

'FORSAKEN'

Screenplay by Chris Deakin

SCENE 1

FADE IN:

LONG SHOT OF A MAN SITTING IN CENTRE OF ROOM: The room itself appears empty with nothing but a table and sofa. The walls are covered in writings, graffiti drawings and news articles. The actor sits alone in the centre of the sofa wearing only a giant white biohazard suit and a respirator attached to the top of his head.

The room is dimly lit, the drawings on the wall are repressive and stand out. The actor leans forward and reveals the table in front of him, filled with drug paraphernalia. A giant blade is barely visible, half buried amongst the piles of drugs and needles.

Male actor leans forward and sniffs some of the drugs off the table, recoiling from the intense buzz rushing over his body. Grabbing the blade from the table, he slowly rises exchanging the blade in his hands, he starts to drag the blade across the wall.

CLOSE UP: Following the blade as it makes its way across the wall, focus is drawn onto the newspaper articles and fanatic writings written on the wall. They depict apocalyptic storyline of world epidemics caused by an array of different viruses. (Include article on Arietids meteor shower and government conspiracies)

CLOSE UP: CUTAWAYS: mobile phones taken apart around the room, piles of empty cans and food packets, camping stove (rat possibly routing through cans)

MID SHOT: a noise is emanating from the darkness in front of him (Clicking and Chattering, getting louder as he approaches. Without warning a creature charges from the darkness, stopping short of reaching him, a chain clearly visible around its neck. Snapping and screaming at him, it struggles in vain to grab him, flesh peeling from its face.

CLOSE UP: A vague look of saddened amusement spread across his face.

DANIEL

Hi, mum

The zombie continues to struggle, screeching at him, clamping its teeth

VOICEOVER DANIEL

I can remember what she looks like

COLOUR FLASHBACK: His mum standing there crying/screaming at him (Soundless). He reaches out to touch her face, suddenly

pulling back into reality, narrowly avoiding getting bitten.

DANIEL

You really need to start working on  
your temper

Starts fitting respirator over his face as he heads for the door. Hearing his name (Whispered) he takes a look back to see his mum hissing at him, after a short pause he turns and leaves the room!

SCENE 2

EXTREME LONG SHOT: Showing area around where he lives. Passing deserted cars left in the road, everything is quiet and abandoned. The only sound is coming from the breathing inside the respirator.

Finds water collected in a drain, scrounges for berries on tree's and bushes. Raids bins for any scraps that may still be edible

Crossing country fields he sits and observes cows/animals playing. While sighting zombies around the area he seeks to hide from them. Seeing slow ones walking corpses and fast ones running around the place.

Two fast zombies start running his way, he hides behind a stone block. Both zombies stop and frantically search around, pressing up against the wall he clutches his blade ready. The zombies rush off again.

Comes across a animal/bird stuck on something. CLOSE UP: looks like he is about to kill the animal for food but his emotions take over and he releases it. Shot following the animal as its released, CLOSE UP: actors face.

He discovers a door slightly ajar and forces his way in, blade at the ready. Everything inside the house looks trashed, tables toppled, broken objects litter the hallway. Another flash back occurs revealing how it used to look before quickly vanishing again. He shakes his head and continues, entering the kitchen.

Looking around the kitchen he notices a picture of a family, he lifts it for a closer look, pulling up his respirator.

SHOT: He touches the picture of their faces.

CLOSE UP: The main actors expression showing signs of sadness and loneliness. He very carefully places it back down, returning to rummaging around the kitchen.

He opens one of the cupboards seeing only empty packets and tins, knocking one onto the floor. again, he is hit by a quick flashback (colour) revealing the cupboard to be full with food. QUICK CUTTING/CLOSE UPS: Gasping in pain, he shakily pulls out the drugs and sets them up onto the table, racking up a line and taking them, tossing his head back as the euphoria hits him. Moment of bliss and calm takes place,

rubbing his nose.

SHOT: AS HE PULLS DOWN THE VIAL, IT REVEALS A ZOMBIE SUDDENLY IN THE BACK DROP COME INTO FOCUS AND CHARGE HIM.

Startled it grabs him and begins to wrestle with him. Dripping blood from its mouth, blood-curdling screeching trying to bite him. It wrestles him to the ground, biting as it goes, just managing to keep it at arms reach. He catches his leg on some broken glass.

Just managing to reach for his blade, with one swipe he embeds the blade into its head. Wriggling out from under the corpse. Frustrated at himself for being caught off guard he starts cursing and flailing around the kitchen(Strop). Yanking the blade back out from its head he wipes in on his suit. When it goes quiet again he can hear crying coming from upstairs.CLOSE UP: reaction shot on guys face as he hears crying. (Back of head, turns towards direction of crying)

Rushing upstairs he breaks through the door blocked by a set of draws/heavy object, and listens out. He can hear whimpering underneath the bed. He approaches with caution and looks under to see a little girl curled up in a ball.

DANIEL

Hay,

The crying stops, he slowly reaches out to her

I wont hurt you. Its OK, it's safe now

Just before his had could reach her, it suddenly turns, charging at him screeching (Zombie)! Bolting for the door, he just manages to get through before the zombies upon him. Quickly blockading the door, he holds it for a few seconds before running/limping from the house.

cut away: leaving a trail of blood on the ground

SCENE 3

He starts making his way back home. His limping is getting worse, forcing him to stop to check out the wound and try to stop the bleeding but failing. Hiding from zombies as he does so, climbing underneath the car.

SHOT: POV OF ZOMBIES MOVING TO SEE THE BODIES OF THE VICTIMS ON THE GROUND. THEY PICK UP ON THE BLOOD TRAIL AND START FOLLOWING IT. Sounds like dogs are also present with the zombies.

Upon getting in he goes into the bathroom and starts trying to clean up his leg, but unable to stop it. catching himself in the mirror he stops and stares at himself. He breaks into another colour flashback, revealing a shot of what he used to look like in the mirror before the apocalypse takes place. Shakes his head and takes a seat back on the sofa.

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CUTAWAY/MID SHOT: His mum starting the wail again.

He sets his mask down on the table and takes another hit of the drug. Shooting his head back again from the intense buzz he gets. The zombies get closer, now being able to hear them from inside the house. Reaching down the side of the sofa, he retrieves a pistol. This causes the zombie inside the house to start going wild.

The zombies start trying to break into the house. He slowly raises the gun towards the door.

SHOT IN POV:He suddenly gets a huge pain in his head and starts screaming, jumping into a sudden intense flashback. Showing all the events in colour, each major event he has endured getting to where he is now.Starting with the taking of the drugs the first time, his dad walking out, writings on the wall, grabbing his mum when she discovered him, chaining her to the wall.

The running zombies he was hiding from, we see him in the kitchen, a women/man attempting to subdue him and then killing them, the little girl crying underneath the bed.

CLOSE UP:guys reaction to whats he's just witnessed. The zombie in the room lets out a screech, a gunshot is heard

SHOT POV: The door bursts open, everything is in colour, they make there way into the room to see a women crying in the corner chained to the wall and crying hysterically, the angle changes to see the lad has shot himself!

MID SHOT: The camera reveals its coppers entering the room. Blood is spread up the wall revealing a previously hidden message.

'Help Me'