AGAINST BLACK -
A dull beating rhythm.

FADE UP -

1  
1 EXT. BANK BESIDE A RIVER- EVENING  
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

(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

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 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)
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 INT. UTOPIA - HALLWAYS - CON’T 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.
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

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
(transitional 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

(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.
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

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.
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...

(CONTINUED)
(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.

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

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
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.

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

A heart beat begins to sound.

SUPER QUICK JUMP CUT – FLASHBACK MEMORY

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.

SALLY
We need to take our chances out 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.
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?!

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

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 notice 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.

(CONTINUED)
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.

Oh, stand off eh?!

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

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.

Bastard!

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

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

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.
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.


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.

(CONTINUED)
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

INT. BATHROOM - NIGHT

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

INT. UTOPIA - DRUG DEN - NIGHT

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

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