

FADE IN:

1 VOID. 1

*This is all in slow-motion.

We're floating through SPACE. Large, soft focus objects rotate, falling in front of us, illuminated by a BLUE, PULSING GLOW.

The objects come into focus and we recognize that we're floating in "trash", through a sea of black. Funny shapes of metal rotate, strange looking "fruit" and organic material drift.

The "trash" freezes, then time fast-forwards until we're at a regular speed and WE FOLLOW the descending trash as it tumbles to the...

FOREST FLOOR,

Where it meets a TRASH HEAP. We're in...

2 EXT² NARTHWICH FOREST - NIGHT. 2

Above the TRASH HEAP, a BLUE PORTAL cracks and fizzles. One last bit of trash is thrown up and it meets the pile below.

We hear the SNAPPING of TWIGS. WE FIND a group of TEENS (ANDY, MANDY, and RANDY) up to no good. Their CELLPHONE FLASHLIGHTS are on, producing little orbs of light.

ANGLE ON TEENS. Andy carries a BACKPACK; it seems to be full and RATTLING. Randy has a SPRAY CAN and is SPRAYING blue marks on the trees that look like genitals.

ANDY

Did you guys hear that?

RANDY

3 (spray painting a tree)
Squirrel.

1

ANDY

It sounded electrical...

RANDY

Electric squirrel. Shut up.

The teens have arrived at the

3 TRASH HEAP. 3

It's a weird-ass pile of twisted metal and "organic" material. Pretty funky looking.

MANDY

Whoa...

RANDY

What? It's trash. What's so exciting about trash?

MANDY

It's all--

ANDY

Weird...

Mandy goes to touch one of the twisted metal objects. She reaches for it slowly, all super melodramatic and ominous-like... just before she touches it we here SPRAY PAINT leaving the canister and a RATTLE of a can.

RANDY

I'm outta paint. Andy, Mandy, gimme another one.

Randy tosses his empty can onto the trash pile.

The teens continue on their way, Mandy gives the trash pile one more look before catching up with her friends. As she turns away, the EMPTY SPRAY CAN gets sucked into the pile.

4 EXT. NARTHWICH POWER PLANT - MOMENTS LATER. 4

Andy unloads his BACKPACK. Each of the teens grab a SPRAY CAN and start tagging everything in sight. Andy looks up to the power plant...

ON ENTRANCE. There's a glow coming from within and the front doors are ajar.

ANDY

Nonononono. Someone's in there!
This place is supposed to be
abandoned!

Something electrical is running inside. Lots of power. Randy and Mandy move to investigate. They look

5 INSIDE.

5

Machinery is running but there's no one in sight.

Andy comes up from behind Mandy and Randy, between them.

ANDY

(harsh whisper)
Let's go!

They jump.

A loud PULSE can be heard from behind them, towards the woods. They jump again.

From somewhere in the woods, they see a large, menacing figure that we will come to know as KARL, carrying two dog-sized pieces of metal. They look like some familiar pieces from the TRASH PILE. They seems to move a bit on their own... but Karl shakes 'em and they calm down.

The teens watch, cautiously as Karl makes his way deeper into the forest and comes to a CABIN in the distance. He hauls the pieces around the back where flashes of light (ELECTRICAL SURGES) illuminate his massive frame. Something about him is not quite human...

Randy moves forward with all the guts of a burglar. Mandy looks to Andy. Andy shakes his head, eyes wide. Mandy sighs and takes off after Randy. At the

6 CABIN,

6

WE SEE the teens creep around the corner, illuminated by splashes of intense light, ELECTRICAL CRACKLES and SURGES.

ANGLE ON KARL. WE SEE his massive hands grab a large collection of CABLING that snakes off into the forest. The ends of the cabling flash in hot bursts.

Karl drives the cabling into an open port on some sort of MACHINE we can't quite see yet. The electric crackles are now replaced by a steady glow that lightly pulses in pinks, purples, blues, like Christmas lights.

WE SEE the machine... it's, malformed and kinda dumpy, like half a washing machine melted into the front of a car.

Karl grabs one of the metal pieces he was hauling from the forest. It wiggles in his hand, aggressively, sticking to him. Karl gives it a punch and it calms down. He pushes it into the "machine", grabs a spare electric cable and pushes it onto the surface. The metal fuses together and the two pieces become one, as if they were welded together by magic. Karl flicks a few switches on his "machine", checks a gauge or two.

ON TEENS. They stare, wide-eyed. Randy slowly raises his cellphone to take a picture.

CLICK. FLASH.

ON KARL. He's revealed by the phone flash. He's not human; where his head should be is... something else.

ON TEENS, about to poop their pants... Andy screams and takes off. The other two aren't far behind him. In the

7 FOREST,

7

Andy crashes through the trees, blindly running into branches. He trips, and falls straight into the

TRASH HEAP.

He wades around in the garbage, trying to get his footing. The trash heap begins to swirl and "breathe". Andy jerks and the trash starts to suck him in like quicksand.

ANDY
Help! Help me!

Mandy and Randy have caught up. They see Andy thrashing around and try and pull him out of the heap, but whatever has him is not letting go. Randy slips and buckles over into the trash heap. Mandy continues to try and pull Andy out as Randy is swallowed.

Andy is sucked into the trash and out of Mandy's grasp. She stares in horror; the revelation that she is all alone with a carnivorous trash heap rolls over her face.

A CRACK and a FIZZLE. Mandy looks up, terrified; the PORTAL is back.

CLOSE ON MANDY'S EYES. The BLUE RING from the PORTAL burns brightly in her irises.

Mandy takes off, SCREAMING. She makes it through the woods and finds an

8 OLD ROAD,

8

where she starts sprinting as fast as her legs can take her. WE CRANE UP from Mandy running down the road and find a classic "WELCOME TO..." SIGN. Old, peeling paint spell the words: WELCOME TO NARTHWICH. The "N" and "H" have been crossed out via blue spray paint; the "N" has been replaced with an "F". Welcome to "Fartwich", everyone...

THE SOUNDS OF MANDY SCREAMING BLEEDS INTO...

9 EXT. MOTEL - NIGHT.

9

ANGLE ON the YAWNING MOUTH of HOPE (a sleepy tween in a hoodie). She's struggles to stay awake as she shuffles across the

10 PARKING LOT.

10

She cracks a SODA CAN and drinks the whole thing without putting it down. She gives a little burp and tosses the can in the air, does a roundhouse kick that sends it across the parking lot and into a DUMPSTER at the side of the MOTEL. She pursues it.

Hope has made her way to the dumpster; she jumps inside and starts sorting through trash until she finds some pieces she likes. She waddles out of the dumpster, arms full of trash, stumbles a bit, but corrects herself.

She walks passed an open MOTEL room door, looks

11 INSIDE THE MOTEL ROOM. 11

TV's on but no one's in there. On the bed sits an URN, all by its lonesome. She sighs, grabs the urn, moves back to the

12 PARKING LOT, 12

where she comes across a HOOPTIE with a small MOVING TRAILER hitched to the back.

Arms full of trash and the urn, she "knocks" on the trailer door with her forehead.

HOPE

Max, I come bearing gifts.

The trailer door rolls open to reveal a scruffy twenty-something dressed in a CHEAP BLACK SUIT with a loosened tie. This is MAX.

The inside of the trailer is decorated with notes tacked to the walls, flood lights, SCIENCE EQUIPMENT. It's a makeshift lab, juicing from a small generator that gives off a tiny HUM. There are also cataloged piles of trash everywhere, pairing "like" things together.

Hope stretches her arms out and gives Max the trash. He takes it, graciously.

MAX

Thank you.

HOPE

What's for dinner?

Max finds a metal bowl somewhere in the trailer and shows her the contents.

HOPE
 (eyeing the bowl)
 Bananas, leftover sushi, and--

MAX
 (taking a bite, then handing
 it to Hope)
 Olive oil. Healthy fats. Protein.

HOPE
 It looks like trash. Plus, I'm
 twelve...

MAX
 K. So you need vitamins...

He looks through his "lab" and finds a WATERMELON and tosses
 it to her.

MAX
 Mostly water but healthy doses of
 B6.

HOPE
 I--

MAX
 It makes serotonin. And
 norepinephrine.

HOPE
 --want--

MAX
 Good for mood regulation and
 reducing stress, which you need.
 Did you see any plastics in there?
 Bottles or anything?

Hope stares at him, grumpily.

HOPE
 Pizza. I want pizza.

MAX

(turning)

And I want to get back to work.

HOPE

Then gimme twenty bucks and we can both be happy.

(handing him the urn)

Here. Take mom and dad. You left them in the motel room. Don't do that, please.

MAX

Sorry.

HOPE

I wanna go play in the parking lot.

MAX

(turning back to his work)

Don't go too far. I'll order you a pizza, I just need to keep working for a bit. Not quite ready yet.

HOPE

You could come with me...

MAX

Gotta keep going. Almost there. Promise.

HOPE

Can I have Tina, please?

Max turns to a corner and grabs a PANABAS SWORD that's lying alone, gives it to her.

HOPE

Any more watermelon?

Max looks. Yes, in fact, there are two more.

MAX

They've proven to be rather
useless. Don't let anyone see you.

HOPE

(taking them)

I won't. And a marker?

Max grabs one and seeing her arms full, places it in Hope's open mouth. Max places the urn in a spot that is away from all his trash piles (in a very obvious way).

MAX

Why don't you go watch television?
I think it's shark week--

Max turns but Hope is gone. He goes to close the trailer door but hesitates, leaves it open.

13 PARKING LOT.

13

CLOSE ON the squinting eyes of Hope.

HOPE

I have wandered these wastelands in
search of sanctuary. I have
traveled with the sun at my back
and the wind in my face, chasing
the horizon. You may be legion, but
I... I am the last of my kind in
this world now inhabited by
killermutantzombiemongoloids...

CLOSE ON Sharpie drawn eyes on a WATERMELON.

BACK TO HOPE.

HOPE

I have survived, I have endured.
How, you ask? Perhaps you should
consult the last
killermutantzombiemongoloid horde
that stood in my way...

WIDE ANGLE of PARKING LOT. Hope has fashioned the
WATERMELONS to erect objects, creating a "zombie army".

HOPE

No retort?

(snorts)

Typical undead scum...

Hope takes a massive swing, twirling around with her PANABAS. Her technique is impressive; she's clearly had martial arts training. She swipes so quickly that it seems as if she's missing the watermelon "zombies" entirely.

WIDE ON HOPE. All the watermelon fall in a delayed fashion; all except for one.

Hope swoops and stabs the final WATERMELON, swings in an impressive upward arc and launches the WATERMELON across the parking lot.

HOPE

Whoops...

HOPE'S eyeline follows the fruit up and then down where she sees...

MANDY, running and screaming down the road by the entrance to the Motel.

ON HOPE, confused, then realizing.

ON MANDY. She's about midway across the entrance to the MOTEL. The WATERMELON falls onto her head, knocks her unconscious.

She's sprawled on the ground, watermelon chunks everywhere.

ON HOPE, trying not to look guilty...

14 INT. MOTEL ROOM - LATER.

14

BIRD'S EYE of MANDY, laying on a motel bed, still knocked out.

HOPE (O.S.)

She's not taking Tina, Max.

MAX (O.S.)

I don't have a lot of pull here,
Hope.

MERCADO (O.S.)

You shouldn't be playing with
something so dangerous.

HOPE (O.S.)

Playing? Lady, I've had more
training with that thing than you--

MERCADO (O.S.)

Where are your parents?

HOPE (O.S.)

In the trailer.

Mandy starts to groggily come to. From MANDY'S POV WE SEE
four blurry figures in front of her.

SYDENSTRICKER (O.S.)

I didn't see anyone else in there,
Lyns; she's withholding
information.

MERCADO (O.S.)

(whispering)

Chief, Officer Sydenstricker, not
Lyns. I'm not telling you again.

SYDENSTRICKER (O.S.)

Sorry, dude. Chief, dude, ma'am.

MAX (O.S.)

She means the urn.

HOPE (O.S.)

Feel stupid now, don't you, chief?

The VISION CLEARS. Max, Hope are joined by CHIEF OFFICER
MERCADO (a young, authoritative chief trying to keep
everything level), and OFFICER SYDENSTRICKER (a beefy,
mouth-breathing cop with as many brain cells as fingers) in
the motel room.

MANDY

What... What's going on?

They all turn.

MAX

Miss, I am so sorry.

HOPE

She's alive! Yay! You don't wanna press charges do you? She doesn't wanna press charges.

MANDY

Press... charges?... No...

HOPE

Boom. No jail time for Hope. Now who's getting me a pizza?

SYDENSTRICKER

At precisely twenty one hundred and forty five hours you were brained with a projectile fruit that was launched by a tween--

HOPE

Who you callin' tween, beefneck?

MAX

Hope!

SYDENSTRICKER

Heh heh. Good one.

MANDY

(bolting up)

The power plant! There's a monster!
And the trash! The trash pile
swallowed Andy and Randy!

MAX

Trash pile?

MERCADO

Ma'am, you're probably concussed. Please remain calm, take a deep breath OK? Something is wrong at the power plant? Can you tell me exactly what happened?--

MANDY

There was a monster! A huge creature at the power plant. It chased us away--

MERCADO

How about we start with your name. Can you tell me your name?

HOPE (O.S.)

(whispering)

Monster, Max! She said "monster"! Let's go find it!

MAX (O.S.)

Shhhhh!

Mandy jumps up from the bed, woozy, and starts to stumble towards the door.

MANDY

Gotta go... gotta... get away from... power plant.

MERCADO

Ma'am are you referring to the power plant down the road?

MANDY

The trash! The trash got them!

SYDENSTRICKER

She's tweakin', Lyns, we gotta cuff her.

HOPE

Take us to the monster!

MAX

Hope, get off the bed!

Mandy stumbles outside. Sydenstricker waddles after her, cuffs drawn.

SYDENSTRICKER

Oh, shit. She's fleeing. Fleeing!

Mercado shakes her head and heads outside to the PARKING LOT. Max and Hope follow.

In the

15 PARKING LOT,

15

Mercado puts her hands on her hips and just watches Sydenstricker chase Mandy around in circles across the parking lot.

MAX

I'm feeling a bit ambivalent about calling you.

MERCADO

So am I, actually.

ON SYDENSTRICKER and MANDY.

SYDENSTRICKER

Stop resisting! Ma'am! Dude!

Mandy evades. Hope joins them, starts to poke at Sydenstricker, antagonizing him.

ON MERCADO.

MERCADO

You headed to a conference or something?

MAX

No?... Why do you ask?

ON SYDENSTRICKER, MANDY and HOPE. He's out of breath. Mandy's slowing down a bit, too. Hope is kicking

Sydenstricker in the butt playfully and dodging.

MERCADO (O.S.)

Your suit.

HOPE

Max hasn't changed since the funeral... on Saturday.

ON MAX.

MAX

I haven't had time, Hope.
(to Mercado)
I've been working.

HOPE (O.S.)

He hasn't showered either.

ON SYDENSTRICKER and HOPE.

SYDENSTRICKER

Dude, that's gross.

HOPE

Try being in a car with him all day. We're traveling up the coast to spread our parent's ashes. They died.

SYDENSTRICKER

How?

HOPE

Trampled by yaks!

SYDENSTRICKER

No way.

HOPE

Way. They were explorers!

MAX

Incautious ones...

ON MERCADO.

MERCADO

Sorry for your loss. You two can be hitting the road if you want. Sorry to keep you.

MAX

Oh, I don't know about that... We're not really ready to-- Hey, that woman mentioned something about a garbage pile?

HOPE (O.S.)

Maaaaxxx...

MAX

I happen to know a thing or two about garbage. See, I'm a scientist who specialize in garbology. I'd be happy to come take a look at the alleged waste pile?

HOPE (O.S.)

Booooo.

MERCADO

I think we can handle it.

HOPE (O.S.)

Yaaaayyy.

Mercado moves to Sydenstricker. He's down, out of breath. Hope is sitting on his chest, making him slap his own face with his own hands. He's laughing; it's not annoying. Mandy's just kind of holding herself, looking lost.

HOPE

(giggling)

Stop resisting!

SYDENSTRICKER

This kid's alright.

MERCADO

(to Mandy)

Ma'am, I'm gonna ask you to come
downtown with us so we can ask you
some questions, OK?

(back to Max)

Get some sleep before you hit the
road, Max. Safe travels.

16 EXT. NARTHWICH FOREST - LATER.

16

Karl checks a few gauges on the MACHINE he's building. His movements are slow and deliberate. Everything's fine on the machine for now, but there's a sizable chunk still to go.

We finally reveal Karl's head. It's a lunchbox looking square of a thing, fused to his body at the neck and shoulders. On the side a little icon glows a faded red. It's a battery charge level icon of some sort. Karl languidly reaches down for a cable and takes a seat, he sticks the end of the cable into his head and goes into "Power Down/Charge" mode.

We PULL BACK and watch him, very zen, very accomplished, as he slowly falls to sleep...

DISSOLVE TO BLACK.

17 EXT. NARTHWICH FOREST - DAY

17

NARTHWICH PD have taped off the area around the TRASH HEAP. It's much, much smaller than before... in fact, there isn't much of anything at all, save for TWO BODY SIZED LUMPS UNDER SHEETS. Mercado surveys the scene, hands on her hips. Sydenstricker is with her, poking one of the things under the sheet with a STICK.

MERCADO

Hey. This is a crime scene.

SYDENSTRICKER

I mean, yah, maybe. We got
vandalism...

WHIP PAN to spray painted trees.

SYDENSTRICKER

Defacement of property...

WHIP PAN to more tagged trees.

SYDENSTRICKER

But these things... I dunno, Lyns.
(poke poke)
They might be some sort of art
installation or somethin'.

Mercado wants to say something but bites her tongue. She's
picking her battles right now.

MERCADO

(swatting the stick away from
Sydenstricker)
How'd the sweep of the power plant
go?

SYDENSTRICKER

Fine. Oh--Someone's juicin',
though. Found some cabling running
to the old foreman's cabin out
back. Probably just a transient or
somethin', tryin' to keep warm.

MERCADO

Maybe, but I want--

Her focus is disturbed by CRASHING NOISE.

Max has pulled into the forest with his HOOPTIE, U-HAUL
TRAILER still attached. He's trying to park but is having
difficulty pulling in and backing up...

18

INSIDE THE CAR,

Max tries to park.

18

MAX

Hope, am I clear?... Is there
enough room?

HOPE

Max! She sees us! She's coming
over! Blend in! Blend in!

Hope stiffens up. Mercado approaches. Max gives a crooked
smile.

MAX

You weren't supposed to be here
when we arrived. I thought you'd
have gotten all your patrolling
done last night?...

HOPE

Yah, what's taking so long, chief?

MERCADO

(amused by them)

We questioned the girl but didn't
see any reason to come investigate
until light was on our side. What
do you two think you're doing?

MAX

(exiting the car)

There was some mention of trash
last evening--

HOPE

(exiting the car)

Did you find the monster?

MAX

So I thought I could be of
assistance...

CUT TO:

TIGHT ON DOOR. The door to Max's trailer opens up, revealing
Max's makeshift lab.

MAX

Tada!

HOPE

(makes fart noise)

Thhhppppptttttt!

Mercado looks in awe.

MERCADO

What... What am I--

MAX

My scientific focus is on the chemical breakdown of organic material and garbage: decomposition, biodegradability, even fusion in order to aid in waste management. Picture a world where garbage receptacles could accelerate the biodegrading process! Where individual clusters of litter could aggregate!

Mercado's gears turn.

MAX

Are you picturing it?

HOPE

(translating)

Big garbage, make it small garbage.

MAX

Here, come look!

Max takes Mercado by the hand and leads her into the trailer.

He puts a pair of DOUBLE EYE MICROSCOPE SPECS on her and puts a PETRI DISH under her face.

MAX

Now watch!

INSERT - PETRI DISH. Two pieces of trash...

MAX (O.S.)

Now, when I add this...

A drop of something hits the trash pieces.

MAX (O.S.)

And add a bit of electricity...

A small ZAP and the two pieces wiggle and join together.

ON MERCADO, kind of impressed.

BACK TO DISH. The two trash pieces that have become one wiggle and separate, returning back to their original spots.

MERCADO (O.S.)

What happened?

ON MAX. He takes the DOUBLE EYES off Mercado and puts the dish back in its rightful place on the table.

MAX

That's the one part I haven't figured out yet. Every test, every trial... It all reverses. I'm missing some component that will force them together over time.

HOPE (O.S.)

Make them have a baby.

ON HOPE. She's got a box of leftover pizza and is mashing a piece into her face.

HOPE

That'll force 'em to be together, amiright?

CUT TO:

MAX'S CAR DOOR SLAMMING.

Through the window we see Hope, pouting, holding her pizza box. WE PULL BACK to reveal Max holding the car handle, Mercado next to him.

MAX
 (to Mercado)
 So... What have you found, chief?

They walk to the

19 TRASH PILE.

19

Mercado and Max squat over the sheet covering the lumps. Sydenstricker has found another stick and is poking something on the ground.

SYDENSTRICKER
 Hey, man, is the kid with you?
 She's a riot.

MAX
 In the car.

SYDENSTRICKER
 (heading over)
 Awesome.

MERCADO
 You're at work, Officer. Stay put.
 (to Max)
 Brace yourself...

MAX
 I am so excited, you have no idea!

She tears off the sheet and reveals two UGLY AF TRASH WADS. BODY PARTS can be seen poking through.

MAX
 (heavy dry-heaving)
 HOLY GODDAMNED SHIT!
 (heave)
 Unnnngggghhh...

He pulls away fast, stands up and turns his back to them.

MAX
 Nope, nono, nuh huh, nope nope
 nope.

SYDENSTRICKER

So, it's real?

MAX

Oh Lord, I hope not but it sure as
shit looks like it.

Mercado stands next to him. Max is doing his best not to
look back around at the trash wads behind him.

MERCADO

You're OK with trash, but not
bodies?

MAX

As a garbologist, I am OK with
garbage; and garbage generally does
not include bodily waste, pre or
posthumous. Plus, I've had enough
death recently... So, if you
wouldn't mind, I would prefer that
you refer to the human...
remains... in garbage as...
kittens. Yah, let's go with that.
Kittens.

MERCADO

Fine, professor. How did the
garbage get on the kitten?

MAX

Based on my brief, superficial
glance? Cohesion.

MERCADO

Like the trash was glued to the
corp--

MAX

Cohesion, not adhesion. Like, the
garbage and the... kitten have
bonded on a cellular level.

(small dry heave)

It appears to all be one piece.

Max pulls a PETRI DISH out and hands it to Mercado.

Mercado leaves him and has an aside with Sydenstricker.

MERCADO

Don't cause any alarm but my suspicions might be correct. We could have a couple of corpses here, Officer.

SYDENSTRICKER

Gnarly.

MERCADO

I'm going to let him confirm but I want you to keep this under wraps, K?

SYDENSTRICKER

You don't want to cause a panic.

MERCADO

No I do not.

SYDENSTRICKER

10-4.

We PUSH PASSED THEM to REVEAL that Hope has "escaped". Max's car door is wide open.

20 NARTHWICH FOREST - MOMENTS LATER.

20

Hope wanders around the woods with her pizza box, singing a song (in the vein of "BABY SHARK") to herself.

HOPE

(making the pizza box flap like a "mouth")

Piiiiizaaaa shark doot do do doot do do. Pizza shark doot do do doot do do.

(beat)

"Stay in the car"... You stay in the car, Max.

She's got her BACKPACK on and her PANABAS attached to it. Her backpack looks a bit full. She takes a beat and sets it down on a STUMP, unzips, and pulls out her parents' URN. She

holds it up, outstretched, and does a "scan" of the forest with it.

HOPE

K, Mom and Dad... This is...
Narthwich Forest. It's super lame
but Max likes it cuz there's trash.
(showing the urn the forest)
There's trees over here, and trees
over here, and yup, there you go...
Narthwich Forest.

A HUMMING PULSE in the distance catches Hope's attention. She goes to investigate.

21 CABIN.

21

Hope peaks around the corner and sees Karl, still in "Charging" mode. The HUMMING is louder, coming presumably from him.

HOPE

(whispering to herself)
Monster...

She places the pizza and backpack down. She sees Karl's half-finished MACHINE.

HOPE

(whispering to herself)
Making some sort of doomsday
device...

ON KARL. His head DINGS. He's fully charged. He comes to life and sits upright, unplugs his head and stands. He plugs the cable into the machine.

HOPE

(whispering to herself)
Not on my watch...

She charges.

Hope is quick, reigning blows left and right. Karl isn't fazed. He picks her up with one hand by her jacket scruff, like a kitten. Hope wiggles and waggles.

Karl pokes at her, inspecting. *What is this thing?...*

Hope waggles free, pulls her PANABAS from her back.

HOPE

Eat Filipino steel, box face!

Hope buzzes around him like an excited puppy (a puppy with a sword). It's more annoying than imposing for Karl.

Eventually, Hope swings a little too hard, stumbles, and gets stuck to the MACHINE.

Not in any rush, Karl saunters down the length of the cable. IN the middle, some distance away, is a power SWITCH (attached to a BOX). He flips the switch (reversing some polarity) and Hope is released with a tiny SHOCK. He flips the switch again and things pop back together, without Hope.

He makes his way back to her.

Hope's hair is standing on edge and is smoking a bit... She's a bit dazed, bends over and picks up the pizza box, opens it, offering as Karl approaches.

HOPE

Pizza?

22 INT. MAX'S U-HAUL LAB - DAY.

22

Max inspects something in a PETRI DISH whilst Mercado looks out into in the forest.

MAX

This is astounding.

IN THE FOREST, Mercado's officers (Sydenstricker, accompanied by PHILLIPS, HENDERSON, and KING) are just kind of puttering around, playing SLAP JACK and flicking boogers at each other.

MERCADO (O.S.)

Children... every last one of them.

BACK TO U-HAUL LAB.

MERCADO

What's the verdict, Max?

MAX

(coming up from his work)
 Hmm? Oh! Yes! OK, this stuff...
 this stuff is--it's not like
 anything I've ever seen before.
 It's--Oh, boy am I saying this? I
 don't think it's terrestrial. I
 don't think it's from... here.

MERCADO

(turning back to Max)
 Narthwich?

MAX

Earth...

She gives him a "say what now?" look.

MAX

Yah, I know, but just--look.

Max holds up the dish.

MAX

It's acting, confused. If I give it
 uh... this. See this?
 (gives it a piece of metal)
 No reaction. But if I do this...

INSERT - DISH. Max puts his finger in. The trash goes crazy;
 little electric shocks are present.

MERCADO

Great. It likes fingers.

MAX

It wants organic material to bond
 with. It's--UGH. How do I explain
 this?
 (beat)
 Legos!

MERCADO

Legos?

MAX

Yah, OK, well, you can buy sets of Legos that are meant to make certain things, right? Cars, planes, spaceships. But, you don't have to make what's on the box. The way they're designed, you can make what's on the box, or you can make whatever you want.

MERCADO

So, these are space Legos?

MAX

Yes-ish. Made of organic material that wants to bond to itself or other organic material. And humans, well, humans are basically walking batteries, so, naturally, it--

RADIO (V.O.)

All officers please respond.

ON NARTHWICH PD, reacting to radio.

RADIO (V.O.)

We have a bovine 10-45 on Knott street.

PHILLIPS

What is that? Dead cow?

HENDERSON/KING/SYDENSTRICKER

Dead cow!

SYDENSTRICKER

Lyns, can we go check out the dead cow? Just for a bit? You seem to have things covered over here.

FROM THE U-HAUL LAB, Mercado throws her hands up, annoyed and exhausted with everyone.

MERCADO
(yelling from trailer)
Sure! Why the hell not? It takes
four of you to take care of a dead
cow?

They all look to each other, consulting.

SYDENSTRICKER
(eventually)
Yah. Four sounds about right.

MERCADO
(yelling from trailer)
Tyler, you stay here! The rest of
you, fine! Whatever.

The officers high five.

SYDENSTRICKER
Aw, man...

PHILLIPS
Bummer, Tyler.

HENDERSON
Have fun with "baby chief".

KING
Guys, find me a good poking stick.

HENDERSON
For what?

KING
I wanna poke the dead cow with a
stick.

SYDENSTRICKER
I love poking things with sticks!

HENDERSON
Later, man.

Sydenstricker heads to Max's U-HAUL, out of sight.

The officers look around for a good poking stick.

HENDERSON

(finding a stick)

Here's a good poking stick.

The PORTAL is back. Out of effing nowhere, it opens up and dumps a hefty piece of metal out of it; it lands on the head of Henderson and fuses with his body. The transfusion is gross; a few thrashes and that's it. He falls next to the two TRASH WADS.

Electricity from the portal finds its way to the two trash wads and the newly trashed Henderson. Before we know it, the trash is alive and has separated into THREE TRASH ZOMBIES. They pull Phillips towards them and pile on top of him. King tries to flee, but they get her too.

There are five trash zombies now, all charged, all ready to bond with something else. They turn toward the trailer where Max, Mercado, and Sydenstricker have their backs to them. They stalk towards them... then a LOW HUM stops them.

They turn and see in the distance the CABIN. Short, blue flashes of light draw their attention. They head toward the source...

23 EXT. CABIN - DAY.

23

Karl zaps his MACHINE with some cabling, producing an electric, blue glow.

Hope sits on a rock, munching on pizza.

Karl gives his machine a final zap, hangs his cabling on a hook attached to the cabin and takes a seat across from Hope, facing her. Hope hands him a slice. Karl tries to mimic her and mash his slice into his lunchbox face but it's not working.

HOPE

Sorry for trying to kill you. You should try and be less scary. Here.

She pulls out a MARKER from her BACKPACK. Whilst the pack is open, the parents' URN is revealed. She draws a FACE on

Karl's lunchbox head with the marker.

HOPE

There you go. Do you have a name?

Karl shakes his head.

HOPE

I'm Hope.

(re: her PANABAS)

This is Tina.

(re: her backpack)

This is Wendell. And you can be...

Karl? Do you like Karl? Is that?...

She gives him the rock n' roll/"metal" sign for affirmation. He mimics her and gives her one back. She writes "KARL" on the side of his head.

HOPE

Cool.

(re: the machine)

Whatcha workin' on, Karl?

Karl looks to the MACHINE, then points at his chest, then to the machine, then to the sky.

HOPE

Is that a spaceship? You're from space?

Karl nods.

HOPE

Whoa. Awesome... So, what? You're stuck here? You're trying to get home?

Karl nods. Hope puts the backpack in her lap, the urn still inside and visible through the zipper.

HOPE

Huh. Me, too, I guess. I'm with my brother. We're taking our parents-- Well we're taking them to this spot that they always really liked... We

used to travel a lot, the three of us, out of the country to different places. Especially since Max went off to college... And when Max went off to Science Club... And when Max was at Science Camp...

(beat)

But where me and Max are going... they always liked that place best. Me too, I guess. It was the one place that felt like home. Max doesn't wanna go. He keeps getting distracted. He thinks I don't get it cuz I'm little, but... He's just working so he doesn't have to deal.

Karl inspects his pizza.

HOPE

Maybe I should be trash. Then maybe he'd like me.

Karl shakes his head at her.

HOPE

Thanks, Karl. I just wish--AGH!

A trash zombie has snuck up on her. It grabs her and tries to fuse. Karl stands up and grabs the zombie by the neck, rips it off Hope, and still holding the zombie, puts Hope behind him, shielding her.

HOPE

Killermutantzombiemongoloid...

Karl turns and walks the zombie to his ship; he's got an air of focus about him.

Hope turns. The other four trash zombies are approaching. She brandishes her PANABAS and charges, tries to fight the zombies.

ON KARL, still walking the zombie toward his SPACE SHIP. He pushes it into his ship and with a little electricity, makes it stick with the rest of the materials. He's focused.

ON HOPE. Hope evades the trash zombies. They're drawn to her.

HOPE

Karl! What are these things?

ON KARL. He's occupied.

ON HOPE, fighting, then realizing.

HOPE

Max! I've got to warn Max.

Hope slashes away from the trash zombies and tears ass away from the cabin. The trash zombies follow her.

ON KARL. He's busy building his space ship. Now with the zombie fusion added, a hand sticks out of Karl's ship. The fingers wiggle. He looks at it, confused. Gross.

24 INT. MAX'S U-HAUL LAB - DAY.

24

Max is hyper-focused on his work. Mercado watches him. Sydenstricker leans on the side.

SYDENSTRICKER

You're coming between me and cow poking time, dude. Hurry it up.

MAX

Not quite ready yet, Officer.

SYDENSTRICKER

Lyns, come on. That cow sounded pretty urgent.

MAX

It's fusing, right? There are three methods to fusing cells: Polyethylene glycol, Sendal virus infusion, and...?

Nothing.

MAX

Electricity. So, if it's electric-based...

MERCADO

You need the opposite of electricity to remove it.

SYDENSTRICKER

What's the opposite of electricity?

MAX

Theoretically? Holes.

SYDENSTRICKER

Good. We're all safe then. I've got, what, seven of those?

HOPE (O.S.)

Killermutantzombiemongoliod!
Killermutantzombiemongoliod!

MAX

Hope?

The three turn and see Hope running through the woods.

MAX

Why aren't you in the car?

ON HOPE.

HOPE

KILLER! MUTANT! ZOMBIE! MONGOLOID!

WE SEE the trash zombies behind her, pursuing. Max, Mercado and Sydenstricker see them, too.

Hope makes it to the U-HAUL and jumps in and holds onto Max like he's going to float away.

HOPE

You're OK!

SYDENSTRICKER

What the hell are those things?!

HOPE

Killer! Mutant!--

MAX

Oh my science--Are those the other
police officers?

Mercado's face falls. That effing sucks.

MERCADO

They're going to try to fuse with
us, aren't they?

MAX

My guess is "yes".

SYDENSTRICKER

Cease, or I will shoot!

Sydenstricker has his weapon drawn. He fires a few rounds
into the zombies. The bullets are absorbed. No affect.

On HOPE and MAX. Hope hands him Wendell (her backpack) with
the urn in it.

HOPE

OK, hold mom and dad. I'm gonna
take care of these things.

MAX

What?! You want to go fight?

HOPE

I came back to protect you, stupid!

MERCADO

Let's go, now!

SYDENSTRICKER

Where?

MERCADO

The power plant!

MAX

Electricity is bad, remember?

MERCADO

We can't let them get into town.

MAX

Chief, Ma'am, I cannot--

MERCADO

Check the badge, Max! Do what I say! Let's go!

The quartet flee. The zombies pursue.

We follow the chase through the forest until the group arrives at the

25 POWER PLANT.

25

They all make it inside.

Mercado escorts Max and Hope to a corner, then posts up against the entrance/doorway (which, by happenstance, has no door).

ON HOPE and MAX.

HOPE

Max, I met a man with a lunchbox for a head.

MAX

So I think we--what?

HOPE

I named him Karl, and he took one of those killermutantzombiemongoloid things and he mused it into his spaceship.

MAX

Eh?--

HOPE

He mushed it all together and
(mimics electricity sounds)
with some wires and BOOM! Space
ship.

MAX

(affirmed)

Space Legos! I knew it! Chief! Did
you hear that?! Space Legos!

HOPE

Where's mom and dad?

MAX

What?

HOPE

(looking around)

Where's mom and dad?! I put them in
Wendell and I gave them to you.

MAX

They... must be back at the
trailer.

HOPE

You left them?!

MAX

Hope, I--

HOPE

(eyes watering)

MAX! Stop leaving them! Why do you
always leave them?! STOP IT!

ON MERCADO and SYDENSTRICKER. Sydenstricker looks like he's
gonna poop his pants.

ON ZOMBIES. They're pursuing.

BACK ON MERCADO and SYDENSTRICKER.

SYDENSTRICKER
Lyns, I think we're gonna die.

MERCADO
Get it together, Officer.

SYDENSTRICKER
(starting to hyperventilate)
I'm serious, Lyns. Those things are
getting close--and bullets don't--
oh geez--

MERCADO
Officer--

SYDENSTRICKER
We're dead!

MERCADO
Officer Sydenstricker!

SYDENSTRICKER
Game over!

She grabs his wrists and makes him SLAP his own face with his own hands. He's gobsmacked. She does it again. SLAP. SLAP.

MERCADO
(raising her voice)
Grow the hell up. We have people to
take care of; that's our job. Got
it?

He slowly nods.

SYDENSTRICKER
OK, Lyn--OK, chief.
(beat)
What do we do?

MERCADO
Protect and serve?

SYDENSTRICKER

I can do that.

He psyches himself up.

ON ZOMBIES. They're getting pretty close.

ON MERCADO. She's ready.

ON SYDENSTRICKER. He's as ready as he can be.

ON MAX. He's failing miserably at comforting Hope.

A loud CRASH comes through the forest. Everyone looks to the sound.

IN THE FOREST, Karl comes barreling through the trees. He cocks his arms. It's go time.

MAX

(to Hope)

Karl?

HOPE

(smiling a bit)

Karl.

Karl grips the face of a zombie and smashes it against the ground. He spins, punching another away, sending it into the forest. He grabs the leg of a third zombie and slams it onto the first.

He grabs two of the zombies by the scruff of the neck and starts dragging them back to the cabin.

The remaining two zombies jump on him, slowing him down. He keeps moving toward the cabin, kicks them off, puffs up his chest and trudges on.

BACK AT THE POWER PLANT. Everyone watches Karl do work.

SYDENSTRICKER

I know we just saw a bunch of trash zombies, but is anyone else weirded out by the meat mountain with the microwave for a head?

MERCADO

He seems to be on our side so, no?

ON HOPE.

HOPE

There's too many. They're gonna
mush with him.

Hope gets up and jogs out of the power plant, PANABAS in
hand.

MAX

Hope!

He takes off after her.

Hope, followed by Max, zips passed Mercado and
Sydenstricker. They pursue.

At the

26

CABIN,

26

Karl rounds the corner, dragging two zombies whilst fending
off the two others.

Hope catches up and tries to help, slashing at one of the
zombies. A shallow swing sticks into the side of the zombie
and it begins to fuse up alongside it, sticking to it. Hope
puts her foot on the zombie and kicks off, releasing the
PANABAS; panabas goes one way, Hope goes another. She falls
hard onto her leg with a SNAP. She tries to get up quickly,
but falters.

HOPE

OW?... Why Ow?

(standing, falling)

Yep, OW! Holy crap that hurts. Oh,
these things are not watermelons.

OWIIIIIEEEE.

Max has caught up, sees Hope on the ground, goes to her side
to help.

ON KARL, trying to weld a zombie to his ship whilst shaking

off the others. He gets one onto his ship but the others overpower him. It's too much.

ON HOPE. She sees the fusion happening from a distance.

HOPE

Max! They're killing him! Do something!

Max looks up and sees Karl struggling to keep the zombies off him.

HOPE

Help him!

He sees genuine loss in Hope's eyes. Time to step up and do something.

Max looks around, assessing. He grabs a few cables next to him, but quickly realizes he doesn't have anything to use.

HOPE

Max!

MAX

I'm thinking, Hope! Give me a second!

HOPE

There are no seconds, Max! They're making him trash!

Mercado and Sydenstricker have caught up.

SYDENSTRICKER

Oh no. What's happening to microwave head?

MERCADO

(coming down to Hope)
Hope? Are you hurt?

HOPE

Help Karl!

MERCADO

We need to get out of here.

HOPE

Max!

MAX

(futzng with the cables)

I just need a second to make--I'm
not ready yet, hold on!

HOPE

Do something!

Max struggles to get his bearings. He finds the main line running from the power plant, and the box in the middle of it with an important looking SWITCH.

HOPE

NOW!

MAX

I'M NOT READY, OK? I need more
time!

Hope looks to him, then back to Karl. The zombies slowly build around Karl, fusing.

HOPE

Max! This is the time!

Max shakes his head, looks down at all the materials at his hands. He's crying.

MAX

I don't know what to do, Hope...
I--

She puts her hand on his, steadying it. Max looks to her and calm washes over him. He wipes his face, grabs the main cable and Hope's PANABAS. He kicks OFF the SWITCH on the BOX running through the cable and ties the PANABAS to the cabling with his SUIT JACKET and TIE.

SYDENSTRICKER

(excited)

'Sup, dude? You making a hole?

MAX

Not a hole. An electromagnet. Hope,
when I give the word...

(pointing to the switch)

...throw that switch.

HOPE

Do what now?

Max stands up and awkwardly takes off, running towards Karl.

HOPE

(calling after him)

THIS WASN'T WHAT I HAD IN MIND!

Max rushes, cable and sword in hand.

ON KARL. He's able to throw one of the zombies off, but the others continue to overwhelm him like hyenas...

HOPE

Go, Max!

Max grips the cable, pulls the panabas back.

Hope places her hand on the switch.

Max plants his front leg, slides towards Karl, waving the panabas behind him like a ridiculous action hero.

MAX

I'M READY!

Max thrusts the panabas into the ground, directly in front of Karl and the lump of zombies fusing with him. Max clamps his eyes shut and braces for all electric hell.

Nothing.

MAX

Hope?

HOPE (O.S.)

Oh! Was that the signal?

MAX

YES!

HOPE (O.S.)

Cuz you didn't really specify--

MAX

YES, HOPE! THAT WAS--

CLOSE ON Hope's hand flipping the SWITCH.

WE FOLLOW the ELECTRIC CURRENT as it snakes through the cables and finds its way to Max, where it passes through him and into the panabas in the ground.

The trash zombies SHRIEK and start to recede from Karl, the magnetization from the panabas pulls them toward it until they crash together in one ugly ass trash zombie lump.

With the trash zombies lumped around the panabas, Karl kicks Max out of the path of electricity, spins around and grabs the lump of trash zombies, smashes them against his ship. They fall into place like puzzle pieces.

Max flies back, lands, rolls, smokes, closes his eyes.

HOPE/MERCADO/SYDENSTRICKER

MAX!/MAX!/DUDE!

27

27

Hope army crawls to her brother. She rolls him over, starts slapping his face.

HOPE

Max! Wake up, dummy! Max! Are you
OK?

Mercado approaches, begins to perform CPR, but Max shakes them both away.

MAX

I'm alright... (cough) I'm
alright...

HOPE/MERCADO/SYDENSTRICKER

That was amazing!/That was stupid/
That was BAD ASS!

Max rolls onto his butt, grabs Hope in the biggest bear hug
ever.

HOPE

OK, weirdo.

MAX

Hope, I'm so, so, so sorry. I was
so caught up--

HOPE

Max.

MAX

--in my work that I didn't realize
that you--

HOPE

Max, it's OK.

MAX

I am never leaving you again, do
you understand?

HOPE

Even in the bathroom?

MAX

Maybe in the bathroom, but I'll
always be right outside the door.

HOPE

Listening to me pee?

28 ON KARL.

28

Karl inserts the cabling into his ship. The ship lets out a
dull HUM as it all comes to life. Pressurized air poots out

of the sides and a hatch opens in the front. The ship is complete. Karl finally seems to relax. He reaches into his ship, take something out and keeps it concealed in his hand. He makes his way over to the group.

Max stands.

MAX

I--Karl, is it? Karl, I have a million questions, all trash related, naturally. You see, I'm a garbologist and your materials--are they?--are you?--How do they come together?--I've never been able to figure that out in my own experiments, which is maddening because--

Karl hands Max a tiny transparent CONTAINER that holds a strange, swirling ALIEN FLUID. He ruffles Max's hair.

He looks down to Hope and gives her the "metal" sign.

Karl acknowledges Mercado and Sydenstricker, then turns to head to his ship.

ON MAX, HOPE, MERCADO, AND SYDENSTRICKER. Hope takes a few steps forward.

HOPE

Are you leaving?...

MERCADO

What if there's more of those things?

Karl turns, shakes his "head". There won't be. Hope wobbles over.

HOPE

You can't leave! You can't! You just...

Max puts a hand on Hope's shoulder, trying to comfort her.

HOPE

Max. Tell him he can't go.

(beat)

I just got him.

Hope takes Karl's massive hand in her little one. Karl looks at her, then to Max. He grabs Max's hand and puts it in Hope's, then walks over to his SHIP.

Hope wipes an eye with her sleeve, nestles against her brother. She pats Max's hand as a look of realization rolls over her face.

HOPE

Wait!

CUT TO:

SECONDS LATER.

CLOSE ON WENDELL the BACKPACK being held by little hands. The zipper is open and INSIDE, we see the URN. Hope is offering it to Karl.

HOPE

Do you think you could take this with you? They really liked to travel... They showed me so much... I think maybe I want to help show them something they haven't seen before.

Karl accepts the urn, gets into his ship, and places the urn on the dash.

The hatch closes.

Hope, Max and Mercado all stand and look to the heavens, watching the ship lift into the air. Sydenstricker comes into view.

SYDENSTRICKER

(joking)

He's fleeing, Chief.

MERCADO

I think we can let it slide.

29 EXT. SPACE.

29

Karl's ship floats through the cosmos.

INSIDE,

Karl looks down at Earth, cocks his head a bit. Reflected on the glass in front of his head, WE SEE our PLANET in all of its wonder, sitting peacefully in an ocean of...

BLACK.

THE END.