

THE HAVEN

EPISODE 101:
CHOICES

Written by

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A WHITE SCREEN

Blue, computerised text appears, humming gently as it types:

"Are you aware that when you proceed past the final screen, you will be mentally transported to 'THE HAVEN'? [This is not the final screen]"

A green "Yes" and a red "No" option appears.

The Yes button blinks, a positive bleep is heard.

New text appears:

"You will be given a dose of medication which will induce your body into a permanent coma. Are you certain that you understand that THE HAVEN is a permanent, lifetime experience? [This is not the final screen]"

"Yes" or "No" options appear as before.

The Yes button blinks, and bleeps.

"THE HAVEN is a euphoric life simulation. You will not be aware that it is not real-life. We cannot predetermine what you will experience, but we can 100% guarantee that you will feel lifelong joy.

Are you sure you wish to enter THE HAVEN?"

"[This IS the final screen]"

"Yes" or "No".

Suddenly, a negative horn. Everything turns red.

"ERROR!"

INT. THE HAVEN PODS - DAY - CONTINUOUS

JEREMY - a mid 20's Chinese man - yanks open the translucent door of a full-length, glowing red pod. On the inside of the door is a small display showing the 'ERROR!' screen.

Inside of the pod is BETH - a similar age, with long dirty blonde hair, looking very confused, and angry.

The room itself is lined with more of these pods, glowing blue. Shapes of humans can be seen behind their frosted glass doors. Gentle whirring can be heard.

Beth looks up and sees Jeremy, who is also fuming. Although angry, she is unsurprised - she sighs.

BETH (CONT'D)

Jeremy.

Beth pulls out the cannula from her forearm, which is attached to the pod. She walks to the side of the machine, and starts tampering with the configurations.

Jeremy holds up a crumpled, half-torn, flyer with handwriting on the back:

"Sorry Jeremy, it was my choice. - Beth"

JEREMY

It's one thing to go through with this. It's another to not even tell me about it.

Jeremy throws the flyer at Beth, it floats to the floor.

BETH

(calmly)

I didn't tell you, because I wanted to avoid *this*.

Beth motions with her hand between the two of them.

JEREMY

You're gonna leave me alone after all this time?

BETH

It's not all about you.

Beat.

BETH (CONT'D)

Sorry, that sounded crueler than I meant it to be. But it's true. I can't not go through with this just for your sake...You'll find someone else.

Jeremy holds his hands to his head and groans. He shakes his head.

JEREMY

I don't get it.

Jeremy shrugs and drops his hands.

Beth stops what she's doing and turns to him.

JEREMY (CONT'D)

Why? Why so suddenly? Why now? Where did this even come from?

BETH

It wasn't an overnight thing. I've been feeling like it for a while now.

JEREMY

Why didn't you say anything?

BETH

Because I knew you'd try and talk me out of it.

JEREMY

Well...why wouldn't I? We agreed--

BETH

--No no no, we never *agreed*. We just happened to be on the same page for a while.

JEREMY

Okay. But...what changed? You've always been so against 'The Haven', more so than me!

BETH

Well that was before everyone left. Now what else is there to live for?

Beth's frustration drops, and turns to genuine sadness.

BETH (CONT'D)

I miss...people.

JEREMY

We can always go trekking. Meet some other--

BETH

It's not the same. It's not...humanity.

She stares at the pod.

BETH (CONT'D)

'The Haven' can let me have it all back. I mean, if anything, 'The Haven' is really the only place we can truly be alive now.

She snaps out of it.

BETH (CONT'D)

There's no life left here anymore.

Beth presses a button, and the glowing red of the pod turns blue.

Jeremy is visibly upset, his eyes begin to glisten. He swallows.

JEREMY

I thought it was me and you against
the world.

BETH

Sorry.

Beth moves to enter the pod.

JEREMY

-WAIT. Beth. Just...one second,
please.

He raises his hand with a stop gesture. Then takes a step
towards her, looking deep into her eyes with a yearning.

Beth stares back, understanding, but not sharing the same
feelings.

Jeremy shakes as he reaches to hold her face.

She gently takes his hand and moves it away, stepping back.

BETH

Jeremy...

Jeremy is unsurprised, but he looks down, hurt.

Beth bites her lip.

BETH (CONT'D)

Might I ask...

Jeremy looks up.

BETH (CONT'D)

Wouldn't it be easier for you...if
anything, to plug in as well? All
this time we've been together and
you've been letting yourself
suffer. I know you...want what I
can't give you here. But you have a
chance in 'The Haven'. It just
seems like such an obvious answer.
If that's the way you feel...about
me.

Jeremy shakes his head.

JEREMY

I'd rather a lifetime with the real
you - without you ever feeling the
same way, than a lifetime of being
with a fake you.

BETH

But what's the difference when you
can't even tell?

Jeremy shakes his head.

Beth nods.

Beat.

Beth enters the pod.

Jeremy begins to cry.

Beth attaches the cannula to her arm.

JEREMY
(pleading)
Please stay. Please please stay.

BETH
It's my choice.

Jeremy begs through streams of tears. He grabs at her arm, weakly.

JEREMY
(begging)
Don't leave me here.

Beth looks annoyed.

BETH
Jeremy, you don't have to be like this.

Jeremy does not let go.

JEREMY
J-just one more day, or just an hour. Please!

BETH
Jeremy, STOP! You're embarrassing yourself.

Beth forces his arm away. Jeremy lets go.

BETH (CONT'D)
See you on the other side.

Beth closes the door.

Jeremy puts himself against the glass, softly tapping at the door.

Beth can see his silhouette through the glass, sobbing uncontrollably.

The display boots up, covering Jeremy's face. It has the same confirmation messages as earlier, Beth taps through them swiftly - all "Yes's".

Jeremy gives up, and steps away from the pod.

The pod turns blue, and Jeremy see's Beth's silhouette go limp. He quickly turns and hangs his head, unable to watch.

Jeremy sees the flyer on the floor, he picks it up. It is torn, missing the other half, but shows a map with directions to where they are: "THE HAVEN PODS". In the bottom corner is a symbol - two B's, inverted like a mirror image.

He flips the flyer over, and see's Beth's message again:

"Sorry Jeremy, it was my choice. - Beth"

EXT. THE HAVEN PODS - DUSK - MOMENTS LATER

The sun is setting, everything is golden. This place was once a village, but is now overgrown with grass and weeds, and bits of litter. Buildings are dirty and graffitied. It is completely desolate and lifeless.

Jeremy stumbles out of the tall building. It is the only thing modern and blue in this landscape. It reads: "THE HAVEN PODS - NEWPORT"

Jeremy collapses by the kerb, crying to himself.

FADE OUT:

END OF TEASER

EXT. TOWN - DAY - SIX MONTHS LATER

Jeremy wanders through the abandoned streets. It is more of a town than the place he was in before - there are more buildings. But it is just as still and lifeless.

Jeremy finds a stream. He sings to himself as he walks towards it.

He stops beside it, unzips, and let's nature call - still singing though.

He hears a noise, and stops singing - still peeing though.

Jeremy turns to his left. Nothing.

Jeremy turns to his right. There is a figure. He does a double-take. It is a WOMAN. This shocks him, he panics, realising he is still peeing.

The woman walks towards him. She looks a similar age, muscular, with very short messy blonde hair. She wears a grey tank top, with a red desert scarf, beige trousers, and boots. She carries a hefty rucksack.

Jeremy locks eyes with her as he embarrassingly shakes off his pee, and zips himself up. He is still in shock. The woman is unfazed, however. She nods her head and stops in front of him.

WOMAN

Did I catch you at a bad time?

Jeremy is frozen.

JEREMY

H-hi.

She waves her hand.

WOMAN

Kennedy. But call me K for short.

Jeremy pauses, still shocked. Then suddenly snaps out of it.

JEREMY

Jeremy. But you can call me...Jeremy.

He sticks his hand out. K looks at it.

K

Urr, dude...

The penny drops as Jeremy remembers where his hand has been.

JEREMY

OH! Oh. Oh God, I'm so sorry.

K laughs.

K
It's cool. I take it you're on your
own out here?

JEREMY
Y-Yeah. Well, at the moment, yes.

K is intrigued.

K
At the moment?

JEREMY
Well, urr, by 'moment' I guess I
mean...several months.

Jeremy laughs weakly, embarrassed.

JEREMY (CONT'D)
Sorry.

K looks skeptical.

K
Don't be.

She smacks him on the back playfully.

K (CONT'D)
C'mon. Let's go.

JEREMY
What? Where? I mean- "let's"?

He gestures towards K and himself.

K
Yeah? You're not gonna wander
around on your lonesome forever,
are you?

JEREMY
Well...no. (beat) Okay.

K leads the way, Jeremy picks up his bike and walks with it.

JEREMY (CONT'D)
Um, so where are we going?

K
Our base. They're waiting to make
dinner.

K pats her backpack.

JEREMY

They?

K nods.

K

Bunch of us.

Jeremy finds this all too hard to process.

K (CONT'D)

Don't worry, you'll fit right in.

Beat.

JEREMY

Hey, d'you know whereabouts we are?

K shrugs.

K

(shrugs)

South? England? Planet Earth?
That's all I know, m'fraid.

JEREMY

South? Damn...I'm further away than
I thought.

K

Where you from?

JEREMY

Urr well, our--*my* base was up north
for a while.

K

Oh, a *northener*. I thought your
accent was a bit off.

JEREMY

A bit off? What's that supposed to
mean?

K

(exaggeratedly imitating
him)

"What's *that* supposed to mean?"

JEREMY

Okay fine.

EXT. FRONT OF BASE - DAY - LATER

Jeremy and K arrive at the base. It's a medium-sized,
detached house surrounded by a big, grassy garden.

They make their way up the path, Jeremy scans the place, taking it all in.

They enter the base.

INT. BASE - KITCHEN - DAY - CONTINUOUS

K enters first. She slings the rucksack onto the table, a potato spills out.

Sitting at the table is VIV, mid to late 20's, she has long red hair, tied up, freckles, and big circular glasses. She catches the potato before it falls off the table.

VIV

Finally!

At the kitchen counter, is DEX. He is mid 30's, tall, bald, and African. He is drying cutlery.

Viv chucks the potato up to Dex. He catches it over-hand. Viv stands up and begins sorting through the ingredients.

Jeremy wanders in.

K

Oh we got a new guy, by the way.
This is Jeremy.

K points in his direction. Jeremy waves.

Viv smiles brightly.

VIV

Oh heyy!

She walks around the table, and gives Jeremy a welcoming hug.

VIV (CONT'D)

So nice to meet you. I'm Viv.
Welcome to the family.

Viv points to Dex.

VIV (CONT'D)

That's Dex.

Dex waves at Jeremy, potato in hand.

DEX

Hi Jeremy! I'm Dexter Barry.

Viv goes back to sorting the ingredients.

JEREMY

Can I help?

VIV

Sure!

K walks over to the staircase.

K

(shouting)

HEY RUTH! WE'RE MAKING DINNER.

(beat) ALSO THERE'S A NEW GUY.

(beat) HE'S CALLED JEREMY. (beat)

THAT IS ALL.

Beat.

RUTH (O.S)

(shouting)

OKAY!

K walks back to the others, who are beginning to prepare dinner.

Viv chucks K an onion. Then picks up a knife and pretends to throw it. For a moment, K believes it, and she looks alarmed.

K chuckles and wags her finger at Viv.

K - safely - takes the knife and joins the dinner-making.

RUTH enters. She is in her early 20's, mixed-race, and has medium-length, curly hair. She scans the room.

Jeremy spots her, he waves.

JEREMY

Hi!

Ruth moves towards him, with her hand out.

They shake hands.

RUTH

Jeremy, is it?

JEREMY

Yeah, that's what they call me.

RUTH

Hi. I'm Ruth.

Beat.

RUTH (CONT'D)

I'm new too. By the way. Kinda. By a few weeks or so.

JEREMY

Oh cool! Guess we're both newbies, then.

Jeremy smiles, then returns to peeling potatoes.

Ruth glances over.

RUTH
So...what are we making?

DEX
The old usual - potato stew.

K turns, and gently throws a carrot in her direction.

K
Think fast, Ruth!

RUTH
Wha-AH!

Ruth gets hit by the carrot, but manages to catch it awkwardly between her wrists.

VIV
At least it wasn't the knife.

Viv turns to Jeremy.

VIV (CONT'D)
So Jeremy! Tell us all about yourself.

JEREMY
Well, it all began on a warm summer's day...

EXT. BASE - GARDEN - NIGHT

The gang are surrounding a campfire. The mood is joyous and fun, as if they weren't, y'know, in an abandoned dystopia. Dex has an old acoustic guitar, he is plucking strings, trying to figure out a melody. Only Ruth seems to be distracted, and not participating in the fun-times.

JEREMY
So, what are all your reasons for staying?

K
(shrugging)
Never considered plugging in.

JEREMY
Not one bit?

K
Not even slightly. Not a teeny-tiny little bit.

Jeremy looks towards Viv. She puts her hands in the air.

VIV

Pssh. Honestly, I find the whole thing fascinating. I think I've always thought I'd plug in one day. But there was always something else to be doing.

JEREMY

What is there left to do now?
(beat) That came out way darker than I intended...

VIV

Well that's what I figured out. I like to do stuff. Like my paintings. I'm not the kinda person who...who sits back. 'The Haven' simulation sounds like watching a really long movie...for the rest of your life. I'm not down with that.

JEREMY

Fair enough.

DEX

See, I agree. I don't think anything could be that great.

Dex puts down the guitar.

JEREMY

You don't believe it's truly happy?

DEX

Well. It might *seem* that way. But how can it be for real? Nuh-uh, my friend. Ain't nothing like the real thing.

Dex picks up the guitar and plucks the melody to Marvin Gaye and Tammi Terrell's "Ain't Nothin' Like the Real Thing".

The group laugh, impressed, aside from Ruth.

Jeremy glances over at Ruth. She sees him and opens her mouth to speak.

VIV

What about you though, Jeremy? What are your reasons for staying?

K

Yeah, yeah, tell us.

DEX

Yeah I wanna know.

Ruth closes her mouth, and retreats.

JEREMY

OH, umm..hmm...

Jeremy ponders for a moment.

JEREMY (CONT'D) (CONT'D)

Kind of a mixture of everything you all said really...I guess.

K

(grinning)

Pfft. What a cop-out answer.

Jeremy smiles.

JEREMY

Okaaaay...well. ALSO...it just doesn't seem right - morally. I don't do things which I think are wrong, even if it might be the easier thing to do.

The group acknowledge this and smiles.

VIV

Gosh, your reason just had to be so much more righteous than ours.

Jeremy laughs.

DEX

Wait wait. I think I figured it out.

Dex plays a melody, but it does not sound familiar...or musically correct.

DEX (CONT'D)

Nah wait. That was wrong. False alarm.

K

Yeah that doesn't sound familiar at all.

Dex sighs.

JEREMY

What are you trying to play?

DEX

Here Comes the Sun.

Dex concentrates.

DEX (CONT'D)

This is gonna bug me forever.

VIV
I mean it sounded *kinda* close
but...

Ruth leaves. Nobody seems to notice except for Jeremy, who gets up and goes after her.

INT. BASE - KITCHEN - CONTINUOUS

Ruth is about to make her way up the staircase, as Jeremy comes through the door.

JEREMY
Hey! You alright?

Ruth turns, and stops.

RUTH
Huh? Uh, oh yeah. Sorry, I just-

Ruth laughs nervously.

JEREMY
You seemed a bit, quiet. (beat)
Sorry, I don't mean to be
presumptuous or whatever. I just...

Jeremy sighs.

JEREMY (CONT'D)
I'm new too, so you can talk to me.
(beat) I'm getting the vibe that
you're not really...geling, with
the others? I don't mean to jump to
conclusions or anything, it's just-

Ruth nods.

RUTH
No, I appreciate it.

Ruth smiles weakly, and moves to sit on the arm of the sofa.

RUTH (CONT'D) (CONT'D)
Don't get me wrong, it's not that I
don't like anyone. They are all
super nice. So kind. But I guess
(beat) I don't have anything in
common with them.

Jeremy nods for her to continue. She stares into the distance as she speaks.

RUTH (CONT'D)
Before all of this, I never had a
problem with being social.
(MORE)

RUTH (CONT'D)

For some reason, I can't seem to hold a conversation anymore. It's almost like we don't speak the same language. (beat) But these may be the only people left, so what choice do I have?

Jeremy smiles sympathetically.

JEREMY

I hear you.

Ruth frowns.

RUTH

Do you though? You seem to get along with them better than I do and you've only been here for less than a day.

Jeremy shrugs.

JEREMY

Guess I hide it better. (beat) I may not know them as well as they know each other, but I can pretend that I do until I...do. Does that make sense? Fake it 'til you make it, and all that.

RUTH

Yeah I guess you're right.

Beat.

Ruth chuckles nervously.

RUTH (CONT'D)

I'll be fine, just a weak moment. (beat) Thanks for talking to me about it though.

JEREMY

No worries at all. We gotta look out for each other and all, us newbies.

Beat.

JEREMY (CONT'D)

Alright. That's enough DMC. You...

Jeremy points at Ruth, and changes his pointed finger into an open palm.

JEREMY (CONT'D)

...Need to come and *socialise* with us.

Ruth tries to laugh it off, but Jeremy does not break. She knows he is right, and takes his hand.

RUTH
Fiiiiine.

They exit together.

INT. - BASE - BED QUARTERS - DAWN - THE NEXT DAY

Jeremy is awake in his futon. He hears a noise from somewhere in the house. He gets up.

INT. BASE - HALLWAY LANDING - CONTINUOUS

Jeremy spots the window in the hallway. It is open, and leads to a low roof. Sitting upon it, is Dex.

Jeremy climbs through the window.

EXT. BASE ROOF - CONTINUOUS

Jeremy carefully moves towards Dex and sits beside him. Dex does not flinch, he is staring at the sunrise.

JEREMY
You're up early.

DEX
(smiling)
Speak for yourself.

Jeremy grins at Dex, then turns to look at the view.

DEX (CONT'D)
I do this every morning. Every day.

JEREMY
Yeah?

DEX
Yeah. The sunrise is my favourite part of the day. (beat) My second is the sunset.

Jeremy laughs.

DEX (CONT'D)
I'm not even kidding. It's beautiful, my friend. Beautiful.

JEREMY
Can't argue with that.

DEX
 Exactly. You can't deny this
 beauty. It's life, y'know, Jeremy.
 I don't believe that any machine
 could make anything as beautiful as
 this.

JEREMY
 I like the way you think, Dex.

They continue to sit in silence, enjoying the view.

Suddenly, Dex appears to spot something.

DEX
 Hold on...

JEREMY
 (confused)
 What? What's wrong?

Dex looks worried.

DEX
 We've got to get inside.

Dex hurriedly gets up, Jeremy follows him inside.

INT. BASE - HALLWAY LANDING - CONTINUOUS

Dex points through the window.

DEX
 See that yellow truck way in the
 distance? Keep an eye on that. I
 need to tell the others.

JEREMY
 W-what?

Jeremy sees the yellow truck moving in the distance. Dex goes
 to leave.

JEREMY (CONT'D)
 W-wait!

DEX
 Not now.

Jeremy is still fixated on the truck.

JEREMY
 DEX!

Dex stops and turns.

JEREMY (CONT'D)

What the hell is going on? Who are they? Shouldn't we help them?

Dex shakes his head. His tone is more serious than we have ever heard him.

DEX

Not these guys. These guys are trouble.

END OF ACT ONE

INT. BARNETT'S TRUCK - STREETS - DAY

SOLOMON, mid 40's, is driving the yellow truck, he is clean-shaven, well groomed, wearing a clean buttoned-up white shirt. RUFUS, very similar looking but a few years younger, sits in the passenger seat, dressed exactly alike.

Solomon speaks slowly, delicately, with a formal RP accent.

SOLOMON
How are we doing for time?

Rufus looks at his watch. He speaks with a similar accent, but less delicately, and more monotonous.

RUFUS
Early.

SOLOMON
Perfect.

Solomon turns the wheel.

INT. BASE - HALLWAY LANDING - MOMENTS LATER

Jeremy is still watching through the window. Ruth appears from her room and sees him staring. Hushed voices can be heard arguing downstairs.

RUTH
Heyy...what's going on?

JEREMY
(shaking his head)
Some truck...I dunno. Dex didn't tell me, but I've never seen him so nervous. (beat) He's talking it out with the others. Figured I best stay out of it.

Jeremy nudges in the direction of the hushed arguing.

Ruth looks nervous, she moves to the window.

RUTH
Oh...truck?

Jeremy stands up.

JEREMY
Mhmm. It's been idling by the church for a good 5 minutes though. Not sure what's going on.

Jeremy leans back on the cabinet behind him. It rocks and a Chinese Lucky Cat figurine topples over.

JEREMY (CONT'D)

Oops!

Jeremy stands the figurine back up, and gently knocks it's paw, setting the waving mechanism into motion.

JEREMY (CONT'D)

Reminds me of my parents.

Ruth is still staring out of the window, distracted.

RUTH

They had one?

Jeremy nods, he averts Ruth's gaze, watching the cat.

JEREMY

At their restaurant yeah. Usually traditional in Chinese businesses...dunno why this one is chilling in a house.

RUTH

Oh I see, why is that?

JEREMY

Err...well in a business it's meant to bring good fortune. That just about covers my knowledge.

Jeremy laughs, but Ruth does not, sensing the seriousness behind his statement. Jeremy pauses, noticing this.

JEREMY (CONT'D)

Yeah it's terrible. (beat) I feel kinda...guilty, y'know?

RUTH

Why guilty?

Jeremy stares at the lucky cat, he gently holds the paw, stopping it from waving, then lets it go.

JEREMY

Well, I never really got into my cultural background. When I was young I shunned it because I wanted to fit in with everyone else, I didn't like being different.

K nods softly, understanding.

JEREMY (CONT'D)

But now...who knows, I could be the last Chinese person left, especially cause China-

RUTH

Yeah.

JEREMY

Yeah.

They both pause, as if recollecting.

JEREMY (CONT'D)

And yet I have so little to tell, or to show for it. The language I can barely speak is pretty much dead now. (beat) I guess I could be mad that everyone else left me here, but I don't. I just feel guilty for not embracing my culture enough when there was still one to embrace.

Ruth smiles at him, trying to comfort.

RUTH

I know what you mean.

Jeremy looks at her, acknowledging this. He knows she means it.

RUTH (CONT'D)

Is that why you stayed?

Jeremy thinks, then shrugs.

JEREMY

Maybe.

Beat. Then suddenly Jeremy snaps out of it.

JEREMY (CONT'D)

ANYWAYS. Apparently it's meant to work better if you point it towards the front door.

Jeremy picks the cat up.

JEREMY (CONT'D)

Guess I should move it somewhere downstairs and use it as an excuse to find out what the hell is going on. (beat) Can you keep watch for me?

Jeremy points at the window.

RUTH

Of course.

JEREMY

I'll be two seconds, promise!

RUTH
Take as long as you want.

Jeremy disappears down the staircase. Ruth watches him, biting her lip.

INT. BASE - KITCHEN - DAY - MOMENTS LATER

Jeremy moves down the staircase.

He sees K and Dex engaged in heated debate, but with hushed voices. Viv is in the background, rummaging through cupboards and drawers, packing essentials into a backpack.

K
...that's why we've got to move!

DEX
But it's *fruitless!* You know this! They'll find us again and we'll be running in circles again and again and it's time we confront them and put an end to this nonsense. We have got to stop running away.

K shakes her head.

K
I am not risking it. I am not letting it happen agai-

DEX
Look. What happened to Evelyne won't happen again.

Viv stops and turns.

This triggers an emotion in K, beneath the surface there is grief.

K
Okay stop right there.

Dex quietens, he looks instantly regretful.

DEX
(mumbling)
Sorry, I-

K
(angered)
She-

K pauses. Recuperating.

K (CONT'D)

(calmer)

I have already lost everything.
Okay? So I have nothing, *nothing*,
to run away from. This is *not* about
running away. This is about not
giving those arseholes what they
want - a confrontation.

K turns to leave, but pauses and half-turns.

K (CONT'D)

Also, Dex. I like you, so do *not*
bring up Evelyne again, seriously.

K exits quickly.

K (CONT'D)

(without looking)

Pack your bags, Jeremy.

JEREMY

Haven't gotten around to *unpacking*
yet...

Jeremy trails off, realising that K is not listening.

Jeremy places the lucky cat on the end table by the door.

Dex turns and sees Jeremy.

DEX

The truck, is it still-

JEREMY

Mhmm. It's been parked up by the
Church for ages. (beat) Ruth is
keeping watch.

Dex nods.

JEREMY (CONT'D)

So will someone tell me what's
going on?

DEX

The Barnett Brothers.

JEREMY

Who?

Dex and Viv turn to look at Jeremy.

VIV

You've never heard?

Jeremy shakes his head.

JEREMY

Should I have?

Viv stops what she's doing and walks over to the table.

VIV

The Barnett Brothers? They're two, well um...brothers - Solomon and Rufus Barnett. They're obsessed with 'The Haven'. They believe, almost religiously, that it's their duty to rid the world of stayers and convince people to plug in. They followed us before but we thought we'd lost them. (beat) I'm still surprised that you've never heard of them.

JEREMY

I spent a lot of time...away from it all.

DEX

I think they mainly peaked once the grid went down too, Viv.

JEREMY

So...they go around convincing people to plug in?

VIV

Well, they are known to persuade people, yes. They're quite good with words, and good at identifying people's weaknesses, you see. But that hasn't really flown with us. And with less stayers around, we've become something of a target. Last time, they became more...*forceful*.

JEREMY

...Evelyne?

Viv nods.

VIV

K's girlfriend.

Jeremy empathises.

JEREMY

Oh...

Dex comes over, he hands Jeremy an old flyer.

JEREMY (CONT'D)

Wait, they got a printer?

DEX
This is from long ago.

Jeremy looks at the flyer. It has photos of Solomon and Rufus. The title reads:

"THE HAVEN IS THE ONLY WAY TO HAPPINESS."

Jeremy suddenly gasps.

The bottom half of the flyer is a map with directions to the nearest pod - the bottom right has a symbol. It is two letter B's, one inverted, like a mirror image.

JEREMY
Woah woah woah, wait a second.

Jeremy taps the flyer repeatedly. He pulls out a folded piece of paper from his pocket. It's Beth's half-torn flyer.

Viv and Dex look at each other in confusion.

VIV
What's that?

JEREMY
M-map! Err...Beth!

Jeremy pauses to take a breath. He holds the two flyers side by side, they match up - looking undeniably similar.

JEREMY (CONT'D)
Beth had this map to get to 'The Haven' pods. It's the same kind of flyer.

Jeremy puts the flyer them on the table. He is excited, almost smiling.

JEREMY (CONT'D)
I-It's them! They were responsible!

He cracks a smile of relief. Viv and Dex are confused at his positive reaction. Jeremy notices.

JEREMY (CONT'D)
That means it wasn't her. She didn't want it! That's what these guys do, right? They trick you into thinking you want to go in. She didn't really want it.

Viv and Dex are hesitant, but they understand his feelings.

It suddenly dawns on Jeremy.

JEREMY (CONT'D)
 Oh God. She didn't really want
 it...and now she's trapped.

Jeremy slumps into a chair.

Viv moves over and puts her hand on Jeremy's shoulder.

Beat.

DEX
 Um. I'm sorry guys. But...who's
 Beth?

VIV
 Jeremy's...friend.

Viv looks at Jeremy.

VIV (CONT'D)
 Right?

Jeremy nods. He bites his thumb.

JEREMY
 (to Dex)
 Best friends, from childhood. We
 stuck around together through
 everything, the war, 'The Haven'
 surge, all of it. Then um...

Beat.

DEX
 She left?

Jeremy nods, the thought still upsets him.

JEREMY
 Uh huh.

Viv looks empathetic.

DEX
 Oh, I'm sorry Jeremy.

K comes running down the stairs. She scans the room.

K
 Where's Ruth?

END OF ACT TWO

INT. BASE - HALLWAY LANDING - CONTINUOUS

Jeremy, Viv, Dex and K come running up the stairs. They separate out into various rooms aside from K, who looks out of the window.

K
GUYS.

Viv and Dex rush over to see.

The Barnett's yellow truck is now driving away from them.

VIV
Oh God.

Viv covers her mouth. K is staring, containing her anger.

VIV (CONT'D)
(muttering)
They've taken her.

DEX
How is this possible?! When did
they get in?

Jeremy appears before them. He holds a napkin with writing.

JEREMY
They didn't.

The group turn to him.

Jeremy looks at the napkin, he cannot believe how uncanny it is.

JEREMY (CONT'D)
"Sorry guys. It was my choice. -
Ruth. "

Viv walks up to him, and he shows her the napkin.

K
(calmly)
Dex. Get me binoculars.

Dex goes without a beat.

VIV
Oh Ruth...

Jeremy looks at her.

JEREMY
How did they manage to-

Viv shakes her head.

VIV

That's the Barnett brothers for you.

Dex returns, handing K the binoculars.

K takes them and scans the view for a moment.

K

Yep.

K passes the binoculars to Dex.

K (CONT'D)

They're headed for The Haven pods in Parkstone.

JEREMY

I've got my bike. I'll go after her.

K

Even if you knew the way, the Barnett's would stop you in an instant.

JEREMY

Well what else are we supposed to do? I can't let her plug in. I can't let that happen again.

K hears him. They share an understanding.

K

I'll go with you.

DEX

Hey, what happened to avoiding a confrontation?

K

That was before they took one of us.

K turns to Jeremy.

K (CONT'D)

And at least then there'll be someone to distract the Barnett's so that you can go and stop Ruth. (beat) You can give me a backy.

JEREMY

Huh?

VIV

A takey.

JEREMY

What?

K

Let me take a ride on the back of your bike!

K ushers him to leave.

JEREMY

OH! (beat) That's a croggy.

Jeremy exits.

K turns to Viv and Dex.

K

You guys, get everything packed and ready to leave. Faster we move, the less chance the Barnett's will find us again.

Viv looks very worried.

VIV

K, are you sure about this? What's even the plan?

K

(winking)

Don't worry, we'll figure it out on the way there.

Viv quickly embraces K. K pulls away and leaves.

EXT. BASE - GARDEN - CONTINUOUS

K exits the base to find Jeremy on his bike, ready to leave. She jumps on the back and pats his back, beckoning him to go.

Jeremy cycles them away.

INT. BARNETT'S TRUCK - THE PARKSTONE HAVEN PODS - SIMULTANEOUS

Ruth is sat in the passenger seat of the truck. Solomon is driving. He pulls to a stop.

Rufus is sat in the back, staring at Ruth.

RUFUS

You don't need to be nervous.

RUTH

I'm not nervous.

Rufus looks at Ruth's hand, it is clenched.

RUFUS
You're doing the right thing.

RUTH
I'm doing the only thing there is
left to do.

Solomon side-eyes Ruth, opening the door to get out.

SOLOMON
Does that make it the wrong thing?

Beat.

RUTH
Guess not.

INT. BASE - KITCHEN - CONTINUOUS

Dex is trying to wedge more items into a backpack with great difficulty.

Viv stares at the table, it is piled with backpacks.

VIV
Hmm.

She turns to Dex.

VIV (CONT'D)
I'm gonna go across the road,
really quick, I promise.

Dex is reluctant.

DEX
Viv...

VIV
I swear I'll be super quick. I saw
a wheelbarrow we can use, in one of
the other gardens.

DEX
You best be here by the time they
get back.

Viv heads for the door.

VIV
If I'm not, then I'll take full
responsibility for it!

Dex chuckles, then his expression changes.

DEX
Wait - what do you mean 'if'?!

Viv slams the door behind her.

EXT. THE PARKSTONE HAVEN PODS - SIMULTANEOUS

Jeremy and K stop outside of the building.

It looks the same as the other Haven Pod building. Except for the sign which reads: "THE HAVEN PODS - PARKSTONE"

Jeremy looks very nervous. K hops off of the bike and pats Jeremy reassuringly.

K
Don't worry.

Jeremy calms.

K (CONT'D)
I'm the one doing the hard part
anyways.

They enter the building.

INT. THE PARKSTONE HAVEN PODS - A POD ROOM - CONTINUOUS

The pod room is full of well...pods, just like the other facility.

Ruth is in an empty pod, the door is still open and the light off. Solomon stands beside the pod, configuring it. Rufus attaches a cannula to her arm

RUTH
Will it hurt?

Rufus shakes his head.

RUFUS
No.

This does not make Ruth feel much better. The light switches on, a glowing orange. Ruth jumps a little.

Solomon moves towards Ruth.

SOLOMON
Don't worry. It'll be like falling
asleep after a long, hard day.

Ruth nods, and breathes slower.

SOLOMON (CONT'D)
 It will be warm, and comforting.
 You will be at peace for as long as
 you know it.

Ruth closes her eyes, taking it in.

SOLOMON (CONT'D)
 There will be no fear, or
 loneliness. You will taste and
 smell the food you used to love.
 You will hear music, new music that
 you haven't even heard before. You
 will feel the safety and belonging
 in the company of your friends and
 family, who know you, and love you.
 Ruth...

Solomon moves his face closer to Ruth's:

SOLOMON (CONT'D)
 You are going home.

Ruth looks content.

JEREMY (O.S)
 Not before we send your arses back
 home!

K turns to Jeremy with a confused expression.

JEREMY (CONT'D)
 I *instantly* regret saying that.

Solomon turns and sees Jeremy and K at the door.

SOLOMON
 (towards K)
 Ahh, Kennedy! And who's your new
 sassy friend?

K rolls her eyes. Ruth opens hers, alarmed.

RUTH
 What are you guys-

Rufus drops everything and charges for them.

K pulls out a swiss army knife.

K
 Would not advise coming any closer.

Solomon calmly gestures at Rufus to stop. Rufus does so begrudgingly. Solomon laughs, and steps towards her. K points her knife towards him.

K (CONT'D)
You think I'm having a laugh?

SOLOMON
Oh no, I am *quite* sure of your seriousness. (beat) You really think I'm afraid of your butterknife?

K
You *do not* get to do this again. It is *not* your choice to make.

K turns to Jeremy.

K (CONT'D)
Get Ruth out of there.

Jeremy nods and goes towards Ruth.

K (CONT'D)
(to Solomon)
Don't you think about stopping us.

SOLOMON
It's fun to see you try and play the hero, Kennedy. But you are right, it is *not our* choice. We're simply helping Ruth to get what she wants, aren't we?

Solomon turns to Ruth.

Jeremy is beside her now. Ruth looks at him with guilt.

SOLOMON (CONT'D)
So go ahead. We won't try and stop you.

K maintains her angry position.

K
I don't believe that crap for a second, *Solomon*. You make all this talk about choice but you and I both know that's a load of bull-

SOLOMON
Shh, shh. Kennedy. What happened with Evelyne was...unconventional to our usual methods, I admit. But it was necessary. You certainly did not help the situation with your aggression.

K
OH *YOU*-

K takes a step towards Solomon, but Rufus intervenes. They scuffle, and she slashes his face with the knife.

This shocks Rufus for a moment, and he stumbles.

Solomon looks more frustrated. He goes to grab K.

SOLOMON

Oh Kennedy. This is just the kind of behavior that got you in trouble last time.

Rufus joins his brother, and they both try and get a hold of K. She puts up a good fight, but they manage to immobilise her.

SOLOMON (CONT'D)

(to Rufus)

I think she wants to join her...friend.

Rufus grins, finally an action he can agree with.

SOLOMON (CONT'D)

(to K)

Doesn't that sound nice, Kennedy? Wouldn't you like to see Evelyne again?

K spits on his face. Solomon grits his teeth. They lead her out of the door.

K

Don't you say her name! Let...GO, DAMNIT!

Jeremy turns to go to her.

JEREMY

K!

K

(to Jeremy)

LEAVE ME! Ruth is more important. I can handle myself.

She struggles. Solomon turns to Ruth.

SOLOMON

Close the door when you're ready to go home, Ruth.

The brothers lead the struggling K out of the door.

END OF ACT THREE

EXT. STREETS - CONTINUOUS

Viv jogs through the neighbourhood, scanning the front gardens.

After a moment, she spots a wheelbarrow dumped in front of a garage. She smiles and runs towards it.

Viv attempts to manoeuvre the wheelbarrow, but accidentally knocks a flowerpot over. Out of the dried soil falls a set of rusty keys.

VIV

Huh.

Viv picks them up, and looks at the garage door.

INT. GARAGE - CONTINUOUS

Viv lifts the garage door with great difficulty, it squeaks and creaks in great distress.

It opens, and Viv drops her arms as her muscles convulse, she pants. Then looks up, amazed at what she sees before her.

VIV

Oh...my...

INT. THE PARKSTONE HAVEN PODS - CORRIDOR - SIMULTANEOUS

RUFUS

(straining)

--POD!

The Barnett brothers struggle to trail along a very unwilling K.

RUFUS (CONT'D)

Where's the nearest empty one?

SOLOMON

(shaking his head)

Different facility. We'll have to go to Kingswood. There is bound to be one there.

K almost manages to wriggle out of their grip. But Solomon just manages to reel her back in.

SOLOMON (CONT'D)

Stay focused, Rufus.

INT. THE PARKSTONE HAVEN PODS - CONTINUOUS

Jeremy moves to the side of the Pod, looking at the buttons.

JEREMY

C'mon let's get out of here and help K.

Ruth shakes her head. Jeremy looks at her.

JEREMY (CONT'D)

They've *manipulated* you. Don't you see that?

RUTH

It's my decision.

JEREMY

No, they've tricked you into believing that. Ruth, you can't be serious. Did you not just see what happened?

RUTH

They might not be the most...kind people. But they're right that it was my choice. I was contemplating it before they'd even contacted me. (beat) I don't belong here, Jeremy. I have no friends here.

Jeremy moves towards her.

JEREMY

You have me. I thought we were getting along.

RUTH

We were. But Jeremy, I've only just met you. And I want to be with the people who know me well.

JEREMY

They're not gonna be real--

RUTH

--Let me believe that they are. I need this.

Jeremy hangs his head in disappointment.

JEREMY

Ruth, I can't let you--

RUTH

--You don't need to believe it too. But you do need to believe that I want this. I do. I really, *really* do. There's nothing to grieve about. Okay? You're not allowed to grieve because it's not the end.

(MORE)

RUTH (CONT'D)

It's the beginning of something new.

Ruth hesitates.

RUTH (CONT'D)

And I think that's what Beth wanted you to know too.

Jeremy looks up, taken aback.

RUTH (CONT'D)

I heard.

Ruth leans over to close the door. Jeremy jumps for a second to stop her, but then pulls back.

Ruth looks at him. Jeremy nods.

JEREMY

It was nice to meet you, Ruth.

RUTH

And you, Jeremy. Now go find K, and then say goodbye to the others for me.

Jeremy forces a smile, then turns to walk away.

Ruth shuts the door.

Jeremy hears the door click, and the sound makes his body jerk slightly. He pauses, but then shakes it off and exits.

EXT. THE PARKSTONE HAVEN PODS - CONTINUOUS

The Barnett's lead a kicking K towards their truck. They fumble as they try to get her in.

SOLOMON

Get the door, you bloody idiot!

RUFUS

I would if she'd stop flailing! YOU TRY.

SOLOMON

(muttering)

Useless.

They shimmy around, and Solomon fumbles for the door, putting much of the pressure onto Rufus to keep a hold of K.

The door opens. The brothers try and usher her in, but she's not having any of it.

Suddenly, a car swoops past them and brakes in front. Viv and Dex pop their heads out of the front windows in perfect synchronisation.

VIV
(to K)
GET IN!

Viv and Dex's face drop as they realise what's going on. Dex opens his door to go help.

However, K manages to break free from the brothers' hold as they are momentarily distracted by the arrival. She turns and uppercuts Solomon. She runs for the car.

Solomon clutches his bleeding nose.

Dex smiles and closes his door.

INT. THE GANG'S CAR - CONTINUOUS

K jumps into the car.

K
Where'd you get the wheels?!

VIV
Will explain later. Jeremy and Ruth?

K opens her mouth to speak.

DEX
(pointing)
There!

Viv and K turn their head and see Jeremy coming out of the building...alone.

VIV
Oh God...Ruth...

DEX
JEREMY, GET IN HERE!

EXT. THE PARKSTONE HAVEN PODS - CONTINUOUS

Rufus looks towards Jeremy, and then at Solomon, waiting for orders.

Solomon, still clutching his busted nose, blood dripping onto his shirt, just smirks.

SOLOMON
It's alright, Rufus. We already got one of them. No need to be greedy.

Rufus smirks, but looks concerned about the others in the car.

SOLOMON (CONT'D)
Not to worry. We've got a lifetime
to catch them.

Jeremy speeds towards the gang's car.

SOLOMON (CONT'D)
(calling to Jeremy)
So she didn't want to stay for you,
huh?

Jeremy ignores him, and enters the car.

Solomon smacks Rufus's back.

SOLOMON (CONT'D)
Let's go.

The brothers jump into their truck.

INT. THE GANG'S CAR - CONTINUOUS

Jeremy gets into the car. K grabs the headrest of the driver's seat.

K
Viv--

VIV
--Got it.

Viv accelerates, and but drives towards the Barnett's truck. K rolls her window down, and leans out.

As the gang's car passes by them, K slashes their tyres.

K retreats, and the car speeds off. They check behind him, until the Barnett's are out of their eyesight.

The group look relieved.

Jeremy still looks distracted. The rest of them begin to notice, and remember who is missing.

DEX
(to Jeremy)
You alright, Jer?

Jeremy nods, forcing a smile.

After a while, he frowns.

JEREMY

I just wonder what would've happened if I said something differently.

K

(to Jeremy, firmly)

It was her choice, Jeremy. We tried to save her, she refused. She wanted to leave, she left. She's not our concern anymore.

END OF ACT FOUR

EXT. THE LIBRARY - DUSK - LATER

The car pulls in by the library building, it is rather large, and old.

Viv hurriedly runs into the building.

VIV
Oh God, I'm gonna burst.

Jeremy, Dex, and K exit the car and wander into the library, checking it out as they enter.

INT. THE LIBRARY - MAIN HALL - CONTINUOUS

It is a large hall, full of shelves, tables and chairs, and of course, books.

Jeremy, Dex, and K split their separate ways to explore.

K walks by the 'Adult' section. She stops, checks behind her, then grabs a book and takes a look. She looks impressed for a moment, then a little disgusted - she returns the book and moves on.

INT. THE LIBRARY - VINYL ROOM - CONTINUOUS

Dex moves through an open doorway to a smaller room, full of shelves of vinyl records.

DEX
(muttering)
No. Way.

Dex moves towards a shelf.

DEX (CONT'D)
(shouting)
GUYS! GUYS THEY HAVE VINYLs!!!

INT. THE LIBRARY - MAIN HALL - CONTINUOUS

Jeremy hears Dex's booming voice from his area of the library, and he laughs to himself. He is in a section called 'HISTORY OF THE HAVEN', it is full of informative books, and records.

Jeremy picks up a book, "A Better Life: My Journey to Plugging In, By Gina Fitzgerald". He flicks through it.

Suddenly, music plays. It is The Beatles' 'Here Comes the Sun'.

Jeremy looks up from his book.

K looks up from her book, she is in the adult section again. She puts it down and walks away.

INT. THE LIBRARY - VINYL ROOM - CONTINUOUS

Dex is by a gramophone, winding up the mechanism. It's very old and the quality of the song is terrible, but it doesn't bother him. He is so happy that tears are welling up in his eyes.

K enters first, smiling.

Viv wanders in next, confusion in her face.

VIV
What's going-

Viv stops, realising what the song is.

VIV (CONT'D)
Oh Dex. You found the song.

Dex nods.

Viv is beaming, she goes to hug him. Then rests her head on his shoulder as they both enjoy the song.

Jeremy wanders in next. He is amazed.

JEREMY
Wow.

K
I know right.

They stand for a while, enjoying the moment.

JEREMY
(to K, softly)
Hey K, would it be crazy to set up our base here? In the library?

Viv hears this, she gasps, and turns.

VIV
Yes! That would be so amazing. Oh, can we?

K ponders this.

Dex turns, he still has tears in his eyes.

K smiles.

K
Sure. Why not?

VIV

Yay!

Viv jumps up and down excitedly.

DEX

Dibs on this room!

INT. THE LIBRARY - MAIN HALL - NIGHT - LATER

Jeremy, K, Viv and Dex are all scattered around the tables sorting through piles of their belongings.

VIV

(hesitantly)

So...guys. (beat) Um, what do we do with Ruth's stuff?

Jeremy and Dex stop what they're doing, and look at each other.

K carries on with what she's doing as she speaks:

K

Throw it away.

K lifts a box of stuff, and looks up at the others.

K (CONT'D)

(shrugging)

Or keep it amongst yourselves.

K walks away with the box.

K (CONT'D)

See you guys in the morning.

Dex and Viv look at each other with a knowing look, they sigh.

Jeremy notices.

Viv picks up a bit of jewelry from Ruth's bag.

VIV

Oh...I miss her.

Jeremy is not convinced.

JEREMY

Do you?

VIV

What?

JEREMY

Do you really? Miss her?

VIV
 (shocked, but genuine)
 Of course I do.

Jeremy shakes his head.

JEREMY
 I can't tell if you mean it or not
 but if only she'd known--

Dex frowns, he holds his hand up respectfully.

DEX
 Hey, man.

JEREMY
 I don't mean to--

DEX (CONT'D)
 I know it's been a long day
 but--

Beat.

JEREMY (CONT'D)
 Sorry. I think I should go to bed.

Jeremy leaves.

INT. THE LIBRARY - HALLWAY - MOMENTS LATER

Jeremy is frustrated, he walks past a room with it's light on, the door slightly ajar.

He pauses. Then turns back, bursting through the door.

INT. THE LIBRARY - K'S ROOM - CONTINUOUS

JEREMY
 Y'know, K. I know you like to play
 cool and tough but--

He stops.

The room is fairly large and empty, but for a box of stuff and a futon. K is sat on the floor, cross-legged, biting her thumb like a child. Her eyes are puffy and red, she looks like a mess. She does not look up at Jeremy.

Jeremy closes the door behind him. His anger drops completely. He sinks to her level, and sits beside her awkwardly - not knowing what to do.

Beat.

K
 I don't know how you handle it,
 Jer. And *twice*.

JEREMY

I mean...it's nothing compared to what...you went through. At least in the cases I've seen, they...wanted it.

Jeremy winces, feeling hesitant about bringing the topic up.

K nods, she gets it.

K

I don't know what the others told you but - Evelyne...

K pauses, saying her name seems like it takes a lot of energy.

K (CONT'D)

You think *I'm* "cool and tough"--

Jeremy blushes, embarrassed at the callback to his minor outburst just moments ago.

K (CONT'D)

--but *she* was ten times that. *AND* crazy beautiful.

K pauses.

K (CONT'D)

Not that *I'm* not beautiful either.

K winks. Jeremy laughs.

K (CONT'D)

I thought, man, what kind of absurd luck to have, for the stars to line up this way. For her to even exist, this incredible woman. *And* she's a stayer. *And* for me to find her in this deserted world. *And* she's gay. *And* she actually loves me back.

K bites her lip.

K (CONT'D)

But the stars are wicked. Oh did it come with a price.

K shakes her head.

JEREMY

Did you...see it happen?

K nods.

K

Was too late to stop it. (beat) The way she looked...that split second the door shut...

K winces.

K (CONT'D)

I'll never forget that face. It haunts me. A woman so courageous, to be so full of fear.

JEREMY

I'm so sorry, K. (beat) I wish there was something we could do.

K

Ah.

Jeremy looks at K.

JEREMY

What? Is there something?!

K

Well, no.

Jeremy breathes.

JEREMY

Why would you get my hopes--

K

--Basically. We know a keeper.

JEREMY

There are still keepers? I thought they all left--

K

--Just the one, that we know of - Archibald Travers-Porter. But we call him Archie. He wanted to continue looking after the pods, or something, I don't know. He's *insanely* obsessed with the technology. Spends all his days researching all the information and records that have been left behind. (beat) We're trying to find a way to safely "de-plug" someone from 'The Haven'. Well, by "we" I mean just him. We don't know how the hell it works.

JEREMY

WOAH woah woah. Where is he then? Why is he not with you guys?

(MORE)

JEREMY (CONT'D)

Does that mean it might actually be possible? How would you actually do it? WHY DIDN'T YOU GUYS TELL ME?

K

Okay. Firstly, calm yourself. This has been going on so long that it's really not on our minds. We really don't know if it's possible at all. Hence the waiting. He works alone, and requests that we stay away from him. He only approaches us when he has something to say. (beat) Although we're probably due a visit now that we've moved base. Should let him know.

JEREMY

Take me with you.

K eyes him up.

JEREMY (CONT'D)

Please. Let me meet him. I have to know more about this.

K understands.

K

Okay. (beat) But Jer, don't see this as any kind of chance. 'The Haven' is a one-way ticket system for a reason. Getting someone out is one thing, but the possible repercussions of adjusting to life after being plugging in is another thing entirely. It's not safe, even for someone like Evelyne who didn't want it. Nevermind for Beth--

JEREMY

--I know I know. I just...I just want to meet him, that's all.

K does not seem fully convinced, but allows it.

K

Alright then.

K gets up.

K (CONT'D)

Time for bed. Now get out of my room.

Jeremy gets up to leave.

JEREMY
Fiiiiine, fine.

He walks out. Then pops his head through the door.

JEREMY (CONT'D)
How come you get the big room
anyway?

K
Out!

INT. THE LIBRARY - JEREMY'S ROOM - THE NEXT MORNING

Jeremy lies awake on his futon. The morning sunrise casting a golden light on his face. He gets up, and looks out of his window.

He sees Dex sitting on his own on top of the hood of the truck, watching the sunrise.

INT. THE LIBRARY - MAIN HALL - CONTINUOUS

Jeremy walks into the hall. Viv is slumped at a desk, the table light is still on. She is asleep.

Jeremy walks over, and sees that she is lying against a big sheet of paper, surrounded by paints and brushes.

He takes a closer look, and realises that she has painted a huge watercolour portrait of Ruth - looking joyful and happy.

Jeremy smiles, and switches the table light off. He takes the jacket hanging on Viv's chair and drapes it over her shoulders.

EXT. THE LIBRARY - CONTINUOUS

Jeremy exits the building and walks towards the truck.

He joins Dex, and sits atop it, watching the sunrise.

They don't speak, they only smile.

FADE OUT:

END OF SHOW