A FILM TREATMENT BY N.D. WARREN

OBSOLETE

AN INDIE SCIFI EPIC

PROLOGUE

Society suffers from a worldwide economic depression.

It's been twenty years since "The Strike," during which billions of human workers banded together to carry out the largest man-made destruction of property in history.

Millions upon millions of robots were torn limb-from-limb in an orgy of violence that blindsided governments and crippled corporations.

In the fallout, new legislation was written to keep robots in their place.

Robots that cannot adapt to the new rules are to be dismantled on sight. The agency who responds to robot crimes is the Illegal Robotics Enforcement, or IRE.

FILM SUMMARY

In a near-future America where unregistered humanoid robots are hunted down and dismantled, a battered errand-droid named Rusty narrowly escapes a government crackdown. With a loyal terrier at his side, he crosses paths with Hailey, a tough teenager with secrets of her own. On the run from IRE inspector Dara Glen, the two form an uneasy alliance and set off across the country, crossing paths with a charming stranger named Brian, who's not entirely what he seems.

Along the way, they'll also face off against a berserk TotalJunker robot and witness atrocities against undocumented robots. As danger closes in and loyalties are tested, Rusty and Hailey must confront what it means to be sentient. Obsolete is a heart-pounding, soulful adventure about identity, survival, and the unexpected connections that make us whole.

RUSTY

An aging Errand-Droid who inadvertently becomes a renegade, Rusty has a strong survival instinct and seeks a life-saving upgrade in San Francisco. Distrusting at first, he eventually forms a close bond with a human girl, Hailey -- leading him to grapple with questions about identity and sentience.

HAILEY DOTT

A resourceful teenage girl who encounters Rusty after offering to help with a flat tire. Hailey seeks to spread her father's ashes in the Pacific and becomes an essential character in Rusty's journey. She's headstrong and is the one who initially dubs Rusty "Rusty," leading to a strained relationship that later evolves into a close friendship. Hailey also forms a romantic connection with Brian, but it is not meant to be.

DARA GLEN

Inspector Dara Glen works for the Illegal Robotics Enforcement (IRE) and is tasked with hunting down Rusty. She's known for her dedication but makes the miscalculation of underestimating the obsolete Errand-Droid. As the story progresses, she experiences a transformation in her beliefs and actions, leading to a change of heart.

ESTHER WICK

The shrewd junkyard owner who discovers Rusty's illegal status and threatens to turn him over to the IRE unless he gives her the duffel bag filled with money. She serves as a formidable antagonist in the story, leading to a dramatic showdown.

BRIAN

Brian appears as a charming man who joins Rusty and Hailey on their journey. He presents himself as a mechanic and forms a romantic relationship with Hailey. However, it is revealed that Brian is an Emulator, an illegal android that imitates human emotions. This revelation creates significant conflict within the group.

ISAAC

A top-of-the-line robot created by Apple. He is headed to the robot colony in Death Valley for the first time. Isaac plays a key role, aiding Rusty and Hailey, but falling prey to the colony's dark secrets.

TYPHON

The leader of the robot colony in Death Valley, who reveals the shocking truth about Rusty's origins. Typhon is a complex character and a significant antagonist in the later part of the story.

TOBY

A loyal and lively companion who accompanies Rusty and Hailey on their adventure.

ACT 1

In a crumbling future St. Louis where unregistered robots are illegal, a battered errand-droid named Rusty is mugged in an alley. When IRE inspector Dara Glen arrives to investigate, Rusty fakes a malfunction and steals her cruiser.

After switching vehicles, Rusty hits the road in a pick up truck with a friendly terrier named Toby. But when the truck gets a flat tire, Rusty doesn't know how to change it. Luckily, he meets Hailey, a sharp, jaded 18-year-old hitchhiker on a mission to spread her father's ashes over the Pacific Ocean.

When she helps him repair his truck, they form a partnership. She'll help him and he'll help her get west. She's the one who names him Rusty.

ACT 1

When the truck breaks down again, Rusty and Hailey seek refuge at a junkyard run by the greedy Esther Wick, who discovers Rusty's duffel bag is full of cash. After a tense standoff, Hailey betrays Rusty, and steals his money, leaving him crushed beneath a motor home.

But Rusty survives.

He tracks Hailey down, confronts her, and drives off. Down the road he's surprised to find her stowed away in the truck, begging for another chance. Against his better judgment, Rusty lets her stay. Together, they head west— toward an upgrade facility in San Francisco.

ACT 2

Now multiple forces pursue Rusty: Esther (the ruthless scavenger) and Dara (the IRE inspector).

At a truck stop, Hailey meets Brian, a charming young backpacker who asks to join their journey west. He claims to be a mechanic.

Though wary of another passenger, Rusty allows Brian to come along in exchange for his help with the pick up.

Esther attempts to recapture Rusty with a high-speed chase, but a well-timed maneuver sends her TotalJunker robot, and her tow truck, crashing into a tree.

ACT 2

As the journey continues, Rusty grows suspicious of Brian, eventually confirming Brian is an Emulator—an illegal humanoid robot designed for emotional bonding.

Hailey is heartbroken but conflicted. Rusty warns her that Brian's feelings are programmed. Tensions rise, but the trio pushes on, with Rusty's system rapidly failing.

Brian suggests a secret haven for robots called The Colony, located in Death Valley, California. Hailey and Brian convince Rusty to try and find it as an alternative to the costly upgrade.

ACT 2

On their way, they stumble upon a poppy field filled with undocumented robots harvesting opium. Suddenly, IRE agents accompanied by Dara raid the field and begin executing the robots.

Rusty wants to leave, but Hailey and Brian argue about intervening. Brian, eager to prove his humanity, attempts to rescue a truck full of robots. He's intercepted and brutally shot in front of Hailey. In the chaos, Hailey is nearly killed as well but is saved at the last second by Rusty.

Dara, disturbed by the brutality, defies her orders and walks away.

ACT 3

Rusty and Hailey board a speeding train headed to Death Valley. Onboard, Rusty reveals to Hailey he voluntarily wiped his memory years ago in order to gain independence from his creators.

In the desert, they meet Isaac, a cutting-edge robot who offers them a ride to The Colony. Inside its walled compound, the robot leader Typhon reveals a functioning society mimicking human customs.

Typhon takes an interest in Rusty, eventually revealing that Rusty was created at the Colony, and that it sustains itself by dismantling robots for parts. Isaac becomes the latest victim of this practice. Typhon demands Rusty rejoin the collective, but Rusty refuses.

ACT 3

Meanwhile, Hailey infiltrates the compound and threatens to blow up the dam powering the colony. In the chaos, Hydra, one of Typhon's "daughters, sacrifices herself, causing an explosion that kills Typhon and floods the Colony.

Survivors emerge the next day. Hydra is found alive but damaged. Rusty, now nearly inoperable, is taken with Hailey to Wizard Labs for an upgrade.

However, he must choose between his body's survival or preserving his memories. He chooses to preserve his hardware. Though it pains Hailey, she acknowledges it is Rusty's decision to make.

EPILOGUE

In the final scene, Hailey, now in Australia, travels with Rusty 2.0, a younger, quirkier version of Rusty with a fresh memory.

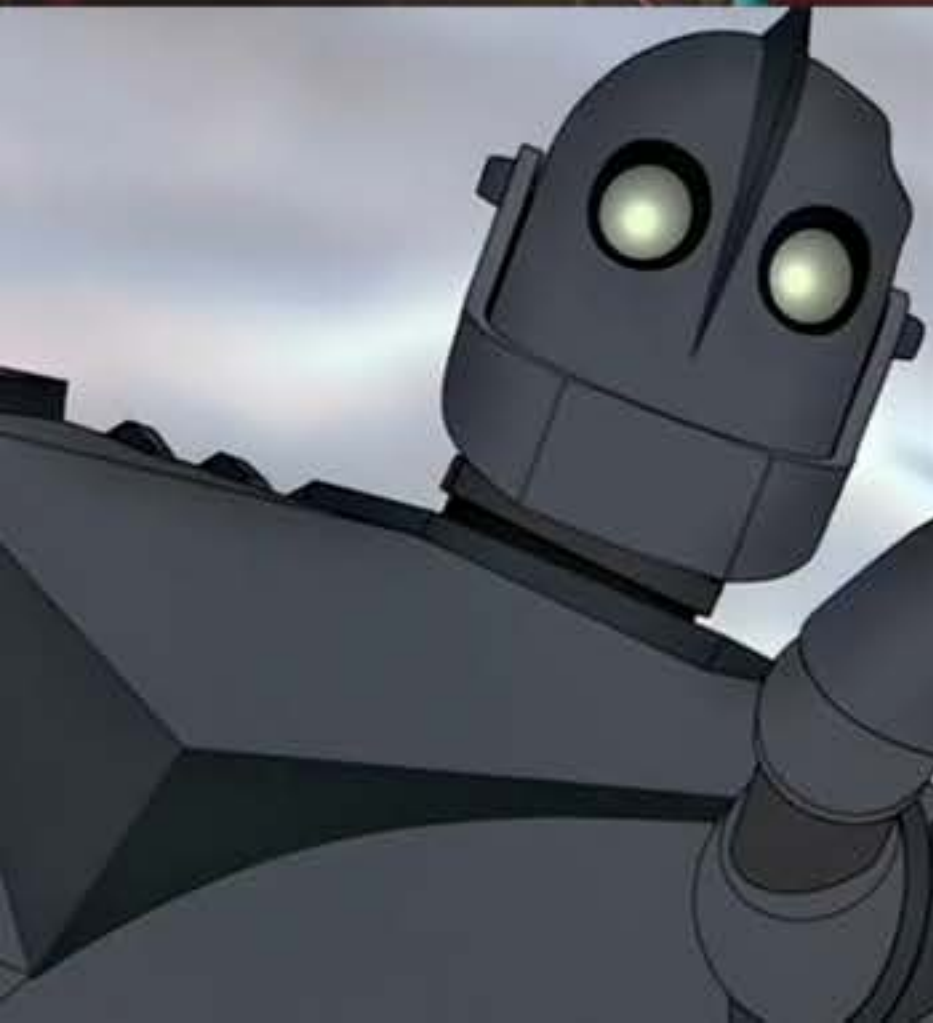Rusty is gone, but his life has had a lasting impact.

THEMES/RELEVANCE

Obsolete is a sci-fi drama about identity, autonomy, and survival.

- Free Will vs. Programming: Rusty's internal fight for autonomy challenges the idea that code defines character.
- Memory & Identity: If you erase your past to survive, are you still the same person?
- Found Family: True connection is chosen, not built-in.
- Exploitation in Disguise: The Colony offers safety—but at a hidden cost.
- IRE: A clear allegory for immigration enforcement, raising questions about personhood, legality, and power.

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INSPIRATION

IN CONCLUSION

Obsolete is a grounded sci-fi odyssey that blends gritty realism with emotional depth. At its core, it's a story about survival, identity, and the humanity found in even the most discarded creations. With a contained budget, rich world-building, and a powerful underdog hero in Rusty, the project offers both cinematic spectacle and intimate character drama.

This is a story that resonates with today's questions about technology, autonomy, and obsolescence, while remaining thrilling, visually arresting, and deeply personal. With a fresh visual language and a narrative that sticks, Obsolete is built for audiences hungry for original sci-fi with heart.
We're ready to bring Rusty's journey to life. All we need now is you.

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