

WORKING TITLE

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1

EXT. NO MAN'S LAND - DAY

1

A hazy orange fog hangs over the hilltops as a distorted silhouette of HARPER, a middle-aged, rugged man with combat boots and a heavy leather jacket. He's carrying a compound bow and arrow slung across his back and a knife strapped to his belt. He walks through a trail, a poster in front of him reading "Biohazard Level: 2." His hand is shaking and he reaches into his pocket and pulls out a map marked with X's and drawn over with colors green through red. After surveying the map he puts it away and pulls out an empty orange pill bottle. Upon noticing there are no pills inside, he drops it to the ground and continues to walk through the dirt path. He shoves his hand inside his pocket and tries to ignore it.

He walks by the remnants of abandoned houses and roads. There is no one around but he walks apprehensively, surveying what's around him. He crosses into a pine forest and the fog starts to thin. He passes by an old house with a cracked window and door slightly crooked. In the window he spies a glint of a pill bottle. Harper stops and surveys his surroundings before drawing his knife and creeping towards the door.

2

INT. CABIN - DAY

2

Harper pushes into the supposedly abandoned house, his knife out in front of him in a defensive position. He scans the house. He sees dozens of kids drawings on the wall depicting a kid with their parents, a calendar with all the days marked off, and empty cans piled in the corner. Once he's satisfied that the coast is clear, he pockets his knife and starts grabbing for the pills. He lets the cap fall to the ground as he shoves a pill into his mouth. He takes a deep breath and his hand stops shaking.

The floorboards creak from behind him and Harper whips around with his knife. He is face to face with a 10 year old boy, COOPER, with unkempt hair and an oversized jacket. His overalls are stained and his socks are mismatched.

Cooper makes eye contact with the pill bottle in his right palm. He shifts his gaze from Harper's face to the bottle. He sets down the bottle on the countertop where he found it.

Beat.

They both start to talk at the same time.

HARPER
(overlapping)
I was just leaving.

COOPER
 (overlapping)
 Who are you?

Beat.

COOPER (CONT'D)
 You took my pills.

HARPER
 Don't worry. I'm leaving.

Harper turns his back on Cooper and starts to walk towards the door when he hears Cooper clear his throat. Harper turns around again, annoyed.

COOPER
 I said you took my medicine.

HARPER
 And I said I was leaving. (Beat)
 Look, I'm sorry. I didn't know
 anyone was here.

COOPER
 How'd you find me? Nobody finds me.

HARPER
 Don't flatter yourself, kid. I was
 looking for medicine, not you.

A sudden THUD on Cooper's front door causes both of them to freeze in their tracks.

COOPER
 What's that?

HARPER
 (to self)
 Something must've followed me.

Before Harper can respond, a scavenger bursts through the door and Harper raises his knife and struggles with it. As he is grappling he looks up and hears a scuttling on the roof. He shoves the scavenger out the door but sees the other scavengers drop from the roof. He runs back inside.

COOPER
 Go out the back!

Cooper and Harper sprint through the house, but before Cooper leaves he takes the bottle of pills. As they leave, the front door breaks and the house is flooded with scavengers.

Harper runs through the forest, branches whipping past his face. He breathes heavily and is forced to slow down. He stops to catch his breath and hears a soft OOF and THUD. He turns around on guard but relaxes when he sees Cooper sprawled on the ground on his back.

Rolling his eyes, Harper walks over to the fallen Cooper and extends his hand. He grabs on and stands up, brushing leaves off of his pants. Before he can say anything, Harper turns his back on him and walks away. Cooper watches his walk away for a minute before jogging to catch up with his.

COOPER

What... who... What was that?

HARPER

Scavengers. I must've not noticed them tracking me.

COOPER

What? Why did they follow you? What did you do?

HARPER

Nothing. They just wanted the same thing I did.

Beat. An awkward pause

COOPER

Where are we gonna go now?

HARPER

We? (Beat.) Listen, what happened to your house sucks (REVISIT) but I don't want to be responsible for you.

COOPER

Well, where are you gonna go then?

HARPER

Eden.

Beat. Cooper doesn't react.

HARPER (CONT'D)

It's a place where you don't need medicine.

Cooper perks up at this.

COOPER
How far is it?

HARPER
Far.

COOPER
How are you gonna make it?

HARPER
What?

COOPER
You don't have any medicine. How
are you gonna last?

Cooper reaches into his pocket and pulls out his bottle of pills. He extends them forward and Harper looks long and hard at the bottle.

4 EXT. MOUNTAIN - SUNDOWN

4

The setting sun lights up the orange fog on top of the mountains. Wind whistles through the air and blows through the dead grass.

Harper and Cooper are walking up a hillside, Cooper trailing behind his and looking at all the trees and getting distracted. Harper walks fast and keeps his eyes forward, ignoring everything Cooper is doing as he chatters in the background.

HARPER
I'm not going to wait for you. Keep
up.

Harper raises his coat hood and draws it around his head to block out Cooper's endless talking.

COOPER
Do people really not need medicine
in Eden?

Harper grunts.

COOPER (CONT'D)
Wow, that's so cool. Have you been
there before?

Harper grunts again.

COOPER (CONT'D)
 Me neither. The first thing I'm
 going to do when I get to Eden is
 find a new house. I miss my house.

Beat.

COOPER (CONT'D)
 What are you going to do?

Harper stops walking as he thinks.

HARPER
 Find my own house on the other side
 of Eden.(Beat.) Then get rid of
 these stupid pills.

5 EXT. CREEKSIDE - NIGHT

5

Cooper is still talking and Harper is setting up camp for the night. He takes the full pill bottle and shakes a few into his hand before tossing them back dry. He tosses the bottle to Cooper.

HARPER
 (annoyed)
 Kid, I'm not your mom. Do you want
 to become a scavenger?

Cooper takes some of the pills and stops talking for a second before resuming.

Harper bends down to start making a fire while Cooper becomes distracted and starts picking up rocks, throwing them aimlessly. Cooper's rocks hit the empty creek bed loudly and echo into the distance. He throws about four rocks until one of them makes a fleshy THUD rather than echoing off of the rocks.

COOPER
 It's so crazy out here! Did you
 know that --

Cooper trails off as he notices something emerging from the darkness where he threw the rocks. He stands frozen, petrified at what he sees.

Harper looks over after Cooper stops talking. He sprints over to his bow, then to where Cooper is standing. From his pocket he pulls out a flare and lights it before tossing it into the darkness. The flare lights up the figure of THE LONG GONE SCAVENGER, a surly man in tattered clothes.

HARPER
(fervently)
Move!

The Long Gone Scavenger walks towards them threateningly, groaning and twitching, fixated on Cooper. Cooper clings, frightened to Harper's sleeve. Harper elbows Cooper out of the way as he draws his bow and aims it at the Long Gone Scavenger. Cooper falls onto a rock and skins his knee, crying out in pain. Harper draws the bow all the way back and kills the scavenger who falls to the ground in front of Cooper. Cooper and the scavenger make eye contact before Cooper yells and backs away. Harper turns away from Cooper and walks back to their campsite.

Cooper stays on the ground, panting and shocked, looking at the body in front of him. The scavenger's eyes stare lifeless at him.

Beat.

Cooper scrambles up, letting out a panicked cry. Harper turns, unfazed, and walks back to the campsite.

COOPER
I've... I've never seen one up
close before.

HARPER
What, a scavenger? Yeah, I could
tell.

Harper continues walking, then stops at the campsite, noticing Cooper hasn't followed him. Cooper looks at the scavenger's body.

HARPER (CONT'D)
We need the medicine. He was too
far gone anyway.

COOPER
But...

This time Harper turns around and stares Cooper down.

HARPER
Look if you don't like the way this
works then just go home.

The stare down continues, and Cooper looks hurt. Harper's eyes falter, but he holds his ground. He sees the scrape on his knee and reaches into his backpack, pulling out a first aid kit. He throws it at Cooper and it lands in front of him.

HARPER (CONT'D)
We leave tomorrow morning.

6 EXT. FOREST - AFTERNOON

6

Harper's hand reaches for a patch of bright pink berries. He breaks off a handful and continues to walk ahead of Cooper on a trail. Both pass by a sign that reads "Biohazard Level 3." Cooper dawdles behind, sulking, looking around at all the wildlife. He notices Harper eating the berries and he searches around for his own berries as they keep walking.

A patch of purple berries appears on his right and Cooper bends down, picking a few off the bush. Harper looks behind and sees Cooper hunched over the purple berry bush.

HARPER
(nonchalantly)
Do you want to die?

COOPER
Huh?

HARPER
If the answer is yes, then keep eating those.

Cooper lets the berries fall to the ground.

HARPER (CONT'D)
I can't keep babysitting you. Did your parents teach you *anything*?

COOPER
My parents are dead.

Beat.

HARPER
Yeah, whose aren't.

The two continue walking down the trail, Cooper kicking twigs and stomping on leaves. He looks to Harper's bow

COOPER
Teach me how to shoot an arrow.

Harper turns around.

HARPER
What?

COOPER
 If you're so mad that I can't do
 anything, then teach me.

Harper scoffs and shakes his head.

COOPER (CONT'D)
 Fine. Guess you're stuck
 babysitting me then.

He stares at Harper, refusing to look away. He scans Cooper up and down, before popping another berry into his mouth and pulling out his bow.

HARPER
 Fine, but we're not making this a
 habit.

Harper walks towards him and Cooper watches as he nocks an arrow and sinks it perfectly into a nearby tree. He hands the bow to Cooper.

7 EXT. CLEARING - NIGHT

7

Harper is sitting on a rock in a clearing, sharpening his knife on a stone. He looks to the pill bottle, now half empty. In the distance, crickets start to chirp. He hears rustling and his eyes scan the area. He ventures into the clearing and sees a nearby bush shaking.

HARPER
 Hey kid! Is that you?

He walks towards the bush, eyes scanning the scene. The crickets stop chattering and Harper takes a step forward, leaves crunching under his boot.

ASSHOLE SCAVENGER suddenly pins Harper to a tree trunk, a knife to his chin. His hand is twitching and a maniacal grin adorns his face. He spits in his eyes and drives his further into the trunk of the tree.

ASSHOLE SCAVENGER
 Where's the medicine? Got any to
 spare for a nice guy like me?

Harper tries to yell but the scavenger pushes the blade of his knife closer to his throat. He stares into the black eyes of the Asshole Scavenger.

ASSHOLE SCAVENGER (CONT'D)
 I was getting awful lonely out here
 all on my own...

The scavenger's twitching becomes more apparent and the two struggle some more. The scavenger, however, begins to get the upper hand.

Suddenly the scavenger's grin falters and he lets out a low groan. His grip on his knife slackens and he falls off to the side, revealing a shocked Cooper, holding Harper's bow. He and Harper both stare at the Asshole Scavenger's body with an arrow in his back, Harper rubbing his throat and Cooper shaking.

8

EXT. CLEARING - EARLY MORNING

8

Harper and Cooper clean up their tent(s). Cooper is struggling with his while Harper is efficient. Harper steals looks at Cooper before moving over to help him.

HARPER

So how did you survive so long on your own?

COOPER

Before they died, my parents made sure I was okay.

Beat.

COOPER (CONT'D)

How did you survive by yourself?

Harper keeps his eyes trained on the tent and continues fidgeting with the ties.

HARPER

My friends and I... we survived together.

Cooper stops working on the tent and looks over at Harper. He continues to work on the tent.

HARPER (CONT'D)

We had a system. One of us would go find shelter, another would get food, and I'd go get the medicine.

Beat.

HARPER (CONT'D)

We heard about Eden and decided to go together. Everyone went out for a few weeks to gather as much as we could.

(MORE)

HARPER (CONT'D)

I had almost three months supply of medicine, but the scavengers got me. They took my supplies, my food, the medicine -- everything -- and left me to rot.

Harper lifts up his pant leg and Cooper sees a large scar running up his calf.

HARPER (CONT'D)

By the time I was able to walk again, my friends had left without me. From then on, its just been me. (Beat.) But I guess its been nice having someone else around for a change.

Cooper stares at the scar on Harper's calf before he rolls his pant leg back down and clears his throat.

HARPER (CONT'D)

Here, finish packing. We can make it to Eden in a week if we're lucky.

9 EXT. VOYAGER'S CITY. DAY.

9

A city covered in a heavy orange fog comes into view as Harper and Cooper walk down a path. Cooper's eyes grow wide as he takes in the scene. The fog weights down on the city and covers it like a blanket. The two of them are barely able to see the buildings through it.

Harper takes a few steps forward and squints at the fog. His eyes focus on a small clearing in the distance where the fog doesn't linger.

HARPER

I think that's it.

Cooper runs up to his and too squints his eyes at Eden. Harper looks down at Cooper and adjusts his backpack. He takes out two pills out of the now near empty bottle and they both take one. The two walk towards Voyager's City in the same stride. A lone poster on a tree reads "Biohazard Level 5."

10 EXT. VOYAGER'S CITY STREETS. SAME DAY.

10

Harper and Cooper wander through the streets of Voyager's City, the orange fog heavier here than it has been anywhere else.

Nobody is on the streets and all the houses are abandoned sheds. The trees have no leaves and the ground is only dirt and crab grass littered with dead scavenger bodies.

With a hand on the hilt of his knife, Harper advances through the city with Cooper beside his. Every gust of wind sets both of them on edge and Cooper keeps close to Harper's side. Out of the fog emerges a twitching figure of a scavenger, limping and shuffling towards them. Harper runs in front of Cooper and draws his knife. But before he can strike, the scavenger topples to the ground.

He and Cooper walk over to the fallen scavenger. There's no weapon or wound in him.

COOPER

What happened to him?

Harper looks around at the bodies that litter the streets.

11 EXT. VOYAGER'S CITY EDGE. SUNSET.

11

Harper and Cooper slow their walking for a second, watching the sunset in the distance.

They stare in silence for a while, then look to each other.

COOPER

But if Eden's so close, how come
the scavengers don't go there?

HARPER

The only relief they can remember
comes from the pills. They're
beyond thinking about Eden anymore.
(Beat.) Especially here.

The mist moves menacingly through the street. As they continue to walk, Cooper falls behind a bit and bends again to pick up a rock. He goes to throw it, but then reconsiders and puts it down. As he puts it down, however, he notices a sound. He turns to warn Harper.

A rock comes flying out of the fog and Harper ducks to avoid it. He scrambles to his feet.

HARPER (CONT'D)

Kid!

Grabbing his bow and arrows, he frantically looks around as a rock hits his in the side of the head, knocking his to the ground.

Out of the corner of his eye, Harper sees the distorted figures of three NASTY SCAVENGERS, charging towards him, shaking and twitching violently. They groan and yell at him, pelting him with rocks. In each of their hands they hold a makeshift weapon. Harper stands up and draws his bow. As he's about to fire his arrow, a large rock hits his weapon and the arrow sinks into the dirt.

One of the scavengers continue to target Harper, but the other two turn their attention to Cooper. He realizes the gravity of the situation and runs to some discarded wood pallets. Cooper lifts them above his head and throws it at the scavenger, the wood shattering to bits against his torso. The scavenger dives forward and tackles Cooper by the ankles, bringing him down.

The one scavenger begin to attack Harper, swinging at him with his weapon. He dodges, then takes his bow, loops it around the scavenger's head, pulls him close, and impales him with an arrow to the stomach. He lets him fall down and retrieves his bow from his body. He looks over to see Cooper struggling with the scavengers. He is struggling and barely able to fend off the scavengers. From behind a building another two more scavengers run out. Harper looks at Cooper with distress, then looks over to the clearing where Eden is. After nocking another arrow, he turns back to go help Cooper.

As he runs to Cooper, he looses an arrow into the nearest scavenger. As he gets closer, he shoves away one of the other scavengers on top of Cooper before drawing his knife. He slashes across the two scavengers in front of him but they continue attacking. One of scavengers swings his weapon and Harper tries to dodge, but it hits him in the shoulder. He is driven to the ground, but sweeps the legs out from the scavenger that tackled him before stabbing it. While she's on the ground, the final scavenger jumps on top of him. Cooper runs over and hops on the scavenger's back, distracting him. Harper stands up and Cooper jumps off the scavenger's back as he drives his knife into the stomach of the scavenger. Before the scavenger dies, he lets out a loud howl. Cooper and Harper take a breath and look at each other then at the bodies around them.

Beat.

In the distance, a subtle rumbling of footsteps catches their attention. Harper and Cooper look frightened at each other. The scavengers pour out of side streets and alleyways.

COOPER
(distracted)
We're not going to make it!

Harper looks to the scavengers, then to Eden, then finally to Cooper. She's eerily calm.

HARPER

We can't. But you will.

Harper takes the bow off his back and hands it to Cooper. Cooper shakes his head and tries to refuse it.

HARPER (CONT'D)

Don't worry, you'll be fine. (Beat)
Go.

Harper turns to the approaching scavengers and raises his knife. He runs forward without looking back. Cooper watches helplessly as the scavengers swarm Harper. After she's gone from sight he turns and starts to run, looking back to see if Harper made it out.

12

EXT. EDGE OF EDEN. SUNRISE.

12

Cooper's shoes kick up dust as he walks to the edge of the heavy fog from Voyager's City. He has Harper's bow slung under his arm and the bottle of pills in his hand. A sign reads "Biohazard Level: with the number scrubbed out. He looks over the clearing completely void of fog and throws the bottle of pills to the side. He turns back towards Voyager's City then at Eden.

FADE TO BLACK.