

WINTERS PAST

By

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AGAINST BLACK -

A dull beating rhythm.

FADE UP -

1 1 EXT. BANK BESIDE A RIVER- EVENING 1 1

A patch of grass, the bank of a calm river.

SALLY (V.O.)

I miss the simple things.
Flowers. The sun. Friendly faces.
Home. Hope. Maybe those caught in
The Fire were the lucky ones.

Slowly as more of the river is revealed, the beating sounds starts to become more apparent, becoming clear that it is in fact a heartbeat, increasing in speed and in loudness.

SALLY (V.O.) (CON'T)

No matter what the world brings.
No matter who we meet. You
promised.

The heart beat continues until it is all that can be heard.

SUPER QUICK JUMP-CUT - A face, obscured by a gas-mask fills the screen.

2 2 INT. UTOPIA - DRUG DEN - DAY 2 2

(NOTE: This takes place over one continuous tracking shot until stated.)

A young man sits up, panting breathless, drenched in sweat and shaking.

This is HENDRIC, mid-twenties, eyes swollen red, a couple of weeks worth of stubble around his face with dark red puncture marks and veins visible on his forehead.

DEB (O.S.)

It's ok, you're ok!

The voice is extremely dull, almost inaudible. Hendric doesn't respond.

DEB (O.S.) (CONT'D)

Are you okay? Hey! Hendric!

Hendric looks to someone. His ears are ringing.

(CONTINUED)

Without a word Hendric struggles to stand and begin to walk away.

Crouched next to him is DEB, a woman in her mid-twenties, who appears sleepless and gaunt. In her hand is a small canister.

DEB

Where are you going?

PAN BEGIN -

The room, revealing a dilapidated mess. Mattresses line the edges of the walls, atop each one a person, dirty, shaking, some lying in their own little pool of piss and liquid shit.

They are worse than the worst of junkies. One of the junkies is seemingly convulsing, a slow trickle of blood pooling by her head. In her hand is a canister, one of the same type Deb was holding.

On a box in the centre of the room is an empty vodka bottle with a lit candle placed inside it.

END PAN

3 3 INT. UTOPIA - HALLWAYS AND ROOMS - VARIOUS - CON'T 3 3

Hendric leaves the room.

The second he steps out, Hendric almost trips up over someone laying slumped up against the wall, seemingly lifeless.

He begins to navigate the intricate hallways of the slowly crumbling building.

A man in a gas mask appears, crossing the hall carrying a large industrial bucket. They exchange glances before Hendric carries on.

Hendric looks into the room where the gas mask man exited and sees a room full of makeshift chemistry equipment boiling and smoking away. The same style of canisters lie all over the floor.

Hendric continues down the hall, passing a black body-bag on the floor, clearly occupied.

Hendric makes for a door and bursts in.

(NOTE: End tracking shot)

4

4 INT. UTOPIA - BATHROOM - CON'T 4

4

Hendric enters, stumbling in and collapses onto the sink.

The bathroom is a sickly yellow colour, tiles cracked and torn from the walls. Stacked in the corner are cans of petrol.

On display nearby are a few ripped posters, old fashioned, nineteen-eighties in style -

'REMEMBER THE FIRE'

'HEAR SIREN, THINK SHELTER'

'Never forget those who caused it' crossed out and changed to read -

'NEVER FORGIVE THOSE WHO CAUSED IT'

Hendric runs the water - a filthy sickly brown colour and splashes his face.

JUMP CUT - Violent thrashing around in water, yet no sound.

Hendric looks in the cracked mirror. He reaches out to touch the broken reflection.

SUPER QUICK JUMP-CUT - A face, obscured by a gas-mask fills the screen.

The mirror breaks apart, cutting Hendric's hand and the bloody piece falls into the sink. He winces.

Deb enters the bathroom. She sees the sorry state Hendric is in.

DEB

Are you okay?

HENDRIC

I can't... I don't think I can do this anymore, Deb.

Deb walks around him so she is next to the mirror and can speak into his face.

DEB

You must, Hendric. You're the only one who has any chance of remembering. Just a couple more hits.

RIKTER (O.S.)

Are you not out of tribute though?

(CONTINUED)

RIKTER, a man in his late-twenties/early-thirties, stands in the doorway. He has greased back hair and clothes, worn, but still makes a powerful and stylish first impression. A half-smile creases his face. He seems to possess a jittery way and contorted way of moving.

There is a moment as they share awkward glances.

RIKTER

You're Debra, aren't you? And his name's Hendric?

DEB

And it's Deb actually.

RIKTER

Deb and Hendric then.

HENDRIC

Look, tell us what you want or fuck off.

RIKTER

Theres no need for that now is there?

(with an shrewd smile)

I want to show you something.

Rikter holds the door open. The pair leave, Deb somewhat holding up Hendric, followed by Rikter.

5

5 INT. UTOPIA - HALLWAYS - CON'T 5

5

Rikter walks ahead of them, leading both through the elaborate maze of hallways.

Rikter comes to a stop and indicates a room.

RIKTER

Please.

As the pair approaches, a dull noise begins to grow louder. They look into the room.

A low screaming, as if a mouth has been gagged, comes from the room accompanied by what sounds like a mallet being pounded onto meat.

Rikter smiles at the pair. He seems to lean in ever so slightly and smell the air around the pair. They don't notice. All they can do is stare into the room.

The agonized gagged screaming comes to an abrupt stop but the pounding sounds continue.

(CONTINUED)

RIKTER (CONT'D)

It's such a shame. Still, we all
need to earn our keep no matter
the cost.

The pounding noise finishes.

RIKTER (CON'T)

Unless you prefer to live out
there with the uncivilised freaks
be my guest.

VOICE FROM THE ROOM (O.S.)

I'll take it down to Chopper.

Deb whispers in Hendric's ear.

DEB

(stealthily)

We can't stop. For her sake, we
can't stop.

HENDRIC

I haven't got any tribute left.

Rikter glares at Deb and bites the air. Deb reluctantly
removes her watch.

DEB

That's all I got.

Deb sighs, nods her head and holds out the watch. Rikter
snatches it away, removes a broken glass bottle end and
begins to use it as a magnifying glass, examining it.

From out the room appears an HENCHMAN, a guy in a dirty
white shirt spattered with blood droplets. He drags a
black body bag out, pushing past Deb and Hendric. In his
other hand

RIKTER

This is good for one.

DEB

One? That's two, easy.

Rikter opens his jacket to reveal a collection of the
small canisters. He hands over a canisters to Deb.

RIKTER

One. Always a pleasure to do
business.

Rikter begins to walk away.

(CONTINUED)

HENDRIC
Go fuck yourself you leech.

RIKTER (O.S.)
Language.

6 6 INT. UTOPIA - DRUG DEN - MOMENTS LATER 6 6

Hendric lies down on the mattress. Deb places the canister centrally on his forehead. They share a nervous glance.

DEB
Ready?

Hendric closes his eyes and relaxes as much as he can.

HENDRIC
Yeah.

A sharp, aggressive, popping sound occurs and Hendric's eyes shoot wide open.

HENDRIC'S POINT-OF-VIEW - Deb over him, but his vision becoming blinding white.

Time seems to slow down, a heartbeat sound becoming clearly apparent.

DEB
(transitioning over scene)
Good luck...

Deb's voice seems to fade to as if underwater...

FADE TO

7 7 EXT. BANK BESIDE RIVER - EARLY EVENING - MEMORY SEQUENCE 7
7 7

(NOTE: ALL MEMORY SEQUENCES ARE FROM HENDRIC'S FIRST PERSON PERSPECTIVE)

NOTE: Additionally, for every memory sequence that occurs, Hendric's POV seems to become more and more deformed and twisted, the vision and sound disintegrating with every memory that passes.

Hendric throws a rock into the river. He watches the ripples. Another pebble splashes in the water.

Hendric turns to see a young woman, SALLY, early-twenties, a vision of beauty.

(CONTINUED)

HENDRIC

Hey.

JUMP CUT - Violent thrashing around in water, with very low sound.

SALLY

Beautiful day, isn't it?

HENDRIC

Not bad. Seen worse haven't we.
What do you want?

Sally takes a seat on the grass.

SALLY

Come on.

Hendric takes a seat next to her.

SALLY (CON'T)

How long have we been here,
Hendric?

HENDRIC

You know.

SALLY

Years, right? Just you, me and
Deb. Andy, but he...

SUPER QUICK JUMP CUT - A teenage boy, a stranger, writhes in pain, screaming.

HENDRIC

Yeah. Is there a problem, Sally?
Has Deb said anything?

SALLY

No, no. Just... I've been
thinking.

HENDRIC

What about?

SALLY

I... Listen, I know what the
world is like out there, ok--

HENDRIC

I hope you should! We've been
through enough.

SALLY

I know, I know. It's just that...
Well it's been years, Hendric.
Same old place, same old...
everything. I wanna escape.

(CONTINUED)

HENDRIC
Escape? We're not prisoners any
more, Sal.

SALLY
I know, I know--

HENDRIC
Good!

Hendric stands and begins to walk off. A heart beat rhythm
begins.

SALLY (O.S.)
Where you going?

HENDRIC
Stop being stupid.

Sally suddenly stops him. The heart beat sounds increases.

SALLY
Talk to me about this. I'm not a
child.

JUMP CUT - Water thrashing, this time a hand visible, the
sound audible.

HENDRIC
(aggressive, transitioning
over scene)
What did we promise?

The heartbeat deafens...

8

8 INT. UTOPIA - DRUG DEN/HALLWAYS - EARLY EVENING 8

8

Hendric sits up. Shaking violently.

DEB
Okay! You're okay!

HENDRIC
It hurts! It hurts! Sally.
Sally...

Deb takes him in her arms. Blood begins to drip onto her
clothing. She looks at Hendric's face to reveal he has a
nose bleed.

DEB
Oh shit.

She begins to clean him up with a cloth nearby.

(CONTINUED)

DEB (CONT'D)

We're out of hits, Hendric. What did you see? Did you see who did it?

RIKTER (O.S.)

Who did it Hendric?

Deb turns to see Rikter standing in the doorway.

RIKTER (CON'T)

Hope you found out. Because it looks like you're all out.

DEB

You really are a fucking leach. At least we're not like these other sad fuckers just trying to forget stuff! We're actually trying to use it for good!

RIKTER

Are you? Both of you? Or is it just for you? And you might want to be a little bit more respectful to me. Who knows where you're going to get your next meal if you don't?

Rikter smiles slyly and leaves.

Deb lies Hendric back down on the mattress.

DEB

Stay there.

HENDRIC

Deb...

Deb leaves the room and makes her way through the hallways, following Rikter. He enters a room and closes the door. Deb makes her way past that and peers around the corner.

She sees the man in the gas masks carrying a large industrial bucket across the hallway into another room.

She slips into the chemistry room and quickly looks around, picking up and shaking canisters off the floor they appear empty.

Just as she is to exit, Rikter suddenly walks past. She is in the open, clearly visible and freezes... But Rikter doesn't take any notice and carries straight on.

Deb quickly makes her way back down the hall just as the man in gas masks return to the room.

(CONTINUED)

Deb opens the door to the room into which Rikter entered it is an office, complete with desk and chair. In the corner is a box full of knick-knacks and little possessions. By the wall is a metal trunk. She takes a few cautious steps in.

She moves over to the trunk and opens it. Inside are several neatly stacked canisters. She reaches in and takes one, pocketing it.

Cautious she closes the lid, fastens it and makes for the door...

But notices the box of random objects. On top is her watch. She takes it out and slips it back on. She turns for the door...

Rikter stands in the doorway. Glaring at her.

RIKTER
What are you doing in here?

Beat. Thinking time.

DEB
I was er... Erm... looking for you.

RIKTER
Well, clearly, I was not in here, was I?

Rikter walks up to her, uncomfortably close.

RIKTER (CONT'D)
We both know that's... Pardon me... Bullshit. So what were you doing in here?

He strokes her hair.

Beat.

DEB
I was--

He sniffs her, closing his eyes, savouring the smell it seems. That stops Deb right in her tracks.

RIKTER
Go on...

Deb is at a loss for words.

RIKTER (CONT'D)
Cat got your tongue? Shame.
Tongue's the best part...

(he laughs cheekily)
Do you know how I avoided the
camps, the prisons and the
massacres? I made sure people, no
matter who they were, wanted to
stay away.

He bares his teeth at her revealing them to be stained
blood red.

RIKTER (CON'T)
It's a custom which I still keep
up today.

HENDRIC (O.S.)
What's happening?!

Deb turns to see Hendric slumped against the door frame.

DEB
I told you to stay!

Deb turns back to Rikter - who lunges forward, grabbing
her the sides of her head, pulling her violently closer to
him.

RIKTER
I think... you're so sweet. We
all need to forget the winter's
past and have a final fade.

Rikter licks her face before suddenly letting go. Deb
backs away, completely freaked out. She puts an arm around
Hendric and leads him away.

Rikter turns his glance to the trunk. The lock is not
fully closed.

Rikter chuckles ever so slightly.

9

9 INT. UTOPIA - DRUG DEN - MOMENTS LATER 9

9

Hendric is laid back down onto the mattress.

DEB
We got one more try.

Deb removes the canister she stole from her pocket.

HENDRIC
How?

DEB
Don't worry about it. Ready?

She goes to place it onto his forehead but Hendric reaches
up and grabs her wrist.

(CONTINUED)

HENDRIC

I know you loved her. Same as me.
I'm so sorry to have put you
through all this.

DEB

I know. You'll find out, don't
worry.

HENDRIC

What if I already know?

Hendric gazes at her, a guilty look in his eyes.

DEB

(barely spoken)
What...?

RIKTER (O.S.)

You sneaky bitch!

Deb looks to the doorway to see Rikter standing there, the
Henchmen in the white blood sprayed shirt next to him.

Deb quickly turns back to Hendric.

DEB

Don't forget me.

Deb places the canister onto his forehead and activates
it.

HENDRIC'S POINT-OF-VIEW - Deb is violently pulled away by
the guy in the white shirt.

RIKTER

String her up...

The sounds of underwater begin to occur. A heart beat
begins to grow...

10 10 EXT. BANKS OF RIVER - EARLY EVENING - MEMORY SEQUENCE
10

10

Hendric and Sally are standing, arguing.

HENDRIC

You know you made as much a
promise as me!

SALLY

Like 15 years ago, Hendric,
during The Fire!

JUMP CUT - FLASHBACK MEMORY

11 11 EXT. SMOGGY LOCATION - NIGHT 11 11

(NOTE: FLASHBACK MEMORY ARE FROM HENDRIC'S POV)

The world around seems to be aglow and falling with ash.

A man, FATHER, hugs Hendric as a child before hugging a girl, Sally. He is panicked, desperate, dirty faced.

FATHER

Promise me! Promise you'll never
abandon each other.

Father leaves his two children and disappears into the orange smoke behind him.

12 12 EXT. BANKS OF RIVER - EARLY EVENING - MEMORY SEQUENCE 12

HENDRIC

It's still a promise! We said
we'd stick together!

A heart beat begins to sound.

SUPER QUICK JUMP CUT - FLASHBACK MEMORY

13 13 EXT. SMOGGY LOCATION - NIGHT (CON'T) 13 13

From out of the orange smog appears a man in a gas mask. He approaches the pair of children, grabs Hendric's wrist and begin to pull the pair away.

JUMP-CUT - The gas mask face fills the screen.

14 14 EXT. BANKS OF RIVER - EARLY EVENING - MEMORY SEQUENCE 14

SALLY

We need to take our chances ou
there Hendric there maybe more
likes us out there!

Sally turns and begins to walk away. Hendric follows, grabbing her.

HENDRIC

SALLY! No! We can't go through it
again!

The sound of water begins to transition over the scene...

The heart beat grows deafening.

15 15 INT. UTOPIA - DRUG DEN - NIGHT 15 15

Hendric's eyes pop open. Running from his ears is blood.

HENDRIC
Oh, fuck... Deb.

He looks around. No Deb.

He struggles to make it to his elbows.

HENDRIC (CONT'D)
Deb?!

16 16 INT. UTOPIAN - BEATING ROOM - CON'T 16 16

Deb's face is upside down. She is bloodied and bruised.

She begins to come around from unconsciousness.

BEGIN POINT-OF-VIEW OF DEB -

The room is upside down. Rikter approaches and grabs her by her hair.

RIKTER
You bitch. No one steals from me.

He grabs at her and begins to bite her face.

Deb screams are piercingly loud and painful.

He spits on her face and walks away.

DEB
No I-- HELP!!!

The Henchman in the white top approaches her and places a piece of tape over her mouth before wrapping something over her face and the world goes black.

END POINT-OF-VIEW OF DEB

17 17 INT. UTOPIA - DRUG DEN/HALLWAYS/VARIOUS - CON'T 17 17

(NOTE: This is one continuous tracking shot until stated)

Deb's cry for help echoes to him.

HENDRIC
Deb.

Hendric stands with a struggle and begins to make his way through the building. He passes junkies and body bags along the way.

(CONTINUED)

Hendric makes his way to the room from earlier. He looks inside - and all emotion drains from his face.

For the first time it is revealed what is happening.

A black body bag hangs from the ceiling, clearly occupied by a person, and the guy with the blood splattered shirt beats at it furiously with a baseball bat. From inside comes the tortured sounds of Deb's gagged screams.

RIKTER
Soften her up.

Hendric notices all of Deb's clothing, all of it blood stained, scattered about the floor, pooled in blood. Her watch is also on the floor.

HENDRIC
No...

RIKTER
After that, gouge out her eyes.
See how the bitch snoops around
my office then.

HENDRIC
No!

Rikter turns and notices him.

RIKTER
Oh, there's the other one! Come
on in boy join the party! Piñatas
got a good few swings left!

Rikter jumps around, hectic, manic, starts boxing the body bag.

RIKTER (cont'd)
I'll miss her pretty face though.

Hendric turns and begins to shuffle off.

RIKTER (O.S)
Where do you think you're going
boy? A bit rude to walk away
without paying respect!

Hendric struggles down the hall, making his way through the mass of people lining the hallway.

RIKTER (O.S.) (CONT'D)
Finish her off!

An almighty thud followed by the crack of a popping skull sounds.

RIKTER (O.S.) (CONT'D) (cont'd)
That's it! Good lad! Now give me
that fucking bat!

Hendric opens the door to the bathroom, just as up the hallway Rikter appears round the corner, bat in hand.

RIKTER (O.S.) (CONT'D) (cont'd)
Oh, stand off eh?!

Hendric makes his way over to the sink. Inside are pieces of the cracked mirror still lying inside, bloodied.

RIKTER (O.S.) (CONT'D) (cont'd)
Im going to fucking coat the
walls with your blood you piece
of shit!

Rikter rounds the corner into the bathroom, twirling the bat in hand and marches towards Hendric.

Hendric clutches at the sharp piece of broken mirror in the sink. Hendric can see in the remains of the mirror Rikter approaching.

In the mirror Rikter lifts the bat up to swing...

Hendric suddenly turns thrusting Rikter against the wall.

Rikter drops the bat.

RIKTER
Bastard!

Hendric and Rikter struggle as the glass reaches closer to his eye. Hendric overpowers Rikter.

RIKTER (CONT'D)
AH! MY FUCKING EYE!

Rikter reaches for his pocket, draws out a knife and stabs Hendric in his side.

Hendric screams in pain and throws Rikter to the floor.

Rikter tries to scurry away as Hendric picks up the bat.

Hendric picks up the bat and with as much might as he can muster swings it at Rikter.

Rikter goes down but Hendric doesn't let up - he swings at him still. But with every hit blood squirts over him before he finally drops the bat.

Rikter lies on the floor, blood pooling under his head.

The Henchman rushes into the bathroom to see his boss seemingly dead - and Hendric covered in blood holding his side.

It's as if they were looking in a mirror. The Henchmen backs off yelling. As he does so he spills one of the several petrol cans, the liquid spilling out.

Hendric gets an idea...

BEGIN MONTAGE -

Hendric searches through Rikter's clothing. He removes a canister.

Hendric picks up a can of petrol.

Petrol is poured over Rikter.

Hendric leads the petrol along the hallways.

Hendric pours petrol over the chemistry equipment.

Petrol is poured over the junkies.

Every junkie remains asleep or lifeless.

END MONTAGE

Hendric collapses onto his mattress. He lies down. He closes his eyes. He places the canister to his forehead.

HENDRIC'S POINT-OF-VIEW - The ceiling turns blinding white.

The sound of underwater transitions over the scene.

A heart beat sounds.

18 18 EXT. BANKS OF A RIVER - EARLY EVENING - MEMORY SEQUENCE
18 18

Hendric has hold of Sally, who pulls him off her.

SALLY

Get your hands off me.

Sally walks away from Hendric.

Hendric turns away, puts his head in his hands. In frustration he picks up a rock and throws it with anger into the river.

Beat. He hangs around.

Suddenly he turns and begins to run.

(CONTINUED)

He comes up on Sally, running full pelt at her. She turns in time to see being tackled to the ground by Hendric.

SALLY (cont'd)
Hendric! What are you--?!

HENDRIC
YOU PROMISED!

Hendric picks up a jagged rock from nearby and smashes it into her head.

He stands hectically and backs away.

Beat. A moment. Hendric stares. Sally lies still. Blood pouring from her head.

Hendric begins to panic. He paces, stumbles around. He stops.

He is looking down at the ground. He slowly looks up.

(NOTE - It is the same style of shot, in the same place, as the opening shot of the film.)

Hendric focuses on the river. Takes a moment. Looks back at Sally's body.

He marches over to here and begins to drag her to the river.

Sally begins to regain senses.

Hendric drops her in shock, gasps.

SALLY
(weak)
Hendric...

Hendric pauses. Wonders.

SALLY (CONT'D)
Deb...

Hendric takes in those words. He resumes dragging her.

They reach the river bank and Hendric drops. Sally moves. Begins to murmur. She begins to raise her arm.

SALLY (CONT'D) (cont'd)
Hendric...

Hendric takes a hold of her, lifting her up and placing her leaning over the river bank.

SALLY (CON'T)

Don't...

Hendric grabs her head and forces it down into the river.

(NOTE: END POV)

NOTE: All the disintegration and noise begins to fade away.

Sally thrashes in the water, struggling and trying to fight.

All sound begins to fade, until there is nothing left to hear.

Hendric screams, but silently, hating the fact that he must do this.

Sally begins to go limp. She stops struggling. Stop moving altogether.

Hendric pulls her head from the water.

He collapses, weeping, and begins to cradle her body. Rocking with it.

19 19 INT. BATHROOM - NIGHT 19 19

Rikter moves. He seems to awake. He feels his head bleeding. He smells his head - petrol.

He struggles to move. The Henchman comes in and begins to help him.

20 20 INT. UTOPIA - DRUG DEN - NIGHT 20 20

Hendric is lying awake. Staring at the ceiling. Awaken and aware of what his memories have just revealed.

A groaning occurs.

Rikter, severely bloodied, blind in one cut eye, stumbles into the room, holding himself up by the doorframe accompanied by his henchmen.

Hendric, resigned and humble, sits up. In his hand he holds the bottle with the candle in it. He looks up at Rikter.

For the first time, Rikter doesn't say anything. He shakes his head - almost fearful.

The Henchmen frantically reach for their holsters.

Hendric drops the bottle.

(CONTINUED)

OFF SCREEN - Gunshots.

SLOW MOTION - The bottle and candle falls through the air.

FADE TO BLACK

A heart beat rhythm begins to build.

FADE IN

21 21 EXT. BANK OF A RIVER - EVENING 21 21

A patch of grass, the bank of a calm river.

Slowly as more of the river is revealed, the heart beat becoming more apparent.

It increases in speed and in loudness until it begins to fade out gently.

BEGIN FADE OUT

On the last audible beat of the heart, the last visible image disappears.

THE END

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