

Property of MOUNTAINFERN ENTERTAINMENT
LIMITED

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THE PIERCE

One of the Alaska's farthest registered oil rigs has drilled upon a peculiar situation when one of it's employees went missing after a sudden meeting with a unusual chemical found while drilling through navigated oil points, yet not having visually read this new chemical, the rig's navigatory system did not pull up it's alias on scope, being that this newly found hazardous waste sits with microscopic format, yet it's mass existence frozen underneath the ice for God knows how many years still sits a mystery until one day. The head of staff completes the oil rig's employees routine check, until they notice that one of the employees is missing, so they send four men to check on him in his cabin, at his work station, and where they had seen him last (Possibly the gally or mess hall), as for the many other crew, they continue the evening check on the rig's machinery status, back up stock energy, ect. While checking each their assigned location, the four employees that were sent to find the missing employee keep in contact by radio of course to keep tabs. The scout sits in silent communication until one of the workers doesn't respond anymore, as if vanished from reception, the other three return, yet with a crazed story, from what all they know is what they had heard isn't human or could it have been. Ever since that first employee went missing, a strange energy has taken hold of the rig. The sector of the situation is locked down due to the visual proof from the blood trails on the steel ramp ways lining the drills inner core stack, then reported. The oil rig has been put on hold. Now visually seeing a strange and thick fluid rising through the rig's main pipe and shaft lines. The rigs operatory system has been scratchy and rusted ever since the day of the pierce (When they struck something and the missing employee). The report being extremely suspicious and sounding deadly according to the three surviving

riggers, the head chief of the rig calls the nearest region emergency police, but facing the logical fact to us the audience, the United States Government catches ear of this suspicious phone call and immediately sends in their top team of chemical virus and hazardous waste team, a group of 9 scientists. While on their way by boat, the regions top emergency police specialists are past by two U.S. Military heavy pelican helicopters, that touch down on the rig before them. The team of 9 scientists exit and in organized construct examine the situation and are lead to the site of the situation, where four of their team head in, in pairs of two, armed and aware of the scientific knowledge behind the fear they carry until they encounter a trail of what seems to be ice hardened over blood, leading down a dark corridor and finally writing it's way up a corner wall, followed by the next explicit image of what seems to be a man mangled and twisted within his own limbs, covered in a cacoon of ice, his entire face gaunt in fear, frozen in expression. Before any more can be discovered, two of the scientists discover the mutated beast within, physically. The chemical had seemed to infect that very first missing employee, causing him to intake a horrible mutation of both physical and mental pain. As for the other murdered employee, he had been ripped to shreds instead of infected by just a bite, their remains remain as DNA Samples for testing. As for the mutation, he (Or, used to be he) had been shot down with a extremely deadly tranquilizer installed into a elephant rifle, then wrapped, packed, and taken into one of the choppers in a sterilized iron stemmed sarcauphigus along with half of the science team in complete survailance. The oil rig is evacuated and a boundary line has been drawn as hazardous air and sea space. No ship or plane is allowed over or around the shut down sector. Enhanced by a U.S. Government satelite system, the arial visual compound can keep a 24 hour security view on the rig from above. What no one knows and hasn't noticed during the science team's check aboard the rig are that the rigs main exhaust shafts remain open, and the invisible/microscopic arctic chemical (Virus) that has infected the rig has traveled into the air above and created a thick haze of iced weather that had begun spreading ever since the pierce. The military science team decides to leave, even if the winds had oddly picked up abnormally. To them, it could possibly be a standard gust of northern current, should only last half an hour or so. Since the chemical is H2O based, strangely, it's qualities stand unique. As for the chemicals actual build, it is of a

parasitic molecule status and has the ability to transfer itself on any living organism that holds a certain blood, sap, or even neuron flow, similar to aids and H.I.V. Being that for example the human body carries molecules and with each molecule comes multiple landing platforms, so that viruses and parasitic activity are possible. Once having made contact, the multiple microscopic hairs attached to the virus's molecule infantry can deliver it's cancer and affect whatever living organism it has bitten. It's content made of -degrees H2O as mentioned before has brought it to it's cliché operative layout, freezing the attacked victim, giving time for the mutation to safely form within it's iced cocoon, until date of hatch, bringing to life its new form. The terrible fact is that when infected and mutated, the mind too has been taken over, but not destroyed nor replaced, leaving memories of who and where you are, installing the psychological trauma to the poor soul who has been hit with the virus. Now on route back to civilized U.S. territory, the two choppers experience a unusually heavy and aggressive blizzard, the so called gust of northern current has strangely sped up and is beginning to grow threatening until suddenly causing both choppers to crash down in separate directions. Chopper 1 contains 7 passengers, 4 scientists, two pilots, and the sarcaophagus of the tranquilized mutation, as chopper 2 contains another 7 passengers, 5 scientists and it's two pilots. Chopper 1 crashes within a empty desert of ice, loosing both pilots, one scientist heavily injured as the others sit lucky enough to recover a few fractures and muscle shifts. Chopper 1's luck was that it landed into a heavy layer of thick powder. As for the sarcaophagus, it can't be found until one of the scientists finds it buried underneath the snow, yet only its casing sits visible, the mutation has seemed to escape. Not able to smell the human team, for they had been buried underneath the ice for the past 30 to 45 minutes, giving it time to catch a scent and escape, for a frozen beast wouldn't be able to smell through it's own element. As for chopper 2, it's landing had discovered itself to stand just a little more successful. It had landed on the outskirts of a small town, which means civilization and communication, a few kilometers farther from chopper 1's crash site. Chopper 2's pilot and one of the scientist had been killed within the crash. The team as well settle up and move on towards the town carrying as many survival supplies as they can with them. Finally arrived in the town at dusk, sunset hour, Chopper 2's team, who is closer, finds something uncomfortable to the town's

emotional climate. The town sits completely silent, the wind's howl has calmed, only a few environmental and location sounds shine and flare throughout the scene, but not another voice heard from any status of civilization, which is strange for the small buildings and homes don't at all seemed abandoned. As for Chopper 1's team, they attempt radio contact with two, but the system and connectivity here doesn't seem to be working clearly, shutting down their hand radios for now would be the best survivable options along with a few of the stock on board the chopper had to offer as they make their way following a region map according to one of the scientist's watch compasses. The scientist with the muscle shift is being held in a fold out gurney by two of the other scientists. Their panic on behalf of the mutation's escape worries them heavily, but the vile of it's physical evidence is at least still safe, yet the proper equipment to study it isn't obtainable due to the crash. They continue radio attempt, but still no response from chopper 2's team. Chopper 2's team decides to take refuge and begin their search for both civilization and stock supplies, lines of communication, ect.. One of the scientists notices that his weather sonar reader is beginning to grow off of the charts and indicates that they need to search and gather as much as they need before the next blizzard hits in the approaching 30 to 45 minutes. Back to Chopper 1's surviving crew, they too as well see that a large storm is billowing over the vast dry iced horizon, so make choice with the only safe advantage to turn back around and take refuge back within the Chopper 1's main remains, the only 20% heat condensed location in their reachable and surviving range. The heat from the impact still able to cover as a warm pad to the team during the stiff night ahead. They drag out the dead pilot and bury him in the snow a few hundred feet away from their crash site, then begin tent tied and covered camp site, hinged and hooked around the chopper's main frame and hull in order to maintain the heat within. They as well forcefully open the rear electrical panel to gather heat from the lightly cooled down radiators from the engine's recently passed power grid. Camp is set up, security is organized, as the cockpit's windshield is used as a look out bunker, hidden within the snow. Basically, the team has used Chopper 1's snow covered remains as a solid foundation for a better igloo buried under the ice, camouflaged, not including that the tips of the chopper's main propellers and staff of it's rear turbine are piercing through the snow's upper surface, visible to any passer buyer, that is

if there is any. Radio contact is checked again, but is still at a static and low signal. As for Chopper 2's team, the operation for taking refuge has been a success, yet still no one has heard a single sound of civilization from within the town itself, until one of the scientists suddenly lets off a shocking alarm and is found with a gun to his head by the father of a hiding family in a cellar, along with a few other civilians. A family that seems to be hiding from something that they themselves have seen, something not from around these parts, which is why they had set up such a powerful alarm signal. The family is carrying a radio as well communicating with the other "barracks" located in the town. They communicate with one another by morse code from under the cellars through the outdoor building's fog lights when anyone needs to go out and cross over in the open. Some cellars have surface windows, some with bars, and some not at all. For those who are still outside are found by a few of the town's assigned exterior scouts and are held at defensive gunpoint if you will, until they see that all of these newcomers (Chopper 2's crew) are clean and not one of whatever they might be defending themselves from. Finally, Chopper 2's surviving crew each take refuge in one of the closest and most nearby barracks to their exact location, some alone with civilians, some together and with civilians, and one or two just together. Two of Chopper 2's scientists are still outside carrying the last of stock that they could find and use along with two scouts accompanying them. The sun beginning to absorb into the horizon as the star covered layout above crawls it's way in. Before entering back into their bunkers, another alarm goes off, one of the exterior ones at the edge of the town. The two scouts are alert and active to the situation, as both scientists begin to grow in panic not knowing in which direction to look. One of the scouts runs out into the town, his rifle locked and loaded as he disappears behind one of the town's buildings as if knowing what and where to go. The other scientist ushering both scientists back towards the nearest bunker, until the scout that had ran out in search of whatever tripped the alarm calls out from the roof top of a taller building nearby, stating that, "It's on the south side of town and drawing in!". One of the scientists drop one of the important items they need for their proper communication reasons, due to it's wire getting caught around the side of a pick up truck's side view mirror, causing him to smash his lip against the device he is holding's stick frozen shell, until it drops, followed by him stumbling to the

ground after, and the wire tangled with his belt harness and a few other items. A small slice of lip skin and few spurts of blood from his lower lip stain the device's dish shell. The other scientist stops to go back and help, but the scout insists that he returns now back to the bunker. Others from Chopper 2's team watch this and attempt to make a go for outside and assist, but the civilians inside the bunkers decline their wanting for exit, only for all of their safety. The scientist running back for his friend (Fallen scientist), pushes the scout down, as well lowering his items to the ground to reach his friend faster and untangle the needed equipment, aiming to take both his friend and it back to the bunker safely. He finally reaches his friend and begins to nervously untangle the wire, it's grueling, until two gun shots are heard echoed throughout the small town's exterior surfaces, everybody freezes, including those from inside the multiple bunkers, those who both have and do not have exterior visual. Silence. No time to loose, the scientist continues back to help the other. The scout attempts contact the other that has just fired off rounds. No answer, until a half human scream for help, yet at the same time another wielding a piercing cry of rage, delivering the feeling of uncontrollable hunger. Silence again. Suddenly, a unusual pattern of footsteps through the snow crunch closer and closer, approaching from the where the other scout (Young girl's boyfriend) had screamed from. There's no time to loose, the wire is too tangled up, and making a run for the heavy communication disc is too much of a risk to go out that far and retrieve it, knowing that it could possibly be completely broken. Not knowing, the blood and lip skin that was frost torn from the fallen scientist's face is attached to the devices exterior shell, which is attached to the long, thick, and entangled wire, leads to it's based entanglement at the fallen scientist's waist belt has attracted the approaching beast. The scientist thinks fast and pulls out a small pocket knife and begins cutting his way through the thick frost covered wire. The scout approaches, his gun armed, finger, trigger happy as he remains close to the two, covering the best he can as one. Everyone from within the bunkers panicking but can't do anything, not wanting to take any risk. The wire finally giving loose, the fallen scientist beginning to grow content to his freedom displays a happy yet extremely nervous grin, until it happens. The fallen scientist is shockingly pulled back from where the device has sourced it's fall. The beast has found him. The other scientist and scout do both their best to hold on,

but the pull is too fast, it's too late as the fallen scientist breaks part with his friend to now face what waits for him around the corner. One of the scientist from within one of the bunkers breaks down in a whelm of destroyed tears and screams as she is forced to hear the screams for help from one of her closest friends and colleagues as he is being tortured from something inhuman, until silence. Both the scout and the scientist successfully return back indoors, passed first barrier, and finally the two reach into second barrier, their bunker. The orange glow from outside has finally faded, leaving only the haze of the exterior's cold harnessed filter program. Only the glove clawed marks of the fallen scientist sit pierce dragged within the ice below, along with a small blood trail from his lip cut and frost bite. The survived scientist relieved yet destroyed from the sudden death of his friend along with the other weight of their current and intense situation. Once again that roar from before cries out as the evening sky falls closer into it's place. The inhuman alarm that begins it all, the war cry of this tundra's battle grounds that will be pressed with the blood of those who can only run for so long.

The solution to be discovered from the salt mill located at the end of town, when one of our surviving team members discovers the impact that a pure mineral saline solution can do to the infected themselves. There's only a matter of time for them to figure out the vast expanding virus's death before their all out ran by the disease.

CHARACTERS:

Oil rig team:

- Rig Admin Ken Niemi
- First Officer Daniel Foster
- Head Bridge Assistant Anthony Caldwell

Military science team:

- Team leader Dr. Brad Oreson
- First officer Reggar Johnson
- Second officer Sarah Montgomery

- Environmental specialist Dr. Kenny Straighter
- Technition captain William Cohan
- Team chemical specialist Dr. Joseph Richmond
- Team chemical specialist assistant Cody Brassier
- Team engineer Murray Lenner
- First Science doctor Dr. Charles Sykes
- Surviving helicopter pilot Seymore Thurrils

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