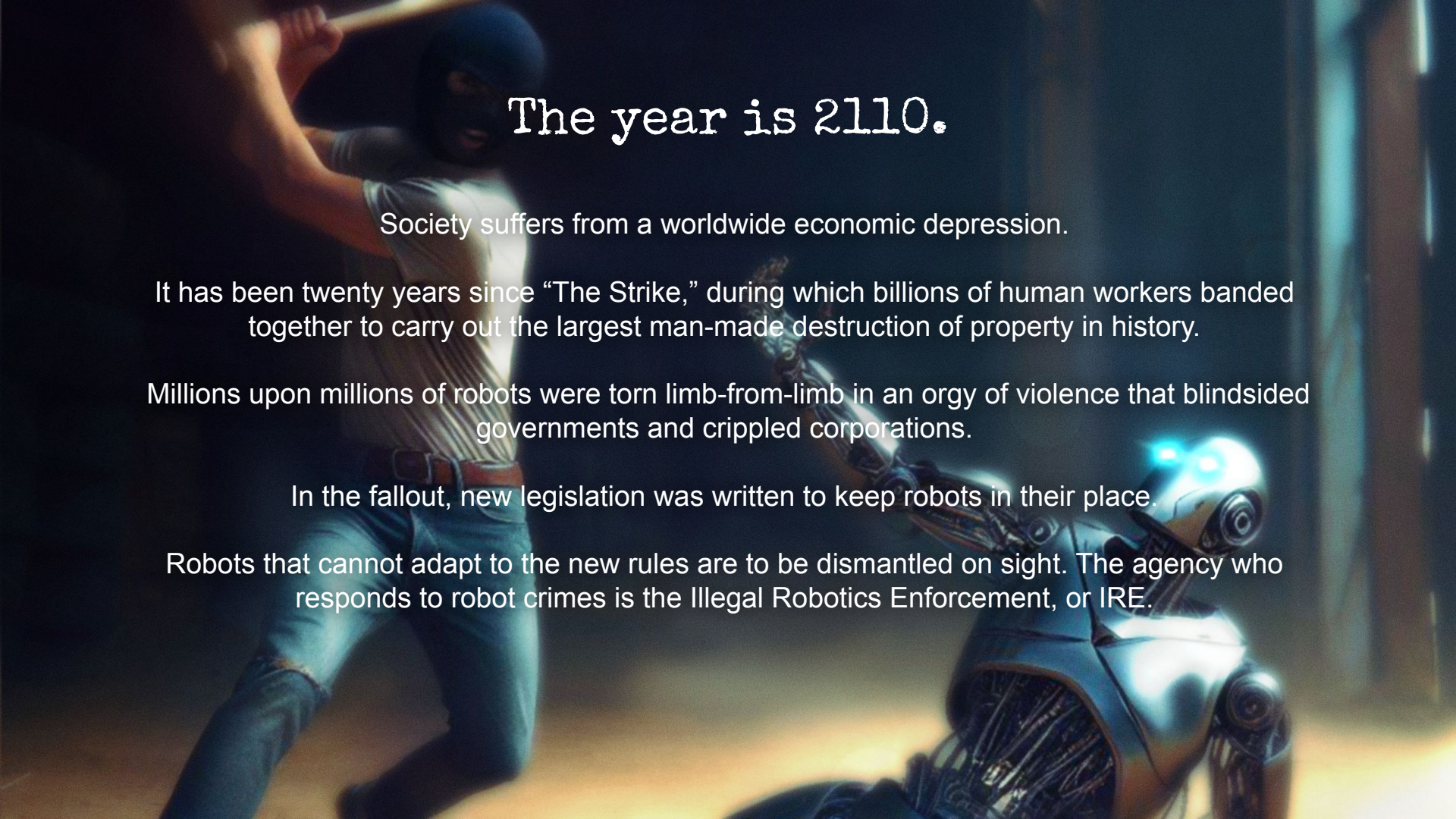


OBSOLETE

BAR

A man in a white t-shirt and blue jeans is swinging a baseball bat at a robot. The robot is metallic and has glowing blue lights on its head. The scene is set in a dark, industrial environment with a yellowish light source in the background.

The year is 2110.

Society suffers from a worldwide economic depression.

It has 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.

ACT 1

In a dystopian future, an aging **Errand-Droid** faces off against muggers demanding its duffel bag. But when **IRE** (Illegal Robotics Enforcement) Inspector Dara Glen arrives, the muggers run away. Dara is searching for an aberrant robot that is said to have survival instincts, but doesn't believe it could be the Errand-Droid because the robot is too obsolete. This miscalculation on Dara's part gives the Errand-Droid enough time to steal Dara's car and make an escape. Joining the Errand-Droid is a cute **Terrier** that takes a liking to it.

This robot soon switches to a pickup truck and torches the IRE vehicle. Back at the office, Dara is mocked relentlessly for losing her vehicle to a renegade robot — something no one believed possible. At her captain's orders, she is to seek out and destroy the Errand-Droid quietly, so as to not alarm the public. She is able to track the dog's collar and once she receives a new vehicle, she sets out after it.

ACT 2

Meanwhile, the Errand-Droid's pickup truck suffers a flat tire. After attempting to change the tire in vain by itself, the Errand-Droid is surprised by **Hailey**, a resourceful teenage girl who offers to help in exchange for a ride to the Pacific, where she plans to spread her father's ashes.

Hailey dubs the dog "**Toby**" and the Errand-Droid, "**Rusty**," though the robot finds this degrading. Because the pickup truck is in need of spare parts, they visit a junkyard. There, Rusty unwittingly unveils his duffel bag's contents: hundreds of thousands worth in cash, which he plans to use to buy a life-saving upgrade that can only be administered in San Francisco.



ACT 2 (continued)

The background of the entire page is a detailed, cinematic image of a junkyard. In the center, a massive, intricate metallic structure resembling a giant robot or a complex piece of machinery dominates the scene. It's composed of various metal parts, pipes, and gears, with a somewhat humanoid form. The lighting is dramatic, with a strong orange and yellow glow, suggesting a sunset or sunrise. In the foreground, there are several cars and vehicles, including a white van, a green car, and a red car. The overall atmosphere is one of a gritty, industrial environment.

When the shrewd junkyard owner, **Esther**, realizes that Rusty is illegal, she threatens to turn him over to IRE unless he gives her the duffel bag full of money. A showdown unfolds. After escaping Esther's **Total Junker Robot**, Hailey uses a crane to pick up Esther's Winnebago and force her to relinquish Rusty's bag. However, once Esther's done so, Hailey betrays Rusty and drops the caravan on top of him, then makes off with the duffel bag.

Despite the odds, Rusty survives, and tracks Hailey to a motel where she and Toby are spending the night. She is surprised to see him, but also somewhat relieved that he's alive. He insists they go their separate ways, but at the last moment, she stows away in the pickup's bed. When Rusty finds her, she pleads for him to forgive her. He reluctantly allows her to accompany him.

ACT 2 (continued)

Some time later, Hailey meets a charming man who appears her age named **Brian**, who says he's a mechanic. She convinces Rusty to allow him to go with them, so long as he pays for fuel and uses his technical know-how to keep the truck running. It is not long before Hailey and Brian's connection deepens into a romantic relationship.

But when Esther shows up in a tow truck with her Total Junker ready to dismantle Rusty, Brian helps to defeat them, giving Rusty a clue as to who Brian really is. Rusty unveils a shocking secret: Brian is an **Emulator**, an illegal class of android that imitates human emotions. Hailey is devastated initially, but ultimately decides that it doesn't matter — though Rusty is adamant it does.

ACT 2 (continued)

When their pickup truck can no longer continue, they hike through the wilderness toward a town on the other side of a mountain. Along the way, they stumble upon a poppy field where undocumented robots work as harvesters. Rusty, Hailey, and Brian keep their distance as an army of IRE Inspectors rush the field and apprehend the robots, then systematically execute them. Dara is present, and though it's her job, she begins to wonder whether it's ethical.

Hailey and Brian are horrified, but Rusty has seen worse. He chastises Hailey for listening to Brian, who is programmed to say whatever she wants him to say. She doesn't believe it at first, but she soon realizes Rusty is right. Brian isn't sentient in the way Rusty is. However, Brian insists he's a real person and tries to prove it by saving the undocumented robots. He is caught and dismantled. But when the IRE targets Hailey, Dara intervenes to save her, leading to a change of heart in the inspector.

ACT 3



Rusty and Hailey make their way to Death Valley, where Brian told them a robot **colony** exists that may be able to save Rusty without the expensive upgrade. On the way, they meet **Isaac**, a top of the line robot made by **Apple** also on his way to the colony for the first time. Once they arrive, Hailey is told to wait outside while Rusty and Isaac are allowed inside.

The colony is fully operated by robots, but has a dark side. The colonists are cannibals who dismantle other robots in order to extend their lives. Isaac and Rusty are apprehended by the colonists' leader, **Typhon**, who recognizes Rusty and tells him the shocking truth about his origins. Meanwhile, Hailey stages a diversion, and aids in Rusty's escape. In response, Typhon attempts to harm Hailey, but accidentally causes an explosion resulting in his own demise.

EPILOGUE

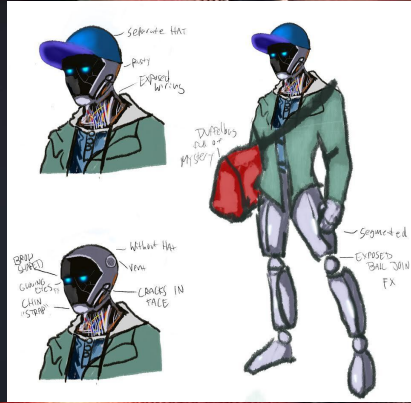
A scenic view of a coastline with a large, gnarled tree in the foreground and a cliffside in the background. The tree is dark and twisted, with its trunk leaning over the cliff. The cliffside is covered in dense, green and brown vegetation. In the background, a large, rocky cliff face rises from the ocean. The ocean is a deep blue, with white waves crashing against the shore. The sky is a pale, hazy blue, suggesting a bright, sunny day.

In San Francisco, Hailey and Rusty discover he won't be able to preserve his memory with the upgrade. Though Hailey doesn't want Rusty to give up his memory, she acknowledges that it's Rusty's decision to make.

The film concludes with Hailey cycling with Toby in tow, through Australia alongside Rusty's new body, now named **2.0**, devoid of Rusty's memories but with a hopeful future.

CHARACTERS

RUSTY



A robot android with a cracked black screen for a face, featuring two blue illuminated sensors for eyes. He's the aging Errand-Droid who inadvertently becomes a renegade. Rusty has a strong survival instinct and seeks a life-saving upgrade in San Francisco. He's initially resistant to his given name "Rusty," considering it degrading, but eventually forms a close bond with Hailey. Rusty's character develops throughout the story as he grapples with questions about identity and sentience.

DARA



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.

CHARACTERS



HAILEY

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 initially dubs Rusty "Rusty," leading to a strained relationship that later evolves into a close friendship. Hailey also forms a romantic connection with Brian.



ESTHER

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.

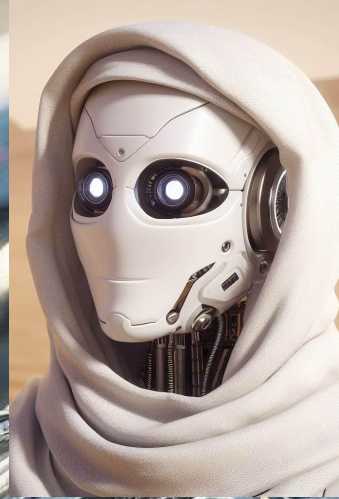
CHARACTERS

BRIAN



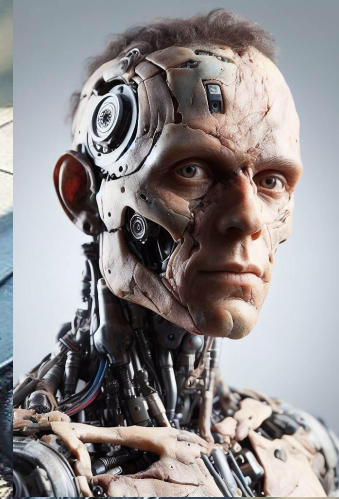
Brian appears as a charming man who joins Rusty and Hailey on their journey. He presents himself as a mechanic and forms a romantic relationship with Hailey. However, it is revealed that Brian is an Emulator, an illegal android that imitates human emotions. This revelation creates significant conflict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

CHARACTERS



TOBY

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

Why Make “**Obsolete**?”

'Obsolete' presents a unique and compelling cinematic experience that marries heart, suspense, and thought-provoking themes. This dystopian journey takes audiences on a roller-coaster ride through an intricately crafted world where unlikely alliances, romance, and redemptions unfold.

The film is a genre bending sci-fi adventure comparable to **'E.T. The Extra-Terrestrial,' 'Ex-Machina,' 'Blade Runner,'** and **'The Wizard of Oz.'**

The film's immersive setting, complex characters, and thought-provoking themes invite viewers to contemplate the implications of technological advancement, ethics in AI, and the pursuit of personal freedom. **'Obsolete'** is not only a movie, but an emotional journey that delves into the human experience in an increasingly technologically driven world.

With thrilling stunts, striking visuals, and a powerful conclusion, **'Obsolete'** promises to captivate audiences and leave a lasting impression. This is a movie that has the potential to become a timeless classic, resonating with a wide range of viewers.

Producing **'Obsolete'** isn't just a financial opportunity; it's an invitation to be part of a cinematic experience that will impact hearts and minds. We believe that **'Obsolete'** has the potential to leave a lasting legacy in the world of cinema and encourage you to join us on this remarkable journey.

Thank You For Reading!