

VOYAGE
"SOMETIMES LIFE IS TOO STICKY"

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EXT. NO MAN'S LAND. DAY.

A hazy orange fog hangs over the hilltops as a distorted silhouette of HARPER, a middle-aged rugged woman with combat boots and a heavy leather jacket. She's carrying a compound bow and arrow slung across her back and a hunting knife strapped to her leg. Her hand is shaking and she reaches into her pocket and pulls out an empty orange pill bottle. Upon noticing there are no pills inside, she drops it to the ground and continues to walk through the dirt path. She shoves her hand inside her pocket and tries to ignore it.

She walks by the remnants of abandoned, cars, and roads. There is no one around but she walks apprehensively, surveying what's around her. The trees overhead stick out in spidery tendrils, completely barren of leaves. She crosses into a pine forest and the fog starts to thin. She passes by an old house with a cracked window and door slightly crooked. In the window she spies a glint of a pill bottle. Harper stops and surveys her surroundings before drawing her knife and creeping towards the door.

INT. CABIN. DAY.

Harper pushes into the supposedly abandoned house, her knife out in front of her in a defensive position. She scans the house. She 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 she's satisfied that the coast is clear, pockets her knife and starts grabbing for the pills. She lets the cap fall to the ground as she shoves a pill into her mouth. She takes a deep breath and her hand stops shaking.

The floorboards creak from behind her and Harper freezes in place. She turns around and 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 her right palm. He shifts his gaze from Harper's face to the bottle. She sets down the bottle on the countertop where she found it.

Beat.

They both start to talk at the same time.

HARPER
(overlapping)
I'm leaving.

COOPER
(overlapping)
Who are you?

Beat.

COOPER (CONT'D)
You took my pills.

HARPER
Don't worry. I'm leaving.

Harper turns her back on Cooper and starts to walk towards the door when she hears him 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.

Harper turns to leave again. A sudden THUD on Cooper's front door causes both of them to freeze in their tracks. Cooper looks frightened towards the door and then to Harper. Another hard knock on the door and Harper bolts out of the back of the house, running as fast as she can and not looking back. Cooper watches her run away, before hearing the front doorframe crack. He turns and runs out too, looking panicked. Before he exits, he grabs his bottle of pills.

EXT. FOREST - AFTERNOON

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

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

COOPER
Hey! Where are you going?

Harper keeps walking and refuses to turn around again.

COOPER (CONT'D)
Huh? Where?

Harper lets out an exasperated sign and turns around.

HARPER
Get lost.

She goes to walk away and Cooper looks back into the forest towards his house. He tugs on his oversized jacket uncomfortably and turns his attention back to Harper. He runs up to her and tugs on her jacket.

COOPER
Where? The creek? The wastelands?
Eden?

Upon hearing the word "Eden," Harper stops for a second and her shoulders stiffen. A small smile appears on Cooper's face.

COOPER (CONT'D)
Wait really? (Beat) Can I come?

HARPER
(annoyed)
No.

COOPER
Why?

Harper draws her bow and shoots an arrow between Cooper's feet. He stops, looks up at Harper, then jumps backwards. Harper lets out a small laugh.

HARPER
See? You wouldn't even last the
long journey.

Harper attempts to leave, but the shaking of pills inside a bottle lures her back. Cooper is struggling to fish his pill bottle out of his pocket.

COOPER
Wait! But I can help! I have
medicine!

He holds the bottle out in front of him nervously and Harper takes a step towards him. She looks from him to the bottle and back to him.

EXT. MOUNTAIN - SUNDOWN

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 her and looking at all the trees and getting distracted. Harper walks fast and keeps her 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 her coat hood and draws it around her head to block out Cooper's endless talking.

COOPER

Is it true you don't need medicine in Eden?

Harper grunts.

COOPER (CONT'D)

Wow, thats so cool. Have you been there before?

Harper grunts again.

COOPER (CONT'D)

Aw man. Me neither. I heard there's a million people in Eden and everyone's friends! I can't wait to get to Eden. The first thing I'm gonna do is give everyone a hug.

Beat.

COOPER (CONT'D)

What are you going to do?

HARPER

Get rid of these stupid pills.

EXT. CREEKSIDE - NIGHT

Cooper is still talking and Harper is setting up camp for the night. He's picking up rocks and throwing them aimlessly and she's making a fire. 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 other rocks.

Harper looks up and is immediately on guard.

COOPER

Did you know that there are over --

HARPER

Shut up.

Harper stands up from her tent building and draws her hunting knife. She advances towards the creek bed and urges Cooper to fall behind her.

COOPER

What?

Harper shushes him and walks deeper into the creek bed. It's silent and dark and she can't see much ahead of her. Cooper follows closely behind.

The campfire light grows steadily until it reveals the twitching hand of a LONG GONE SCAVENGER. The Long Gone Scavenger walks towards them slowly, groaning and twitching, fixated on getting relief from the medicine. He sees the pill bottle in Cooper's pocket and starts to reach towards it.

LONG GONE SCAVENGER

(weakly)

Please.

Cooper seems oblivious to the man's condition and reaches to give him pills.

HARPER

Hey!

COOPER

What? He needs medicine.

Harper elbows Cooper out of the way as she draws her bow and aims it at the Long Gone Scavenger. Cooper falls onto a rock and skins his knee, crying out in pain. This draws Long Gone Scavenger's attention towards him. 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 gets up and runs towards Harper, beating his fists on her back, yelling.

COOPER (CONT'D)
(emotional)
He just wanted medicine. We
could've saved him!

Harper refuses to look back and continues walking away.

HARPER
We need the medicine. He was too
far gone anyway.

COOPER
You didn't need to kill him!

This time Harper turns around and stares Cooper down.

HARPER
Is that the way you think this
works?

Cooper stays silent as Harper refuses to break eye contact. She sees the scrape on his knee and reaches into her backpack, pulling out a first aid kit. She throws it at Cooper and it lands in front of him.

HARPER (CONT'D)
We leave tomorrow morning. Shape up
or ship out.

EXT. FOREST - AFTERNOON

Harper's hand reaches for a patch of bright pink berries. She breaks off a handful and continues to walk ahead of Cooper on a trail. 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
What?

HARPER

If the answer is yes, keep eating those.

Cooper drops the berries he was eating.

HARPER (CONT'D)

Didn't your parents teach you anything?

COOPER

My parents are dead.

Beat.

HARPER

Yeah, whose aren't?.

EXT. CLEARING - EARLY EVENING

Harper is sitting on a rock in a clearing, sharpening her knife on a stone. In the distance crickets start to chirp. She hears rustling and her eyes scan the area. She ventures into the clearing and sees a nearby bush shaking.

HARPER

Hey kid! Is that you?

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

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

ASSHOLE SCAVENGER

Where's the medicine, hot stuff?
Got any to spare for a nice guy
like me?

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

ASSHOLE SCAVENGER (CONT'D)

(creepily)
Girls like you shouldn't be alone
out here...

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 her throat and Cooper shaking.

EXT. CLEARING - NIGHT

Harper and Cooper set up their tent. 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 left my parents made sure I was ok.

Beat.

COOPER (CONT'D)

How did you survive by yourself?

Harper keeps her 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. She 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 month to gather as much as we could.

(MORE)

HARPER (CONT'D)

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

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

HARPER (CONT'D)

By the time I was able to walk again, my friends had left without me. From then on, it's just been me. I've been fine by myself.

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

HARPER (CONT'D)

Put the spoke in the ground like this. Then we'll go make the fire.

EXT. VOYAGER'S CITY. DAY.

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. Her eyes focus on a small clearing in the distance where the fog doesn't linger.

HARPER

I think that's it.

COOPER

What?

HARPER

Right there? That's Eden.

Cooper runs up to her and too squints his eyes at Eden. Harper looks down at Cooper and adjusts her backpack. The two walk towards Voyager's City in the same stride.

EXT. VOYAGER'S CITY STREETS. SAME DAY.

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 her knife, Harper advances through the city with Cooper beside her. 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 her knife. But before she can strike, the scavenger topples to the ground.

She 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.

EXT. VOYAGER'S CITY EDGE. SUNSET.

Harper and Cooper slow their walking for a second, watching the sunset in the distance. Eden is still a ways down, but it's significantly closer.

They stare in silence for a while, then look to each other. 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 them down. As he puts them 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. She scrambles to her feet.

HARPER

Kid!

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

Out of the corner of her eye, Harper sees the distorted figures of three NASTY SCAVENGERS, charging towards her, shaking and twitching violently. They groan and yell at her, pelting her with rocks. In each of their hands they hold a makeshift weapon. Harper stands up and draws her bow.

As she's about to fire her arrow, a large rock hits her 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 her with his weapon. She dodges, then takes her bow, loops it around the scavenger's head, pulls him close, and impales him with an arrow to the stomach. She lets him fall down and retrieves her bow from his body. She 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 scavengers run out. Harper looks at Cooper with distress, then looks over to the clearing where Eden is. After nocking another arrow, she turns back to go help Cooper.

As she runs to Cooper she looses an arrow into the scavenger nearest Cooper. As she gets closer she shoves away one of the other scavengers on Cooper before drawing her knife. She slashes across the two scavengers in front of her but they continue attacking. One of scavengers swings his weapon and Harper tries to dodge, but it hits her in the shoulder. She is driven to the ground, but sweeps the legs out from the scavenger that tackled her before stabbing it. The other scavenger jumps on her back and she struggles to get it off before stabbing it in the side. As she shoves off the body, however, the scavenger she pushed runs up with a wooden shard and stabs her in the leg. She cries out in pain and Cooper bashes the scavenger's head in with a rock. He 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, and struggle to get up and leave. Cooper helps Harper up and they begin to limp towards Eden. Scavengers enter from the other side of the street, blocking them off, trapping them between both hordes of scavengers. Harper looks down at her injury, then up to Cooper. She takes off her bow puts it in Cooper's hands.

HARPER (CONT'D)
I've got this, kid. Go ahead.

COOPER
What about you?

HARPER
Don't worry about me, worry about
those scavengers.

Harper smiles and lets go of the bow, Cooper putting it under his arm. She looks down at her leg, Eden in the distance, and then Cooper in front of her. She reaches down and picks up a piece of scrap metal, banging it against a nearby metal trash can. The horde of scavengers fixate on her and close in rapidly. Harper pulls out her knife and turns her back towards Cooper, facing the scavengers. Cooper takes one last look at the surrounded Harper and runs as fast as he can towards Eden.

EXT. EDGE OF EDEN. SUNRISE.

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. 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.