

1. Mo1



Ext. Woodland - Dawn
C.S

Day break reveals Morgan Selkirk's home.

2. Mo2



Int. Morgan's Hut - Dawn
C.S

Morgan wakes and readies himself to hunt.

3. Mo3



Int. Morgan's Hut - Evening
C.S

Morgan rests, drifting into uneasy sleep.

4. Mo4



Int. Morgan's Hut - Morning
C.S

A new day. A beacon summons Morgan to the Darya tribe.

5. Mo5



Ext. Darya Settlement - Morning
C.S

The tribe's leader, Meredith, tasks Morgan with gathering supplies.

6. Mo6



Ext. Shopping Precinct - Day
I.G.D

Whilst gathering supplies Morgan encounters a Biter, which does not attack him.

7. Mo7



Ext. Darya Settlement - Dusk
C.S

Morgan delivers the supplies and asks about Amy. He is rebuffed and sent away.

8. Mo8



Int. Morgan's Hut - Night
C.S

Morgan wakes to gunshots, the tribe is in danger. He rushes to help.

9. Mo9



Ext. Darya Settlement - Dawn
C.S

A Biter attack repelled, Meredith tells Morgan that his daughter, Amy, with two others, has run away. Morgan is sent to recover them.

10. Mo10



Int. Morgan's Hut - Morning
C.S

Morgan gathers supplies, vowing to recover and return his daughter.

11. J1



Ext. School Grounds - Dusk
C.S

Morgan tracks the group to an old school. He approaches but is pursued by a pack of Mutts.

12. J2



Int. Abandoned Classroom - Night
C.S

Morgan meets Jakan. Though antagonistic, the two resolve to work together to find Amelia.

13. J3



Int. Upper School Corridor - Night
I.G.D

Morgan formulates a plan to retrieve Jakan's lost pack.

14. J4



Int. Lower School Corridor - Night
I.G.D

Jakan needles Morgan. The two argue.

15. J5



Int. School Office - Night
C.S

Morgan gives Jakan a repellent to keep the Biters away. Jakan expresses he has no intention of returning to the camp.

16. J6



Int. School Corridor
I.G.D

Morgan and Jakan discuss Cordelia.

17. J7



Int. School Canteen - Night
C.S

Morgan and Jakan encounter Mutts. Jakan provokes them and the two are forced to flee.

[[Go with Jakan|J8]]
[[Separate from Jakan|J11]]

18. J8



Int. School Hallway Crossroads - Night
C.S

Morgan and Jakan flee the Mutts together.

with jakan

19. J9



Int. School Theatre - Night
I.G.D

Having fought the Mutts, Morgan suggests they need to find Jakan an additional weapon.

with jakan

20. J10



Int. School Canteen - Night
I.G.D

Morgan and Jakan argue.

with jakan

21. J11



Int. School Hallway Crossroads - Night
C.S

Morgan and Jakan flee the Mutts, separating.

separate

22. J12



Int. School Theatre - Night
I.G.D

The Mutts dead, Morgan seeks out Jakan.

separate

23. J13



Int. School Hallway Crossroads - Night
I.G.D

Morgan searches for Jakan.

separate

24. J14



Int. School Canteen - Night
C.S

Morgan returns to the canteen. Jakan appears,
livid at being abandoned. They argue.

separate

25. J15



Int. School Workshop - Night
C.S

Jakan betrays Morgan, taking his pack full of
repellant. Barring the escape, he draws the Biters
in before fleeing.

If separated - Jakan wounds Morgan with knife
and robs his pack

If went with - Jakan robs Morgan's pack

26. J16



Ext. School Grounds - Night
I.G.D

Morgan escapes the school and continues his
hunt, now following Jakan.

27. C1



Ext. Hospital Grounds - Night
C.S

Morgan saves Cordelia from Biters. Escaping
together, the pair becomes trapped.

28. C2



Ext. Hospital Grounds - Night
I.G.D

Morgan and Cordelia seek an escape. They
discuss Jakan.