THE SURVIVALIST

Ву

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EXT. VILLAGE HIGH STREET - DAY

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A deserted high street - closed shop fronts, abandoned cars, discarded groceries on the pavement. A metallic squeaking and light rattle breaks the silence.

KURT (30s), a bearded, unkempt man in a poncho and hooded cagoule, pushes an old shopping cart along the road. The cart is laden with paraphernalia - tinned food, tarpaulin sheets, old newspapers, assorted tools. One of the wheels squeaks as it skitters over the ground.

Kurt comes to a stop at the top of the road. He looks around, taking in his dead, deserted surroundings.

Frowning, he reaches into the trolley and pulls out a radio scanner. He flicks it on and adjusts the frequency. The static breaks with buzzes of chatter, a woman crying, some gospel singing, then snatches of conversation:

RADIO SCANNER (Crackling) ... not... enough... all the stations... huge asteroid... Atlantic... 67 minutes... impact...

Kurt stares at the scanner in his hand for a moment. His face suddenly cracks into a broad grin. He starts laughing triumphantly.

He drops the scanner back into the trolley and produces a crude cardboard sign that reads "This Is The End". He places the sign on top of the trolley and starts jogging with it, making his way back out of the village.

Ahead of him, a car screeches to a halt by the side of the road. A WOMAN leaps out and runs towards a row of cottages. A MAN and CHILD fling open a door and embrace her tearfully. They look round as Kurt skips past them with the trolley, gleefully holding up his sign.

> KURT (Laughing) I was right! I was right!

They stare after him as he disappears down the road, his laughter growing fainter and fainter.

2 EXT. DERELICT COTTAGE - DAY

Kurt approaches a dilapidated cottage on the edge of some woodland. He parks the trolley in front, withdraws an old key from his pocket and lets himself in.

3 INT. DERELICT COTTAGE - MAIN ROOM - DAY

Kurt enters a dirty, dingy space piled high with hoarded food, bottles of water, cleaning supplies and other survival essentials. A paper list has been tacked to a side cupboard, a pencil attached to it with string. Kurt grabs the list and examines it. He looks around him and rubs his hands.

4 INT./EXT. DERELICT COTTAGE - DAY

MAIN ROOM: Kurt scurries back and forth across the room, packing various items into boxes. He grabs a full crate of tinned food. Ticks off "Food" on his list. He grabs numerous boxes of bottled water. Ticks off "Water". He grabs a handful of butter knives and a cricket bat. Ticks off "Defences". He picks up a pile of books, prominent among them Danielle Steel's "Changes". Ticks off "Knowledge".

BACK GARDEN: He heads out the back of the cottage with a pile of crates, through an overgrown garden and blossoming allotment, to a small metal door set into a concrete bunker. He unlocks the metal door and enters.

5 INT. CONCRETE BUNKER - DAY

Kurt heads down a flight of worn stone steps to a large safe room, well-stocked already with food, water, defences and knowledge. He deposits the fresh crates in the centre of the room, swings shut a heavy metal door across the entrance and screws it tightly shut.

Kurt hesitates, breathing slowly. He lifts one of his sleeves to reveal several watches on his wrist, all ticking merrily away. He smiles faintly and sits down on the cot bed. Stares across from him. We pan to reveal a second cot bed sitting opposite, unoccupied.

Kurt blinks. He extracts the list and unfolds it. He flips it over to reveal a final item, the one thing he has forgotten: "Company".

Kurt leaps to his feet in horror, staring between the empty cot bed and the sealed door. He stands frozen there, torn with indecision, as the ticking sound of his watches gets slowly louder...

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