

ROCK PAPER SCISSORS

CHARACTERS

Jacob CARTER..... voiced by **Christopher Hadfield**

Main protagonist and narrator of the story, a 40-year-old American inspired by astronaut Chris Hadfield. His nature is analytical, technical and calm, but underneath the surface he hides a sensitivity that he rarely shows. He believes in fair solutions and his personality is also reflected in a small running joke - he has been losing at the game of Rock Paper Scissors for a long time, which has become a characteristic feature of his character. He has calm eyes and short grey hair. His look is a little tired, but at the same time determined. He wears orange ACES.

Michael CARTER..... voiced by - nobody yet

He is a 40-year-old American. Unlike Jacob (his brother), he seems more emotional and impulsive, but at the same time warm-hearted. He is an extrovert who often lightens tense situations with humour, and his almost "mythical" wins in Rock Paper Scissors are a contrast to Jacob's losses. However, beneath the surface, Michael carries a deep loyalty and sense of sacrifice, which makes him an equally important pillar of the story. He has lighter and slightly dishevelled hair, and expressive eyes that can communicate without words. He also wears orange ACES.

NOTE:

Please feel free to use any wording changes that you think would make the dialogue sound more natural or authentic. It doesn't have to be word for word. Thank you.

And I highly recommend watching the short film before recording any voice lines if you haven't seen it yet. It's only 8 minutes long and makes everything easier to understand what's going on.

VOICE OVER - INTRO

Jacob walks to the stage to give a speech about the mission that failed. He was the only one who managed to return to Earth.

JACOB (V.O.)

(sad, monotone)

Have you ever let something so trivial...
decide something so significant?

...

We did.

VOICE OVER - OUTRO

Jacob on the stage, continues to give a speech about the mission.

JACOB (V.O.)

(sad, monotone)

When we train for missions like these, we prepare
for system failures, debris impact, oxygen loss...
But what you can't rehearse, is catastrophe.

...

Space doesn't care about people, us, or our
friendship. But you did, Mike.

...

Because you won. And yet, I am the one standing
here today. Mike, thank you.

ACT 1 - EXTERIOR - Outer Space

Jacob repairs the ISS. Due to radio satellites being destroyed, the transmission is cutting out and glitching. Mike interrupts him to play rock paper scissors game over the last panel.

HOUSTON

(noisy, glitchy audio)

Jacob? Ja- b...

JACOB

(little confused, calm)

Houston, you're breaking up. Say again.

MIKE

(he appears from top side and waves)

Jake! You still alive over there? We got one more
panel left.

Wanna play for it? *(playfully, smirking)*

JACOB

(confused)

Wait, uhm...

Yeah, okay...

MIKE

Alright, good luck!

They play rock paper scissor. Mike won and Jake lost.

MIKE

Gotcha!

JACOB

(little annoyed)

(deep exhale) One day I'm gonna figure out how you do that.

MIKE

Hah, enjoy the work, Jake. See ya.

Mike salutes and floats away, Jacob goes back to work. After some time, he sees a glimpse of shiny object flying towards him. He stays calm, but anxious.

JACOB

(anxious)

Huh?

ACT 2 - INTERIOR - ISS

Both Jacob and Mike survived, they are stranded on damaged ISS. They have set up an escape module and are now waiting. Other thing that survived is 1 can of beans. They are both hungry, so they reach for the can at the same time.

JAKE

Oh, uhm... mmm... yea.

MIKE

Ah, uhh...

MIKE

(puts his hand on his chin to think deeply)

Hmm...

...

So... game? *(asks seriously)*

JAKE

*(can't believe Mike just asked that,
but agrees to play the game with him)
(scoffs in disbelief) You know it.*

They play a game of rock paper scissors. Jacob still believes that someday he can beat Mike and this might be the day. Unfortunately, Jacob loses again.

JAKE

(grunts)

MIKE

(smiles, he knew he would win)
Best player, right there!

JAKE

(annoyed, regrets they played)
Hah, I call that lucky.

Jacob goes check the escape module status when other screen grabs his attention. He floats towards it. He sees warning screen saying oxygen levels are very low and they must find helmets to survive the wait. He turns around and shows this to Mike, who already started eating the beans.

JAKE

(worried, uneasy)

Mike.

...

We need helmets. Now.

They search for spare helmets. They open storage room that is fully dark, they light the flashlight and illuminate the room. They find one helmet and look at each other with slight happiness.

JAKE

(smiles and chuckles with mouth closed)

ACT 3 - INTERIOR - ISS

They found only one helmet, meaning only one of them gets to survive. The way they decide who, is simple, and they both know it. They played the game their entire lives, but this time, it's the most important round. And as always, Mike wins and Jacob loses. Jake accepts the loss. They say nothing, Jake nods his head to accept his fate. Sirens beeping and red lights

flickering, with his last breath, he tries to hurry up Mike saying that he must put on the helmet fast.

JAKE

*(out of breath, disoriented, sound echoing;
points finger at screens)*

Mike!

Put the helmet on!

Now!

We can't fix this.

(turns back to Mike)

Mike!? No, no, no... Mike...

...

Please... Mike...