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# SLIDERS

## "RULES OF THE GAME"

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### REVISED PAGES

1st Pink Revs.	Full script
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1st Yellow Revs.	Full script
1st Green Revs.	43/44, 54-55
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#K1805

SLIDERS

"Rules Of The Game"

CAST

QUINN MALLORY  
WADE WELLES  
MAXIMILLIAN ARTURO  
REMBRANDT BROWN

NICKY  
EGGHEAD  
GNOME #1  
GNOME #2

COMPUTER VOICE (V.O.)

#K1805

SLIDERS

"Rules Of The Game"

SETS

INTERIORS:

JET PLANE (747)  
    COCKPIT  
    LOWER CABIN  
    UPPER CABIN  
AIRPORT  
    HANGER  
HAVEN  
    HALLWAY  
DESERTED FACTORY  
SEWER  
JEEP  
TUNNEL

EXTERIORS:

HOUSE  
DOWNTOWN PART OF ABANDONED CITY  
CITY STREETS  
    VARIOUS  
CITYSCAPE  
    LONGSHOT  
    ESTABLISHING  
HAVEN  
    STREET  
ROOFTOP  
ALLEY  
BUILDING

SLIDERS

"Rules of the Game"

TEASER

FADE IN:

1 INT. UPPER CABIN 747 - DAY

1

The First Class lounge is empty. There's a small buffet, open bar, champagne in buckets. The vortex opens and the Sliders are deposited on the floor and seats. They are wearing heavy parkas. It takes them a moment to realize...

WADE

We're on a jet!

ARTURO

The first class lounge of a 747 to be precise. Very unusual landing zone, wouldn't you say Mr. Mallory?

They remove their coats. Arturo opens one of the window shades revealing slips of passing clouds illuminated by a full moon.

QUINN

But the timer never landed us in the air before. Always on the ground.

(X)

ARTURO

Judging by the stars and the coastline I can see, we're still over California.

(X)

REMBRANDT

Check it out. Food.  
(tastes something)  
Good food.

ARTURO

Might as well enjoy the flight.

Arturo grabs a champagne bottle, fills his glass. Wade remains in her seat, looking a little shakey. Quinn notices.

QUINN

You all right?

WADE

I've got this thing about flying.

(CONTINUED)

1 CONTINUED

1

QUINN

Sliding between parallel worlds  
doesn't bother you, and flying  
does?

WADE

You have no idea how much.

Wade makes a dive for the bathroom, closes the door. Arturo  
pours a glass of champagne, hands it to Quinn as NICKY, an  
athletic mid 20's beauty enters, plastic lei around her  
neck, empty glass in hand.

(X)

NICKY

Just what I'm lookin' for.

Nicky snatches the bottle from Arturo, fills her glass.

NICKY

You guys together?

QUINN

Yes, uh, we're traveling together.

NICKY

I'm going to the beach. Where are  
you guys going?

QUINN

Uh, the beach sounds good. Waves,  
sand, all that stuff.

NICKY

A little out of shape for the  
games, are you pops?

Arturo does a slow burn as Nicky exits with the bottle.

REMBRANDT

Man, she's got muscles on top of  
muscles.

ARTURO

The largest of which sits on her  
shoulders.

Quinn picks up another glass, makes a toast.

QUINN

I don't know about you, but after a  
month on Igloo world, I could use a  
vacation.

2 INT. JET PLANE - NIGHT

2

The cabin is filled with ATHLETIC MEN and WOMEN. A few people sleep. The Sliders are seated in the bulkhead. Quinn stretches, gets up, holding his coffee cup.

(X)

QUINN

You want some more ginger ale?

Wade shakes her head. Quinn steps into the galley.

QUINN

Excuse me, but...

Nobody there. Quinn looks to the rear of the plane. Not a stewardess in sight. Quinn starts back to his seat.

QUINN

(to Wade)

Where'd the stewardess go?

SUDDENLY there is a LOUD EXPLOSION and the PLANE SHUDDERS. People begin to SCREAM. Out the window we can see the ENGINE ON FIRE, thick smoke streaming behind as the wing begins to become engulfed in FLAMES.

Fasten seat belt lights come on, oxygen masks drop. The cabin SHUDDERS again and banks to the right, throwing Quinn into Arturo. This plane is going down. Overhead doors open, spilling carry-on luggage onto everyone. The cockpit door swings open. Nobody home.

ARTURO

My God, no one's flying this plane.

Quinn and Arturo struggle to make it to the cockpit.

3 INT. COCKPIT

3

FIRE ALARMS blare, an AUTOMATED VOICE announces "a starboard engine fire" and urges the pilot to "Pull up, impact in 18 seconds." Quinn drops into the pilot's seat, Arturo into the co-pilot seat.

ARTURO

Pull back on the controls!

They see the altimeter heading for the basement. Arturo and Quinn force the stick back.

QUINN

It's coming up! Pull!

(CONTINUED)

3 CONTINUED

3

And for a moment the plane starts to rise and then there's another EXPLOSION followed by an eerie sound shift with both engines stopped. The cabin begins to fill with smoke.

(X)

ARTURO AND QUINN'S POV - THROUGH THE COCKPIT WINDSHIELD

We break through the clouds into a night sky and see Los Angeles below. We feel the sickening ground rush of a billion lights reaching up to grab us.

4 INT. CABIN 4

Wade and Rembrandt manage to join their hands. Everyone on the plane is SCREAMING.

5 INT. COCKPIT 5

COMPUTER VOICE  
Seven seconds to impact. Pull up.

Arturo and Quinn look back at his friends and hold out their hands. The expression on Quinn's face tells us the Sliders are connected in their last moments alive. Then it all goes BLACK with a DEAFENING ROAR. After a few seconds...

ANGLE - THE CABIN

SUDDENLY, the LIGHTS snap on in the cabin, in the cockpit. People are startled. The doors in the plane open. Fans blow the smoke quickly away.

6 INT. COCKPIT 6

Through the cockpit glass we can see they are in a large hanger. Projection screens, banners, and advertisement on the walls. Wade and Rembrandt enter the cockpit.

ARTURO  
What in God's name is going on?

QUINN  
It's some kind of simulation.

REMBRANDT  
I been simulated enough. I'm getting off before they start this damn thing up again.

WADE  
Ditto.

Rembrandt heads for the door. The others follow.

ANGLE - JET PLANE DOOR

Last off the plane, the Sliders look out into the hanger. We see the plane fuselage is wired for EFX.

ANOTHER ANGLE

where the other PASSENGERS are quickly loading up back packs from tables of supplies.

(CONTINUED)

6 CONTINUED

6

Many of the players have changed into body suits and are wearing product endorsements on their clothing.

One of the projection screens comes to life. An OFFICIAL EGGHEAD in thick glasses appears.

EGGHEAD  
Welcome to Level One.

ANGLE - THE QUARTET IN THE DOOR

ARTURO  
Some vacation.

We HOLD on them as we...

FADE OUT

END OF TEASER

ACT ONE

FADE IN:

7 INT. HANGER

7

Large paintings and banners on the wall of the hanger, pictures of past champions. Hulk Stallone, Rachel MacLeish-Willis, Andy Schwarznegger. TV SCREENS show "filmed highlights" of past games. The EGGHEAD continues.

EGGHEAD

Narlo plane ride, wasn't it? Our way of saying, yo, bro, heads up or you'll be slabbed out before you know it. Our digit-heads have created a very bitchin' course for this holiday bloodfest. I along with 228 million fans out there want to say, we hope to see you at the beach.

(X)

Sliders watch players loading up with weapons, body armor, food packs, ammunition. Quinn stops NICKY as she passes.

QUINN

Excuse me, but how do we get to the beach from here?

NICKY

(off their looks)  
Didn't they tell you?

ARTURO

Perhaps we missed something.

NICKY

You finish the game you'll have enough money to go anywhere you want. The beach, the mountains. Name it.

(a look)

You better grab some gear while you can.

Nicky runs to join her mates and heads out a door marked "exit." Each time the door opens, the players disappear into a BRIGHT WHITE LIGHT. The last group exits. The Sliders are alone.

(X)

(X)

ARTURO

How long until we slide again?

(CONTINUED)

7 CONTINUED

7

QUINN

(checks timer)  
Thirty eight hours.

ARTURO

Then I think we should stay here  
until it's time to go. There's  
enough food and water on the  
simulator for us to...

SUDDENLY a KLAXTON sounds. We HEAR a WHUMP of electricity.  
They look up. The ceiling glows with infrared panels that  
send out waves of heat. The Sliders begin to sweat.

WADE

Who turned on the sauna?

QUINN

Everybody grab something.

REMBRANDT

What?

ARTURO

Anything you can!

In a frenzy they grab and reject items, each Slider picking  
up some supplies, a large flashlight, and an exotic weapon.  
Arturo starts to pick up a clip, but it's too hot to touch  
and he drops it.

QUINN

Run for the door!

As they pass some paper on the floor, it bursts into  
flames.

Quinn's tennis shoes are melting, leaving tracks on the  
concrete. The Sliders move through the larger stage door  
into the alcove (plug) with the smaller wooden door. A  
sign on the door says "Welcome to Level One."

8 INT. HANGER

8

In the b.g. we see the hanger engulfed in FLAMES.

WADE

I don't think I want to play this  
game.

(CONTINUED)

8 CONTINUED 8

QUINN

Doesn't look like we have a choice.

Quinn opens the door and they are suddenly flooded with a BRIGHT WHITE LIGHT. They step through the door.

9 OMIT 9

10 EXT. HOUSE - DAY 10

The Sliders are surprised to step out the door into Beaver Cleaver's neighborhood. Neat houses on a tree lined street. Not a soul in sight. As they clear the door it draws shut.

QUINN

This ranks really high on the weird meter.

REMBRANDT

What kind of game is this?

We HEAR GUNFIRE in the distance.

ARTURO

A very serious one.

They start nervously down the sidewalk. There's a street sign with a yellow arrow that reads; "Finish Line This Way." We will see bright colored directional signs like this throughout the game.

ARTURO

Look, a newspaper.

Arturo picks up the paper. We HEAR a SOUND.

ANGLE - A POP UP LAWN SPRINKLER

begins to rise.

(CONTINUED)

10 CONTINUED

10

BACK TO SCENE

Arturo opens up the paper. The headline reads: It's a Good Day to Die." Suddenly there's a hole burned through the paper by a LASER SHOT.

ANGLE - WIDER TO SEE

TWO RAINBIRD style lawn sprinklers are firing off laser shots as they rotate.

QUINN

Get down!

And everyone dives for the lawn as the laser sprinklers just miss them. The Rainbird lasers leave a line of hits on the side of the house, trees, and other objects as it rotates.

Quinn looks at the Rainbird a few feet from him. He gets an idea. He pats his pockets.

QUINN

Anybody got a pen?

WADE

(wryly)  
You want to write a letter?

(X)

ARTURO

(realizing)  
The pen is a mighty instrument,  
Miss Welles.

He produces two pens from his jacket, hands one to Quinn. Quinn starts crawling for one of the sprinklers while Arturo crawls for the other one.

ANGLE - SPRINKLER

as Quinn crawls near it, waiting for the laser to swing past him, then he jams the pen into the Rainbird, stopping it from rotating.

WIDER

to see Arturo do the same. The lasers fire harmlessly into the air. The Sliders get to their feet.

ARTURO

Nice neighborhood.

REMBRANDT

I'd hate to see the welcoming  
committee.

(X)

(X)

(CONTINUED)

10 CONTINUED 2

10

QUINN

Maybe we should get going before it shows up.

The three look cautiously around, then start down the sidewalk in the direction the sign indicates as we...

DISSOLVE TO:

ANOTHER PART OF THE NEIGHBORHOOD - DAY

The Sliders stop at an intersection. Nearby on a lawn, two STONE GNOMES and some plastic Flamingos stand watch over the flowers. We HEAR GUNFIRE in the distance. Quinn points to a TV camera on a pole. We will see these throughout their journey.

QUINN

Look, we're being watched.

REMBRANDT

(to camera)  
Hey, man, there's been some kind of mistake here. We want to quit. Where's the exit?

ARTURO

I believe the only possible way out is to find the finish line and complete the game.

(X)

WADE

Which way do we go?

GNOME #1

(pointing)  
Try that way.

GNOME #2

He's lying. It's that way.

GNOME #1

He always lies. I always tell the truth.

Our group exchange an astonished look. Talking lawn ornaments?

WADE

Uncle Walt would have loved this.

(CONTINUED)

10 CONTINUED 3

10

GNOME #1

Go this way and alive you will  
stay.

GNOME #2

Believe his lie and you will die.

QUINN

Which one's telling the truth?

ARTURO

Very clever. It's a simple logic  
problem.

(to Gnome #1)

If I ask your friend which way to  
go, what will he say?

GNOME #1

(pointing)

He would say go that way.

ARTURO

Then we should go the other way.

WADE

How can you be so sure?

ARTURO

Asking one Gnome what the other  
would say forces the one asked to  
speak according to the dictates of  
their decree, therefore you simply  
do the opposite of the response.  
Is that clear?

WADE

Sort of.

ARTURO

Perhaps this concrete example will  
convince you.

Arturo picks up a round stepping stone from the lawn, turns  
and rolls it down the street in the other direction.

ANGLE - STEPPING STONE

as it rolls down the middle of the street, then suddenly  
gets vaporized by some strange electric charge fired from a  
street light.

BACK TO SCENE

(CONTINUED)

10 CONTINUED 4

10

Wade looks at Arturo. Arturo smiles, turns and starts walking. The others follow.

ANOTHER PART OF BEAVER TOWN

The Sliders walk along the street. Suddenly a Sports Utility Vehicle with a team of four PLAYERS races around the corner past them on the street. Nicky is driving.

QUINN

Hey, wait.

ARTURO

Come back!

ANOTHER ANGLE

The Sliders exchange a look. Suddenly we hear an EXPLOSION in the distance. The Sliders start walking in that direction.

CUT TO:

10A EXT. STREET - DAY

10A

A smoking bombed-out SUV parked 30 feet from one in tact, hood up. Camera adjusts to see the Sliders approaching. They are stunned by the death and destruction.

WADE

What is going on here?

(X)

Arturo steps up to the vehicle.

ARTURO

It appears this game is being played for very high stakes.

Arturo starts searching under the hood.

QUINN

What are you doing?

ARTURO

I think it would be advisable to keep up with the other teams if we're going to discover what kind of world we've gotten ourselves into this time.

REMBRANDT

If there's a bomb, we'll just have to disarm it.

WADE

What do you know about bombs?

(CONTINUED)

10A CONTINUED

10A

REMBRANDT

Man, in the Navy you learn about everything.

Arturo and Rembrandt examine the engine. Quinn kneels to look underneath.

REMBRANDT

What's that?

ARTURO

That's the coil.

(a look)

How much training did you have?

REMBRANDT

I made it to a couple of classes before I left on a USO tour.

Arturo gives him a look, then turns to examine the engine.

ARTURO

There's no suspicious electrical wiring to the battery or ignition.

Rembrandt climbs in the driver's seat, searches under the dash. Wade checks under the seats.

(X)

WADE

Nothing here.

(X)

(X)

Quinn gets up from the ground.

(X)

QUINN

The dirt hasn't been messed up, so no one's been under there. Nothing unusual on the frame.

ARTURO

I would say there's a high probability this vehicle is safe.

Arturo and the others exchange a look.

REMBRANDT

Maybe you all better step back.

(CONTINUED)

10 CONTINUED 6 10

The Sliders move to a safe position. Rembrandt takes a deep breath, turns the key. The engine springs to life. (X)

Rembrandt slams it in gear, drives up to the Sliders. (X)

REMBRANDT (X)  
You all want a ride? (X)

11 EXT. DOWNTOWN PART OF THE ABANDONED CITY 11

Rembrandt drives, Quinn at shotgun, Wade and Arturo in the back seat. They stop at an intersection. (X)

WADE (X)  
Guess we can't get out that way. (X)

THEIR POV - CONCRETE WALL

that rises some 60 feet into the air. It circles the old section of the city where the game takes place.

BACK TO SCENE

We HOLD on them as a little hope slips away.

ARTURO  
We have no choice but to continue.

12 EXT. STREETS - MOVING WITH THE VEHICLE - LATER 12

We HEAR GUNFIRE and some explosions in the distance. They drive through some streets.

QUINN  
That's very close by.

They continue for a distance, rolling into an intersection.

ANOTHER ANGLE

A wrecked SUV rammed up against a lamp pole, a burned man at the wheel, another dead player on the ground beside it.

WADE  
Oh, my God.

THEIR POV - DOWN THE STREET

to see some PLAYERS in the distance, pass through an intersection, running from something, returning FIRE.

BACK TO SCENE

Quinn notices a light on the dash of the SUV. It starts to blink.

QUINN  
Hit the brakes!

Remmy does. A BLAST OF LASER FIRE coming from a nearby roof explodes on the street a foot in front of the vehicle.

QUINN  
Back up!

Remmy shoves it in reverse as the LASER starts WALKING after them down the street.

12A INT. JEEP - MOVING 12A

Remmy backs up until he runs out of a way to go. He slams on the brakes to avoid hitting a building.

QUINN  
Run for it!

ANOTHER ANGLE

The Sliders jump from the jeep. As Quinn gets out, Arturo sees the timer has fallen on the front seat. A LASER BLAST hits in front of the jeep. Arturo leans across the seat to grab the timer, then looks up to see a LASER BLAST strike the windshield.

(CONTINUED)

12A CONTINUED

12A

The glass spiderwebs and diffuses the blast into an explosion of intense WHITE LIGHT. Arturo falls from the vehicle to the ground.

Quinn returns and grabs Arturo and leads him away as a last laser blast hits the jeep.

ANGLE - CORNER OF BUILDING

The Sliders take shelter behind the building.

WADE

Remind me to change travel agents  
when we get back.

Arturo takes his hands away from his face.

QUINN

Professor, you all right?

ARTURO

I can't see. I'm blind.

On their faces we...

FADE OUT

OMIT (13-15)

END OF ACT ONE

ACT TWO

FADE IN:

16 EXT. STREET - DAY

16

The Sliders emerge from a dark building into bright sunlight. Rembrandt is followed by Wade leading Arturo, who has his eyes bandaged. Quinn brings up the rear.

The streets are filled with debris. We can see the city in the distance above the boundary wall. Arturo steps away from Wade, turns his head about.

ARTURO

Is it evening yet?

The three exchange a worried look.

WADE

Not yet.

Wade tries to lead Arturo around some debris. He pulls away, nearly falls.

ARTURO

Dammit!

WADE

I'm sorry.

REMBRANDT

We need to go that way.

We see a sign that points to "Level Two This Way." Wade takes Arturo by the arm. He pulls away.

ARTURO

I'd like another guide dog.

WADE

If you'd let me lead you wouldn't fall down so much.

ARTURO

Having stumbled a dozen times you'll understand how my flesh and my faith in your navigational abilities have both been damaged.

(CONTINUED)

16 CONTINUED

16

REMBRANDT

Hey, man, why don't I take over for a while?

ARTURO

Fine with me. Lead on, Mr. Brown.

Rembrandt places Arturo's hand on his shoulder and starts walking. Quinn and Wade linger behind for a moment.

WADE

You think it's permanent?

QUINN

I don't know.

WADE

Maybe it's like a flash on a camera. It goes away.

QUINN

Wade, it's been over three hours and he still can't see.

Quinn and Wade consider the implication of that observation as they follow after Rembrandt and Arturo.

17 EXT. THE CITY - DAY

17

MOVING with the Sliders as they walk down the street. In the distance we can hear GUNFIRE.

QUINN

I wonder who came up with this game?

WADE

Some pretty sick puppies.

REMBRANDT

Maybe they got bored with the Superbowl.

ARTURO

Psychiatrists believe the games we watch and play are a reflection of our collective national psyche.

QUINN

So you don't think they have little baseball players on this world?

(X)

(CONTINUED)

17 CONTINUED

17

ARTURO

If they do, I would assume the  
little sluggers use the bats on  
each other.

They walk past a couple of buildings where cyclone fencing  
has been placed in front of them. SUDDENLY a LARGE DOG  
rushes from inside one of the buildings, slams into the  
fence, barking viciously. All but Arturo instinctively  
react and jump away.

QUINN

Look out!

WADE

Ahhhhh!

Arturo is left by the fence, a foot away from the dog as it  
lunges at the fence, about to push it over and escape to  
attack them. The dog wears an electronic collar, has eyes  
that are unworldly.

ARTURO

Get away!

(X)

Arturo swings wildly with his weapon, defending himself  
against the terror he can't see, loses his balance and falls  
against the base of the cyclone fence. The dog is only  
inches from his face when Quinn grabs Arturo and pulls him  
away. Rembrandt fires a SHOT at the dog, but misses. The  
dog retreats into the darkened building. Arturo continues  
to flail about for a moment in panic. Quinn grabs his arms.

ARTURO

Quinn!

(X)

QUINN

It's gone. It's all right,  
Professor. It's gone.

Arturo stops struggling, but he is quite shaken by the  
experience.

REMBRANDT

Biggest mother junk yard dog I've  
ever seen.

Quinn gives them a look, gestures to Arturo.

(X)

(CONTINUED)

17 CONTINUED 2

17

QUINN

Let's get out of here before it  
comes back.

REMBRANDT

You all right, Professor?

Rembrandt tries to help him stand, but Arturo pushes his arm  
away, struggles to his own feet.

ARTURO

I'm fine. Let's go.

But he's not. And all are concerned as they start walking  
again, more vigilant than ever.

18 EXT. STREET - DAY

18

A wounded PLAYER leans against a wall in a sheltered area.  
He's wearing some bandages to stop the flow of blood. NICKY  
enters, lifts a canteen to the man's lips. He takes a sip,  
coughs up some blood. Another player, OSCAR, on Nicky's  
team keeps watch nearby, his back to us.

NICKY

Easy does it.

Nicky opens a med-kit, takes out an emergency morphine  
syringe.

NICKY

I'm gonna give you something for  
the pain, Frankie.

She rolls up his sleeve, injects him.

(X)

NICKY

You hear me, Frankie? Don't think  
about going anywhere, all right?  
You got to stay with us.

(beat)

Who's gonna teach me how to body  
surf?

Nicky looks over at Oscar keeping watch.

NICKY

Oscar's afraid of water. That just  
leaves you.

Nicky takes a bandana and wets it from the canteen, then  
lovingly washes the man's face.

(CONTINUED)

18 CONTINUED

18

NICKY  
Frankie, we can carry you to the  
finish line. We can do it.  
Remember the regionals? They  
counted us out. But we made it.

Nicky looks at the man's bandages.

NICKY  
I think I stopped the bleeding.

And then Frankie slumps. He's dead.

NICKY  
Frankie?  
(beat)  
Oh, Frankie. What am I gonna  
tell...

Nicky lays him gently down on the ground. She opens his  
shirt, removes his medallion.

NICKY  
I'll see your family gets the  
money, Frankie. You got my word.

QUINN (O.S.)  
Hey.

Nicky suddenly spins about, pulls her pistol and levels it  
at...

ANOTHER ANGLE

Quinn, Rembrandt, Arturo and Wade, who have walked silently  
up behind her.

QUINN  
Don't shoot!

Oscar comes to join Nicky, holds his weapon on the  
Sliders.

NICKY  
I'm surprised you made it this  
far.

The Sliders look over at the dead body.

REMBRANDT  
Is he dead?

(CONTINUED)

18 CONTINUED 2

18

NICKY

Yes.  
(to Oscar)  
Get their weapons.

Oscar moves to them, taking what he wants.

ARTURO

You're going to leave us  
defenseless?

NICKY

If this was the last level, I'd  
shoot you. But it's not, and I  
play by the rules.

QUINN

Let us go with you.

NICKY

Can't do that.

Nicky picks up her gear.

WADE

At least tell us how to get out of  
here.

NICKY

Stay alive.

Nicky looks at them, realizing there's a slim chance for  
their survival, and in that moment, she takes pity on them.  
Nicky digs in her pocket, takes out a small plastic device  
the size of a pager and tosses it to Wade.

NICKY

You find a haven, that key will  
get you in.  
(beat)  
See you at the beach.

QUINN

What?

NICKY

It means good luck.

Nicky takes off with Oscar. The Sliders look at each other.  
Rembrandt steps over to the body.

REMBRANDT

Give me a hand, will you?

(CONTINUED)

18 CONTINUED 3

18

QUINN (X)  
What are you going to do? (X)

REMBRANDT (X)  
What I hope you'll do for me if (X)  
die. Give me a proper burial. (X)

Rembrandt and the others exchange a look, as we... (X)

CUT TO: (X)



19 CONTINUED

19

WADE  
And it's not a dog.

ANGLE - DOG

Wires and circuits exposed. Wade kneels beside it, touches the fur, examines the control collar.

WADE  
It's an android.

REMBRANDT  
Had me fooled.

Wade touches a button on the collar.

WADE  
It's got some kind of control collar.

QUINN  
I think you better let sleeping droids lie.

The Sliders turn and start walking again.

20 OMIT

20(X)

21 INT. HAVEN

21

They step inside and look around. (X)

QUINN (X)  
(looks at key) (X)  
Hey. It worked. (X)

There is graffiti on the walls. "Eddie died here." " Only (X)  
one left."

(CONTINUED)

21 CONTINUED

21

A flat TV screen on a wall lights up. The EGGHEAD appears. (X)

EGGHEAD (X)  
Congratulations. You can rest  
safely here until morning when we  
resume play. Have a pleasant  
evening.

The screen goes to black. Quinn spots some supplies,  
water, weapons. (X)  
(X)

WADE (X)  
At least we eat.

QUINN (X)  
(picks up weapon) (X)  
Looks like they thought of (X)  
everything. (X)

REMBRANDT  
How long 'till we slide?

Quinn checks the timer.

QUINN  
Twenty two hours, fifteen minutes.

Wade takes a bite of the food left for them. Not bad. She  
places some in Arturo's hands.

WADE  
I know this isn't up to your  
gourmet standards, but...

ARTURO  
I'm not hungry.

WADE  
You need to eat.

ARTURO  
I know what I need. I need to lie  
down. Will somebody please show me  
where I may lie down?

QUINN  
There's a place over here.

Quinn leads Arturo away. Rembrandt looks up to see a camera  
watching them.

REMBRANDT  
I've had enough of Candid Camera.

(CONTINUED)

21 CONTINUED 2

21

He takes his weapon and clubs the camera off the wall.

(X)

REMBRANDT

What kind of world gets off on  
seeing people hurt?

Wade doesn't have an answer. Rembrandt sits down, suddenly  
very tired. Wade places a comforting hand on his shoulder.

WADE

Be glad we're only visiting.

Arturo sits down on an old couch.

(CONTINUED)

21 CONTINUED 3 21

QUINN  
If you need anything...

ARTURO  
(curtly)  
I won't.  
(a beat; then)  
Mr. Mallory.  
(beat)  
Every teacher hopes for a student  
like you to pass through their  
life. I...  
(beat)  
I thought you should know that.  
Good night.

Arturo stretches out on the couch, turns away from Quinn.  
We HOLD on Quinn watching him.

22 EXT. CITYSCAPE - DAY 22

The first rays of sunrise break over the top of the arena wall, lighting up the city below. In the distance we can HEAR GUNFIRE and SEE several DROIDS and FIREMEN searching through buildings. The Firemen are robocop style androids. (X)  
They have tanks on their backs, heat sensors on their (X)  
faceplates, blackened pipes for arms. They throw balls of (X)  
fire. (X)

23 INT. HAVEN - DAY 23 (X)

CAMERA discovers Wade, Rembrandt, Quinn, all asleep. Quinn wakes, hears the gunfire. He looks about. Arturo is gone.

QUINN  
Wake up. The professor's gone.

Rembrandt and Wade shake off the sleep. Quinn has already grabbed his weapon and headed for the door. As he goes...

QUINN  
Look inside.

24 EXT. STREET - DAY 24

Quinn exits the haven, looks about. (X)

QUINN  
Professor!

ARTURO  
You don't have to shout.

(CONTINUED)

24 CONTINUED

24

ANGLE - ADJACENT ALLEY

Quinn sees Arturo sitting in the alley, his head bloody, his knee skinned from a bad fall. Quinn moves to help him up.

QUINN

I thought you... what the hell are you doing out here?

ARTURO

I was answering a call of nature.

QUINN

Why didn't you ask one of us for help? You could of gotten killed or something.

ARTURO

You will forgive me, but I am not comfortable making my personal hygiene a public event.

QUINN

I'm sorry. I...

ARTURO

You may save me any further embarrassment by locating my left shoe.

Quinn looks about, spots it. He picks it up just as Wade appears. We HEAR a GUN go off nearby.

WADE

Guess who showed up for breakfast?

25 OMIT

25(X)

26 INT. HAVEN HALLWAY

26

Rembrandt leads Arturo down a hall, Quinn brings up the rear. They come to a door with a large switch pad on it. A sign above is marked "EXIT."

(CONTINUED)

26 CONTINUED

26

REMBRANDT  
What do you think?

QUINN  
Try it.

Quinn braces to shoot anything behind the door as Rembrandt hits the switch. The DOOR OPENS revealing a tunnel. At that same moment a FIREMAN turns the corner of the hall.

INSERT - FIREMAN'S THERMOGRAPH HEAT SENSOR

view of the Sliders. It locks on target.

BACK TO SCENE

Rembrandt pulls Arturo into the tunnel. Quinn BLASTS the Fireman just as it gets off a SHOT. The FIREBALL comes right at them as Quinn and Wade drop to the floor to avoid getting hit. The FIREBALL explodes on the wall behind them. Quinn fires two more times. The Fireman goes down. SUDDENLY the DOOR to the tunnel CLOSES.

Quinn and Wade get up. Wade pounds on the switch, but it won't open again.

WADE  
Rembrandt!

27 INT. TUNNEL

27

Rembrandt pounds on the other side of the door.

REMBRANDT  
Quinn!

28 INT. HAVEN HALLWAY

28

QUINN  
Find your way out. Follow the signs to the finish line. Signal us by firing three shots. We'll meet up.

And then they hear the sound of DROIDS coming down the hallway.

Quinn and Wade see an EXIT behind them. Only way to go. They start out as the first Droid appears around the corner, followed by a Fireman.

(X)  
(X)

29 OMIT

29

30 EXT. STREET - DAY 30

Quinn and Wade run down the street. In the distance we HEAR MACHINE GUN FIRE, some EXPLOSIONS.

DISSOLVE TO:

30A OMIT 30A(X)

30B EXT. STREET - DAY 30B

Quinn and Wade walk along the street. They come to an alleyway with a sign over it. "Want to get Free, this way to Level Three".

WADE  
Looks like we go this way.

Quinn and Wade start walking down the alley.

30C EXT. ALLEY - DAY 30C

Wade moves out a few feet in front of Quinn.

Wade points out a hop scotch game spray painted on the street.

WADE  
Must be left from a long time ago.

(CONTINUED)

30C CONTINUED

30C

Quinn steps on something, picks up a large nail. It's bent. The ground is covered with them. (X)  
(X)

WADE

I used to be pretty good at this.  
I was undefeated until the second  
grade when I lost to Rosemary  
Caraway.

Quinn moves over to one of the walls. The bricks are pitted. (X)  
(X)

Wade tosses a marker onto the hop scotch game. (X)

WADE

And wouldn't you know it, the only boy I had a crush on quit playing  
dodge ball and came to watch. (X)

Wade hops to the first straddle line.

WADE

Norm Roberts. He was so cute. (X)

Quinn looks at some crates and barrels in the alley. Nails are embedded in them. (X)  
(X)

QUINN

Wade...

Wade hops the next few squares to the end, lands hard on both feet then turns around. We HEAR a CLICK and a HUM. (X)

WADE

Truth is, I choked. (X)

SUDDENLY behind Wade, an object rises to her face level. It is a polished steel container, studded with hundreds of nails. (X)  
(X)

(CONTINUED)

30C CONTINUED 2

30C

WADE  
I got so worried about blowing it  
in front of this guy that I stepped  
on a line. Strictly an amateur  
move.

Wade starts to hop off the square. (X)

QUINN  
(shouts)  
Don't move!

Wade freezes, gives him a look. (X)

QUINN  
You might set it off. (X)

WADE  
Set what off? (X)

QUINN  
Look over your shoulder.

Wade turns slowly to see the thing behind her. She melts. (X)

WADE  
Quinn...

QUINN  
If it hasn't gone off yet, it's  
got to be triggered by your  
weight. You must not move. (X)  
(X)

(CONTINUED)

30C CONTINUED 3

30C

QUINN (X)  
How much do you weigh?

WADE  
What?

Quinn picks up a couple of chunks of concrete, sets them close to her.

QUINN (X)  
I need to put enough weight on the trigger pad so it thinks you're still standing there.

Quinn looks about, finds a wide board about six feet long. He sets the board on the concrete, using it as a fulcrum.

QUINN (X)  
How much do you weigh?

WADE (X)  
(thinks) (X)  
A hundred pounds. (X)

Quinn drops a large piece of concrete on the low end of the board, then starts to pile other pieces on the raised end.

(CONTINUED)

30C CONTINUED 4

30C

QUINN  
You sure?

WADE  
Okay, maybe a hundred and four. I had two cheeseburgers and a lot of pizza last week. (X)

Quinn rounds up some more chunks of concrete. He looks at Wade and sees she's getting more nervous. Swaying on her feet. (X)  
(X)

QUINN  
So, what happened to Norm? (X)

WADE  
Uh, I think he became an attorney.  
(beat)  
You'd tell me if I looked big, wouldn't you? (X)

QUINN  
Sure.

WADE  
No, I mean it. I'd tell you if you had spinach in your teeth, or bad breath. Friends do that. So if I start to... (X)  
(X)

QUINN  
Wade, I think you should be quiet now.

Quinn sizes up one last piece of concrete, sets it on the end of the board.

QUINN  
When I tell you to, step off. (X)

WADE  
And then...

QUINN  
Well, if this works, then run like hell.

WADE  
And if it doesn't?

QUINN  
It's been nice knowing you.

Quinn starts to lower the weight down.

(CONTINUED)

30C CONTINUED 5

30C

Quinn... WADE

Yeah... QUINN

Ditto. WADE

CLOSE - THE WEIGHT AND WADE'S FEET

as Quinn lowers the weight down to just above the surface.

BACK TO SCENE

Get ready... now. QUINN

Wade steps off the pad as Quinn lowers the board and concrete onto it. Nothing happens.

Run! QUINN

And they do.

ANOTHER ANGLE

as Quinn and Wade round a corner. SUDDENLY, there is an EXPLOSION, some dust and debris fly out of the alley. They look at each other.

So, how's my breath? QUINN

Wade can't help but laugh as she hits Quinn on the shoulder.

FADE OUT

END OF ACT TWO

ACT THREE

FADE IN:

31 EXT. STREET - DAY 31(X)

Rembrandt and Arturo hide behind a burned out car on a street of gutted buildings. We can HEAR GUNFIRE and EXPLOSIONS in the distance. Rembrandt is looking through their supplies. After a moment, it is quiet again. (X)

REMBRANDT

Got some crackers here. Least they look like crackers. You want one?

Arturo takes a breath, then very measured...

ARTURO

What I want is...

REMBRANDT

I know what you want. And you can keep asking, but...

ARTURO

Don't be an idiot. Save yourself. If there's time come back for me.

REMBRANDT

It's not gonna happen. I'm not leaving you.

ARTURO

(exploding)

It is my decision to make!

REMBRANDT

You keep your damn voice down.

Rembrandt looks over the car to see if someone or some thing might have heard him. Satisfied they are still safe, he sits back down by Arturo. After a beat.

ARTURO

What good is going to other worlds if I can't see them?

REMBRANDT

(thinks; then)

All right. It's simple. We'll be your radio.

(CONTINUED)

31 CONTINUED

31

ARTURO

What?

REMBRANDT

Wade, and Quinn and me will tell you what we see.

ARTURO

That simple, is it? Fine. Look about you and tell me what you see. Go on, be my eyes on the world.

Rembrandt looks down the desolate street.

REMBRANDT

Well, there's a park across the street. Lots of trees. There's some flowers. In big pots. Red and yellow ones. I don't know what kind. There's a big statue of a guy with one of those funny hats.

ARTURO

What astute powers of observation.

REMBRANDT

Give me time. I'll get better.

ARTURO

I don't need a talking eye dog. I need a friend who will respect my wishes.

REMBRANDT

You don't know you're blind. You might see again. And if you don't, that doesn't mean your life is over.

(beat; then)

One of my buddies in the Navy, Guy Yaniger, always wanted to study painting in Paris. He saved all his life for it. When he retired he had plenty of money, but he went blind from diabetes.

ARTURO

And what is the point of your maudlin little story?

REMBRANDT

He went to Paris anyway and became a sculptor.

(CONTINUED)

31 CONTINUED 2

31

Rembrandt stands up. He thinks for a long beat.

REMBRANDT

For somebody who's got so much education, there's moments when you aren't very smart at all.

ARTURO

Spare me your insights.

REMBRANDT

I figure this is the first time in your life you may have to ask somebody for help. I can't believe you'd rather die than do that.

(beat)

Don't you know we need your help too?

ARTURO

If you refuse to leave me, then I shall leave you.

Arturo gets up, starts walking.

REMBRANDT

I don't think you want to do that.

Arturo charges ahead and falls down. Rembrandt has to fight not to go to him.

ARTURO

You're right. I don't. Get over here and help me up.

(half beat)

Please.

Rembrandt does. Arturo places his hand on Rembrandt's shoulder.

ARTURO

Thank you.

(CONTINUED)

31 . CONTINUED 3

31

REMBRANDT

You're welcome.

ARTURO

Try not to run me into anything.

32  
THRU OMITTED  
34

32  
THRU  
34

34A EXT. STREET - DAY

34A

Quinn and Wade move down another street, cautiously looking about. They don't see any Droids or Firemen nearby.

WADE  
(shouts)  
Rembrandt! Professor!

They listen. Nothing.

WADE  
Why don't you signal again?

Quinn FIRES THREE SHOTS into the air. Again, they listen. Nothing.

WADE  
What are we going to do if...

QUINN  
We'll find them. We will.

Quinn looks at Wade, decides it's safe for the moment.

QUINN  
We'll rest here for a while.

Wade pulls out some water, food. They sit down.

WADE  
How long before we slide?

Quinn consults the timer.

QUINN  
A little over eighteen hours.

WADE  
(beat)  
Quinn, what are we going to do  
if we don't hook up in time?

QUINN  
We're not leaving without them, all  
right?

Wade nods.

35 INT. DESERTED FACTORY - DAY

35

Rembrandt leads Arturo down an aisle of a factory, between pieces of machinery. There are electrical cables strung all over the ceiling, hanging down. Coils on the floor. We HEAR GUNFIRE in the distance.

(CONTINUED)

35 CONTINUED

35

REMBRANDT  
We can sit down over here.

(X)

ARTURO  
Are you positive the doors are  
secure?

REMBRANDT  
Don't worry. Nobody's getting in.

(CONTINUED)

35 CONTINUED

35

Rembrandt shines his flashlight around.

ARTURO  
What's that humming sound?

REMBRANDT  
I don't hear anything.

ARTURO  
It's coming from over there.

Arturo points. Rembrandt strains to hear something.

REMBRANDT  
I guess it's true. Blind people  
hear better.

ARTURO  
I've only been blind for a few  
hours. If you'd stop talking you  
could hear it, too. It's coming  
from up there.

Arturo points. Rembrandt walks backwards, looks up into the  
rafters where there is a faint glow. He holds his shotgun  
in front of him as he takes a few more steps back.

Arturo shines his light towards Rembrandt, waves it about.

ARTURO  
Somewhere over there.

Rembrandt backs up, next to some cables that are laid out in  
a vertical orb behind him.

ANGLE - REMBRANDT'S FOOT

as he steps on a pad switch.

ANGLE - REMBRANDT

An electrical motor kicks in and the web behind him suddenly  
becomes charged with a strong magnetic field. It pulls the  
gun and Rembrandt and some scrap metal on the floor into its  
web, pinning Rembrandt to the web with the shot gun across  
his chest, barrel tipped up at a 45 degree angle. He drops  
his flashlight.

ARTURO  
What's going on?

REMBRANDT  
I'm caught in something. Shine  
your light over here.

(CONTINUED)

35 CONTINUED 2

35

Arturo shines it over on him and into his eyes.

REMBRANDT

Get that out of my eyes. Shine it  
up so I can see what's got me.  
Slowly.

Arturo does. We FOLLOW the BEAM up.

(CONTINUED)

35 CONTINUED 3

35

ARTURO

What is it? Tell me what you see.

The light comes to rest on something shiny and metallic.

REMBRANDT

Stop. Up a little.

Arturo adjusts the light.

ANGLE - THE SHINY THIN OBJECT seems to be a leg of sorts. We gradually see the leg is attached to a body, that belongs to a MECHSPIDER about three feet in diameter. Two fangs burn with the poison of a few thousand volts arcing between them. The Mechspider starts to MOVE down the web towards Rembrandt. Two more Mechspiders follow after it. They trail electrical cable behind them.

ANOTHER ANGLE

ARTURO

What is it?

REMBRANDT

It's not good. You got your gun handy?

ARTURO

Yes.

Arturo takes it off his shoulder.

REMBRANDT

Okay, here's what you have to do. You're going to have to take your gun and shoot the three big spiders coming to electrocute me.

(X)

ARTURO

What?

REMBRANDT

No, really, man, you're gonna have to shoot the mothers.

ARTURO

What if I shoot you?

REMBRANDT

I may ask you to do that if you miss too many times.

The first spider is about ten feet away.

(CONTINUED)

35 CONTINUED 4

35

REMBRANDT  
Put your flashlight on the barrel  
and point it up.  
(he does)  
Up... more... there. That's it.  
Shoot!

And Arturo pulls the trigger. The spider explodes and stops  
dead in its web. But the other two continue.

REMBRANDT  
You got him. You got him. We can  
do this. We can do this. It's  
gonna work.

Rembrandt looks up. Arturo levers in another shell.

REMBRANDT  
Left. Left. There. Hold it...  
Shoot!

Arturo FIRES but it misses.

REMBRANDT  
No. Lower. He's moving.

Arturo levers another shell. He aims...

REMBRANDT  
Down... no... up... up... Fire!

But Arturo misses a second time.

REMBRANDT  
Fire again. Now!

Arturo does and it's a hit. The spider stops.

REMBRANDT  
One more. One more.

Arturo levers again. He aims.

REMBRANDT  
Left a little. That's it. Hold it  
right there. Let the little mother  
walk right into it... Now!

And Arturo pulls the trigger. Click. Empty. Rembrandt  
looks up to see the last spider coming for him. Arturo  
searches in their supply sacks. He loses his bandage.

(CONTINUED)

35 CONTINUED 5

35

ARTURO  
Where are the shells?

Rembrandt looks up at the Mechspider and then at the end of the gun barrel. The spider will walk right in the path of the gun blast about three feet from Rembrandt's head.

ANGLE - REMBRANDT'S HAND

pinned under the gun. He strains to move it to the trigger.

ANGLE - ARTURO

finds a shell in the supplies.

ARTURO  
I found one.

He struggles to load the shell into the gun.

ANGLE

We don't know who's going to make it first, the spider to Rembrandt or Rembrandt's finger to the trigger.

REMBRANDT  
Come on baby... That's it.

ARTURO  
Rembrandt. Where is it? There?

Arturo aims the gun and light.

REMBRANDT  
A little more... that's it.

The tip of his finger finds the trigger.

REMBRANDT  
Now!

Rembrandt's gun explodes and blows up the last Mechspider in a shower of sparks. Arturo's gun goes off at the same time, missing completely.

ARTURO  
Rembrandt!

With the spiders gone, the generators shut down, the magnet field weakens.

(CONTINUED)

35 CONTINUED 6

35

REMBRANDT

I'm all right.

Rembrandt pulls free of the web, staggers to Arturo.

ARTURO

Did I get them all?

REMBRANDT

(beat; then)

Yeah, man. You got them all.

36 EXT. STREET - DAY

36(X)

We HEAR three gun SHOTS. From a HIGH ANGLE we DISCOVER QUINN and WADE walking down a street filled with debris. We PULL BACK to REVEAL an ANDROID watching them. The Android turns and goes back into the building.

(X)  
(X)

CLOSER ANGLE TO FOLLOW QUINN AND WADE

Quinn reloads his gun. Wade steals a look at Quinn, trying to stir her courage.

WADE

I ask you something?

QUINN

I got a feeling no matter what I say, you're still gonna ask.

(Wade nods)

Go ahead.

WADE

What were you thinking when we all were thinking the plane was gonna crash?

He looks to see if she really wants to know. She does.

QUINN

I was thinking I was gonna die. I was thinking that just when I was beginning to enjoy the ride, it was gonna be over. I was sad because I knew how much I was going to miss everyone.

(MORE)

(CONTINUED)

36 CONTINUED

36

QUINN (CONT'D)

(half beat)  
And then I turned and saw you, and Arturo, and Remmy, and I was suddenly okay because in that moment I knew that everything we've done together, all the stuff we've shared doesn't just disappear. It goes somewhere.

WADE

(beat)  
Yeah, that's what I was thinking, too.

Quinn stops in his tracks. He looks to see the Android step out of a building a hundred feet in front of them, turning towards them.

(X)

WADE

This way.

ANGLE - QUINN AND WADE  
run down a side street.

37 EXT. STREET - CONTINUOUS

37

Quinn and Wade run down the street, ANDROIDS close behind.

38 EXT. STREET - CONTINUOUS 38 (X)

Wade and Quinn turn a corner. It's Wade who sees her first. (X)

WADE

Look!

ANGLE - NICKY

holding her rifle on them. She watches them for a moment. (X)

We see she's wounded, beaten up, struggling to force her mind to act. She FIRES and they duck. (X)

ANOTHER ANGLE

As Nicky nails the two Androids behind them. (X)

ANOTHER ANGLE

Quinn helps Wade up and they turn to face Nicky.

QUINN

Thanks, I thought you were gonna...

Nicky drops her weapon, collapses on the ground. They go to her. On their looks we...

OMIT (39-39A)

FADE OUT

END OF ACT THREE

ACT FOUR

FADE IN:

40 EXT. CITY - NIGHT

40

In the distance a small fire visible on a roof top. A full moon hangs over the city.

NICKY (V.O.)

I was a kid when the first arena fights got started. The world was a lot nicer then.

(X)  
(X)

CLOSER - ROOF TOP - NIGHT

to see Wade, Quinn and Nicky sharing the fire and a few meager rations. Nicky's arm is bandaged.

NICKY

They used to have The Game at the old coliseum, but it outgrew that in a couple of years. After the riots, the government banned all sports except for The Game. In '92 the owners built the wall around this part of the city. After that anybody with enough money could sponsor a team.

(X)  
(X)  
(X)  
(X)

WADE

How many times have you done this?

NICKY

This is the first game I've gone major.

QUINN

This is our first time, too.

Nicky smiles, shakes her head.

NICKY

Man, talk about... what did you call it?

QUINN

Sliding.

NICKY

Talk about sliding into the wrong place at the wrong time. How did you end up together?

(CONTINUED)

40 CONTINUED

40

QUINN

Wade, Arturo and I were conducting an experiment. Rembrandt just happened to be driving by outside the lab and got sucked into the vortex.

(X)

NICKY

I didn't think you guys looked like players. Especially the big one. Is he dead?

(CONTINUED)

40 CONTINUED 2

40

Wade and Quinn exchange a look.

QUINN  
We don't know.

NICKY  
I lost the last of my team  
yesterday.

WADE  
I'm sorry.

Nicky holds up her medallion.

NICKY  
But as long as one of us makes it  
to the finish line, all our  
families share the prize money.

WADE (X)  
How much do you win? (X)

NICKY (X)  
Five million. (X)

Nicky tucks the medallion in her shirt, stands up.

NICKY  
(to Quinn)  
You take the first watch?

Quinn nods. Nicky grabs her gear, weapons, walks over to  
the other side of the fire to settle in.

WADE  
You think they're still alive?

QUINN  
I'm sure they're asking the same  
thing about us.

Wade forces a hopeful smile. A beat, then...

QUINN  
Wade... I'm sorry I got you into  
this. We'd all be better off if I  
never invented sliding.

WADE  
Most guys I've known just took me  
to the movies, out to dinner. You  
took me to other worlds.

(MORE)

(CONTINUED)

40 CONTINUED 3

40

WADE (CONT'D)

I consider myself lucky to have been along for the ride. I'm sure Remmy and Max feel the same way.

QUINN

When I first fell in love with science, I believed this was a random universe. I thought everything had to do with luck and DNA. Now I'm beginning to see things differently. I'm beginning to think maybe everything happens for a reason. How else could you explain being here?

(X)  
(X)  
(X)  
(X)  
(X)  
(X)  
(X)  
(X)  
(X)  
(X)

WADE

Does it matter why things happen as long as you and I got to be friends?

A long beat while they look at each other. Then Quinn smiles.

QUINN

(affectionately)  
You know how much I love you?

(X)

WADE

How much?

QUINN

This much.

Quinn holds out his arms very wide. Wade steps into them and he hugs her. After a beat, they separate.

WADE

Good night, John Boy.

Wade kisses Quinn on the cheek, walks over to a spot, settles in.

(CONTINUED)

40 CONTINUED 4 40

Quinn goes to the edge of the building, looks out over the city, wondering where Rembrandt and Arturo might be.

DISSOLVE TO:

41 EXT. STREET - NIGHT 41

We FOLLOW Arturo and Rembrandt as they make their way down a darkened street. Rembrandt looks about, then stops.

REMBRANDT

I gotta take a wiz.

Rembrandt sets his gun down, steps around a corner, leaving Arturo alone.

ARTURO

Rembrandt?

REMBRANDT (O.S.)

I'm right here, man.

And because he is, neither Arturo or Remmy see the first DOG appear at the end of the street. Or the second, or third.

REMBRANDT (O.S.)

It's gonna be light pretty soon.  
We can move faster then.

ARTURO

I for one will be very glad when  
this slide is over.

Rembrandt steps back around the corner.

REMBRANDT

Amen to that.

Remmy sees the dogs starting for them.

REMBRANDT

Professor, you think you can run?

ARTURO

(moving to him)  
Do I need to?

REMBRANDT

Yeah.

Rembrandt doesn't have time to retrieve his rifle, so he grabs Arturo and takes off running down the alley.

(CONTINUED)

41 CONTINUED 41

The dogs break into a run. They enter the alley as we...

CUT TO:

42 EXT. ROOF - NIGHT 42

Quinn keeps watch. He pulls out the timer, checks the clock. Nicky suddenly appears at his side. He jumps.

NICKY

I came to relieve you.

QUINN

Thanks. Gonna be light, soon.

(X)

NICKY

Would you change my bandage?

Nicky holds up a small first aid kit. Quinn nods, puts the timer down, takes the kit.

NICKY

How much time is left?

QUINN

About two hours.

NICKY

Will you and your girlfriend leave without the other two?

QUINN

We're friends. That's all.

NICKY

How long will you wait for them?

QUINN

If we don't slide when the timer runs out, we're stuck here for 29 years.

NICKY

(beat)

Today will be the worst. The last level. No rules. Anything goes.

(X)

Nicky lets that sink in. Quinn finishes tying off her bandage. For the first time she doesn't look invincible.

(CONTINUED)

42 CONTINUED

42

NICKY (X)  
I was wondering if... (X)

QUINN (X)  
Maybe we should team up. That way (X)  
we can all make it to the finish (X)  
line. (X)

NICKY  
(grateful)  
I'd like that.  
(half beat)  
If I don't make it to the finish  
line, will you place my medallion  
in the recorder?

QUINN  
You have my word.

Quinn goes to take the spot where Nicky was sleeping. We  
HOLD on Nicky, looking out at the city, touching her  
medallion.

43 EXT. ALLEY - NIGHT

43

Arturo and Rembrandt turn another corner in the alley and  
run into a dead end.

REMBRANDT  
Damn!

ARTURO  
What?

REMBRANDT (X)  
We just ran out of luck.

They turn to face the dogs.

ARTURO  
How many are there?

REMBRANDT  
Three too many.

The dogs begin to advance. Remmy looks about for a weapon.  
Not much to choose from. He finds a board.

REMBRANDT  
Get yourself in here.

Remmy moves Arturo into a space between a dumpster and the  
back wall, hands him a garbage can lid.

REMBRANDT  
Hold this in front of you.

(CONTINUED)

43 CONTINUED 2

43

Arturo crouches in the space, holding up the can lid like a shield. Rembrandt turns to face the dogs.

ANOTHER ANGLE

One of the dogs charges Rembrandt and he knocks it down with the board. A second dog charges Arturo's position. Arturo keeps the dog away with the garbage can lid. Rembrandt turns as the last dog charges him, leaping at his chest, knocking him down.

Rembrandt struggles to hold the dog away from him, reaches up to the collar and finally hits a button. The dog suddenly collapses on top of him.

The dog menacing Arturo collapses as well. Rembrandt tosses the dog to the side, stands up, goes to Arturo.

REMBRANDT

It's all right man, it's all right.

Rembrandt helps Arturo up. Arturo embraces Rembrandt.

LONG SHOT - ALLEY

two figures holding on for dear life. They start walking towards us as we...

44 EXT. LONG SHOT - CITYSCAPE - DAY

44

We HEAR automatic weapons FIRE.

45 EXT. STREET - DAY

45

Nicky, Wade and Quinn are running for their lives, pursued by another TEAM of players. They run through an intersection, passing a sign that reads: "Finish line - 1 Kilometer." CAMERA adjusts to see a pack of DROIDS coming down the street, just missing them. However, they are in perfect position to ambush the pursuing team when they hit the intersection.

Nicky, Wade and Quinn escape while the Droids and other team shoot it out.

46 EXT. STREET - DAY

46

Rembrandt and Arturo move along a street, staying close to the building. Rembrandt stops by a corner, peers around it.

REMBRANDT'S POV - THE FIRE FIGHT Or at least the last moments as Droids finish the players.

BACK TO SCENE

We HEAR THREE gun BLASTS. Rembrandt listens. THREE MORE.

REMBRANDT

You hear that?

ARTURO

It's Quinn. Signal him back.

Rembrandt FIRES three shots.

ANGLE - THE ANDROIDS

turn in the direction of the gunfire and start moving.

ANGLE - ARTURO AND REMBRANDT

running as fast as they can in the direction of the shots.

47 EXT. STREET - DAY

47

Quinn, Nicky and Wade hide behind a wrecked car. Quinn listens as we hear THREE very close SHOTS fired in answer.

WADE

It's them.

QUINN

(shouts)  
Remmy! We're here.

Around the corner of a building appear a half a dozen Firemen and Androids. One of the Androids carries a shotgun. It FIRES THREE SHOTS.

NICKY

Run!

And they do. But not far because they are cut off by four other Firemen and Androids. The fire fight escalates quickly. Quinn, Wade and Nicky struggle to hold their own. They take out half the Droids and Firemen, but can't last much longer.

(CONTINUED)

47 CONTINUED

47

Suddenly, two Droids go down. Quinn looks up and sees Rembrandt and Arturo attacking from the rear.

QUINN  
All right, Remmy!

ANGLE - REMBRANDT AND ARTURO

hiding behind a wall, firing at the Droids and Firemen.

REMBRANDT  
Left... Shoot left.

Arturo adjusts and keeps firing, as does Rembrandt. More of the Droids go down.

Arturo squints, blinks his eyes. (X)

ARTURO'S POV - THE STREET (X)

Fuzzy and out of focus, but some sense of shapes. (X)

BACK TO SCENE (X)

ARTURO (X)  
Mr. Brown, I think I can... (X)

REMBRANDT (X)  
Keep shooting. Left. Over there! (X)

Arturo sights down his rifle. (X)

ANGLE - WADE, QUINN AND NICKY

Quinn turns to see a Droid aiming right at him. Suddenly the Droid explodes. Quinn sees Nicky take the Droid out. And then Nicky takes a hit in the back from another Droid.

She goes down as Quinn returns fire, killing the last Droid. The battle is over. Quinn goes to Nicky as Arturo and Rembrandt come to join them. Wade embraces them both.

REMBRANDT  
Am I glad to see you.

WADE  
Ditto.

ARTURO  
Where's Mr. Mallory?

QUINN  
I'm here.

(CONTINUED)

47 CONTINUED 2

47

Rembrandt sees Nicky.

(X)

REMBRANDT  
Isn't that the girl?

Wade nods, goes to help.

ANOTHER ANGLE

Wade opens the first aid kit, tries to stop the bleeding.

NICKY  
Looks like I don't get to finish.  
Take this for me...

(CONTINUED)

47 CONTINUED 3

47

QUINN  
We'll get you to a doctor.

NICKY  
No doctors. The rules.  
(a last breath)  
See you at the beach...

And with that she dies.

48 EXT. STREET - DAY

48

In the center of a square, an obelisk with slots in it to deposit the medallions. Two Firemen guard the finish line.

49 INT. BUILDING - DAY

49

The Sliders arrive inside a building, Quinn gently lays Nicky down. They look out at the finish line. Quinn checks the timer. (X)  
(X)  
(X)

QUINN  
We've got two minutes left.  
There's something I have to do  
before we slide.

Quinn starts to pick up Nicky's body.

WADE  
You can't risk it.

QUINN  
I promised her.

REMBRANDT  
Let me help you.

Arturo leans against a fire extinguisher, feels it with his hands. A CO2 type, large canister.

ARTURO  
Mr. Brown, see if this is working.

Remy moves over to him. He picks it up, shoots a blast.

ARTURO  
The Androids use a heat sensor.  
The cold CO2 would jam it.

Quinn hands the timer to Wade.

QUINN  
Remy?

(CONTINUED)

49 CONTINUED

49

REMBRANDT  
I'm here, man. Let's do it.

Quinn picks up Nicky, Remmy grabs the extinguisher. He starts the extinguisher going and they head for the obelisk.

ANGLE - FIREMEN

turning to sense something out there.

FIREMEN'S THERMOGRAPH READOUT

seeing a cloud of cold blue and glimpses of a body behind it. No target recognition.

BACK TO SCENE

Quinn and Rembrandt make it to the Obelisk. Quinn lays Nicky's body down, takes the medallion from her neck. A screen on the obelisk pops on, the EGGHEAD appears.

(X)

EGGHEAD  
You can't do that.

(X)

QUINN  
Watch me.

Quinn drops in the medallion. Nicky's name and picture come up on the obelisk. It's a family picture of her, a husband and two children. Quinn reacts.

And then the fire extinguisher runs out. The firemen turn to them, lock on target.

Suddenly, from the top of the Obelisk, there's a wave-like ELECTRICAL DISCHARGE and a loud TRUMPET CALL that signals the end of the game. The Androids stop moving.

Suddenly, it's very quiet.

50 EXT. BUILDING

50

Wade and Arturo exit from the building, join Rembrandt and Quinn at the steps. They all embrace, glad it's over. Quinn looks at the timer.

QUINN  
Let's get out of here.

He opens up the vortex. Wade starts to lead Arturo towards it. He stops.

(CONTINUED)

50 CONTINUED

50

ARTURO  
I can see the worm hole. My  
vision is returning. I can see  
again.

WADE  
(relieved)  
Great.

REMBRANDT  
(more relieved)  
All right.

Arturo gives him a look.

WADE  
After you, Professor.

Arturo steps into the vortex. Rembrandt follows. Wade  
looks back at Quinn.

WADE  
Glad we all could make it.

QUINN  
Ditto.

Wade smiles, steps into the vortex. Quinn takes a moment  
to look back at Nicky, around at the world, then steps into  
the vortex to join the other Sliders, as we...

FADE OUT

END OF ACT FOUR