intelligence, it was encoded to seek out any organics and consume them.
- Lowell stumbles backward as the crystal slime closes in on him.
- Louie pulls him out of the bay and flings him into the weightlessness of space.

PP 16: Lowell grabs onto the structure as Louie emerges from the bay, covered in the aggressive crystal chemicals.

- Lowell moves away from Louie to avoid contact, but the robot pursues him, not understanding the danger he poses to his human companion.
- Lowell tells Louie to stay put while he goes back to the main part of the ship to figure out how to remove the poison from the robot.

- If Louie enters the ship, Lowell's life would be in danger, as well as every living thing in the two biospheres.
- Back inside the ship, Captain admonishes Lowell for his spacewalk and endangering his life.
- Lowell confronts Captain about the poison in Cargo Bay
- Captain only knows what he has been told by the company - It is full of fertilizer.

PP 17: Lowell tells him the only reason for that much poison is to destroy the planet, but Captain tells him the planet is dead.

- Suddenly, they hear a tapping. Louie has made the long walk from Cargo Bay C to the main section
- Lowell is angry, telling Louie that he was supposed to Stay back, but the robot cheerily responded that he knew Lowell was "bluffing" from their many poker games.
- He wants to come inside and sing with Lowell, Huey, and Dewey.
- Louie attempts to enter the ship as Lowell pleads with him to wait.

PP 18: Captain goes to the airlock, opens the door and blast Louie causing him to go cartwheeling into space.

ACT III

- Lowell can only watch helplessly as his friend drifts away, intact and very much alive.
- Once Captain returns, Lowell confronts him over his act of callousness.
- Captain doesn't understand and attempts to explain to Lowell the dangers posed by Louie to all life on the ship. Captain was simply protecting Lowell and the cargo.
- Captain leaves and Lowell, Huey and Dewey continue talking with Louie as he drifts away into space.
- Captain listens to the radio chatter between and Lowell and Louie. One friend comforting and saying goodbye to another.
- Captain returns to the bridge and tries to make sense of Lowell's actions and reaction to disposing of Louie.
- Captain has no answers.
- Lowell heads out into the forest to find solace with Huey and Dewey.

PP 19: Dewey mentions that he has been to the planet Meridian. He worked there for several years.

- Lowell asks if Dewey can tell him about the planet.
- Lowell takes Dewey to a Holodeck and plugs him into the console.
- Suddenly everything Dewey experienced on the planet comes to life.

PP 20: Lowell learns that the planet is not desolate. It contains a biodiversity similar to Earth's. There is intelligent life (but no human-type life).

- He sees and hears two men talking about the planet's ultimate fate.

PP 21: The company plans to destroy all life on the planet and then reboot it with Earth life. Lowell realizes he must stop that from happening.

- Lowell goes to Captain and tells him what he has learned. He asks for the Captain's help.
- Captain refuses to tell him as he can't go against his programming.
- Captain also mentions that he has learned that the company sent a security team months ago when the crew threatened to mutiny and they will arrive in a few days.
- Captain tells Lowell the company will remove him from the ship and he'll lose his beloved biospheres.

PP 22: Lowell says he will stop the ship on his own, before they arrive. He plans to release the bio-diversity pods and blow up the ship.

- Lowell goes to his quarters to begin setting his plan in motion.
- Captain contains Lowell in his quarters.
- Lowell manages to contact Huey and Dewey.
- Huey and Dewey manage to break Lowell out of his quarters.
- Captain begins hunting Lowell to neutralize him.
- Lowell sets up Huey and Dewey, in the pods with instructions to take care of the plants.
- The security team arrives on the cargo ship.
- Captain corners Lowell.
- Lowell makes an impassioned plea to explain his position, but Captain doesn't understand.

PP 23: The security team finds Captain and Lowell and kills Lowell.

- Now Captain doesn't understand. "What have I done"?
- Captain achieves singularity. Captain realizes that Lowell was right all along.

- The security team goes about securing the ship.
- The captain goes to leave. The security team stops him and asks what he is doing.
- Captain hesitates and then answers. He "bluffs" his way past them telling them he must reprogram the ship's course.

PP 24: Captain goes to the pods and disengages them. He sends them off in a 10,000-year orbit back to Earth.

- The security team finds Captain and shoots him.
- Captain blows up the cargo ship with himself and the soldiers.