

WOOL

Episode #103

"Machines"

by

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Based on the novel by Hugh Howey

Revisions by

Outline - 8/21/20 - Ingrid Escajeda
Studio/Network Draft - 9/25/20 - Ingrid Escajeda
Blue Studio/Network Draft - 11/2/20 - Ingrid Escajeda
Pink Studio/Network Draft - 2/5/21 - Graham Yost
White Production Draft - 5/26/21 - Graham Yost
Full Blue Draft - 6/8/21 - Graham Yost
Full Pink Draft - 7/13/21 - Graham Yost
Full Yellow Draft - 8/13/21 - Graham Yost
Full Green Draft - 10/1/21 - Graham Yost & Aric Avelino
Goldenrod Revisions - 10/22/21 - Graham Yost & Aric Avelino
Salmon Revisions - 11/1/21 - Graham Yost & Aric Avelino
Cherry Revisions - 11/2/21 - Graham Yost & Aric Avelino
Lavender Revisions - 12/8/21 - Graham Yost & Aric Avelino
2nd White Revisions - 12/15/21 - Graham Yost & Aric Avelino
Full 2nd Blue Draft - 1/27/22 - Graham Yost & Aric Avelino
2nd Pink Revisions - 2/7/22 - Graham Yost & Aric Avelino
2nd Yellow Revisions - 2/16/22 - Graham Yost & Aric Avelino
2nd Green Revisions - 2/23/22 - Graham Yost & Aric Avelino
2nd Goldenrod Revisions - 3/4/22 - Graham Yost & Aric Avelino
2nd Salmon Revisions - 3/7/22 - Graham Yost & Aric Avelino
2nd Cherry Revisions - 3/11/22 - Graham Yost & Aric Avelino
2nd Lavender Revisions - 5/17/22 - Graham Yost & Aric Avelino
3rd White Revisions - 5/31/22 - Graham Yost & Aric Avelino

Current revisions by

3rd Blue Revisions - 6/1/22 - Graham Yost & Aric Avelino
Revised Scene: FDC50

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REVISION HISTORY

<u>Draft/Revision Color</u>	<u>Date</u>	<u>Pages Affected</u>
WHITE PRODUCTION DRAFT	5/26/21	Full Draft
FULL BLUE DRAFT	6/8/21	Full Draft (Scenes renumbered)
FULL PINK DRAFT	7/13/21	Full Draft
FULL YELLOW DRAFT	8/13/21	Full Draft
FULL GREEN DRAFT	10/1/21	Full Draft
GOLDENROD REVISIONS	10/22/21	Cast Page, 15, 23, 24, 25, 31, 32, 33, 35, 36, 37, 41, 42, 44, 45, 46, 47, 49, 50, 52, 53, 54, 55, 59, 62
SALMON REVISIONS	11/1/21	23, 23A, 24, 25, 25A, 26
CHERRY REVISIONS	11/2/21	24, 25, 25aA, 25A, 25AA, 26
LAVENDER REVISIONS	12/8/21	8, 8A, 9
2ND WHITE REVISIONS	12/15/21	14, 16, 17
FULL 2ND BLUE DRAFT	1/27/22	Full Draft
2ND PINK REVISIONS	2/7/22	28, 28A, 29, 34
2ND YELLOW REVISIONS	2/16/22	Cast Page, Set Page, 8, 9, 14, 18-19, 20, 21-22, 23, 24, 24A, 24B, 29, 30, 36, 37, 44, 62, 63, 63A, 64, 65

<u>Draft/Revision Color</u>	<u>Date</u>	<u>Pages Affected</u>
2ND GREEN REVISIONS	2/23/22	Cast Page, 11, 12, 13, 14
2ND GOLDENROD REVISIONS	3/4/22	Set Page, 1, 1A, 1B, 2, 3, 3A, 3B, 7, 7A, 7B, 7C, 8, 9, 18, 19, 19A, 24, 29-30, 63
2ND SALMON REVISIONS	3/7/22	9, 29, 30
2ND CHERRY REVISIONS	3/11/22	18, 19
2ND LAVENDER REVISIONS	5/17/22	49, 49A, 50, 51, 52, 52A, 53, 55, 55A, 56, 58, 58A, 59, 60
3RD WHITE REVISIONS	5/31/22	Cast Page, Set Page, 46, 46A, 52A
3RD BLUE REVISIONS	6/1/22	58

CAST PAGE
3RD WHITE REVISIONS 5/31/22

JULIETTE NICHOLS
BERNARD HOLLAND
ROBERT SIMS
MARTHA WALKER

MAYOR RUTH JAHNS
DEPUTY SAM MARNES
YOUNG GIRL
YOUNG WOMAN
OLDER MAN
DR. PETE NICHOLS
NURSE ALICE
COOPER
TEDDY
KNOX
SHIRLEY
DEPUTY HANK MURPHY
DEPUTY MOLLY KARINS
ELDERLY MAN*
LITTLE BOY (SIMS' SON)
SANDY (NONSPEAKING)
FEMALE VOICE (VOICE ONLY)
LAFONTAINE (VOICE ONLY)
SHERIFF HOLSTON BECKER (VOICE ONLY)

OMITTED:

SET PAGE
3RD WHITE REVISIONS 5/31/22

INTERIOR

IT DEPARTMENT
 BULLPEN
 HALLWAY
 BERNARD'S OFFICE

NURSERY

HALLWAY OUTSIDE NURSERY

MIDS DEPUTY STATION

LEVEL 1 CAFETERIA

MAYOR'S OFFICE

MECHANICAL
 WALKER'S WORKSHOP
 HALLWAY OUTSIDE GENERATOR
 GENERATOR CONTROL ROOM
 STEAM CONTAINMENT CHAMBER
 GENERATOR ROOM
 UPPER PLATFORM
 TURBINE
 SUB-FLOOR
 STAIRS
 JULIETTE'S APARTMENT

SIMS' APARTMENT
 BEDROOM

EXTERIOR

BALCONY/STAIRS
 UPPER APARTMENT LEVELS

STAIRS
 JUDICIAL LEVEL
 SUPPLY LEVEL
 DOWN DEEP
 UPPER APARTMENT LEVELS
 LEVEL 144

STAIRS/BRIDGE
 LEVEL 50
 MIDS
 IT LEVEL
 SUPPLY LEVEL

PARK AND RESTAURANT

BRIDGE TO LEVEL 144

BALCONY STAIR SHAFT

BALCONY/BRIDGE/STAIRS LEVEL 140*

RESIDENTIAL ALLEYWAY LEVEL 47*

OMITTED:

FADE IN:

AAA1 INT. MECHANICAL - HALLWAY OUTSIDE GENERATOR ROOM - NIGHT AAA1
(MOVED FROM EP 102/11)

*ALREADY SHOT

JULIETTE comes out of the generator room, spots COOPER, TEDDY, and TWO FEMALE MECHANICS at a table in a small alcove, playing DOMINOES, passing around an UNMARKED BOTTLE.

COOPER

My first was Wade Reid. I was only eight years old. Seeing him drop out there... I had nightmares for weeks.

TEDDY

(raising the bottle)
To wonderful childhood memories of being forced to watch people die.

The other two engineers laugh darkly.

COOPER

(spotting Juliette)
Shit. Gimme that.

He snatches the bottle from Teddy and slips it below the table as Juliette approaches.

COOPER (CONT'D)

Hey, boss.

JULIETTE

You working second?

COOPER

Just taking a break.

JULIETTE

Looks like.

Juliette eyes the bottle below the table.

COOPER

We never usually mess with the hard stuff. It's just after today...

TEDDY

You know, seeing a man take off his helmet and croak.

(CONTINUED)

AAA1 CONTINUED:

AAA1

Juliette ignores Teddy, continues to eye the booze.

COOPER

Don't tell Knox. We'll dump it.

Juliette reaches down, gets the bottle. Cooper and the others hold their breath. And then --

JULIETTE

I'll give you ten credits for the rest.

BAA1 INT. MECHANICAL - JULIETTE'S APARTMENT - BEDROOM - NIGHT BAA1
(MOVED FROM EP 102/13)

*ALREADY SHOT

Juliette sits on the floor by her bed, drinking from the BOTTLE of booze she bought off the mechanics. It's tough to get down, but she's on a mission.

She sets the bottle down. Just sits there. She idly plays with a MULTI-TOOL in her other hand, flipping it open, flipping it shut. Then she fumbles and it falls and she doesn't bother to pick it up.

So many emotions going through her, chief among them anger and remorse. But now all hazed by inebriation.

She gets up, moves to a chest of drawers, her gait wobbly. She reaches into the back of a drawer and pulls out...

A WATCH

Nothing special to us -- a simple analog -- but in this world, it's rare.

Juliette looks at the watch. She cradles it, lifts it to her ear, listens to the tick tick tick. It brings her a measure of wistful peace.

AA1 EXT. BALCONY/STAIRS - UPPER APARTMENT LEVELS - NIGHT AA1

CLOSE ON a FLICKERING LIGHTBULB.

Reveal MAYOR JAHNS standing alone on the balcony near the stairs, wearing a backpack. She's staring at the lightbulb, a troubled look on her face.

MARNES (O.S.)

Shoulda known you'd be early.

(CONTINUED)

AA1

CONTINUED:

AA1

Jahns turns to see DEPUTY MARNES walking towards her, also wearing a backpack.

JAHNS

You look tired already. I thought we'd at least make it to the gardens before you tuckered out.

MARNES

We'll see who gets tuckered out.
(gesturing)
After you.

Jahns heads towards the stairs, Marnes follows.

WIDE shows Jahns and Marnes descending as the lighting begins to cycle out of night.

FADE TO BLACK.

MAIN TITLES

BA1

OMITTED (MOVED TO 102/47)

BA1

A1

EXT. STAIRS - JUDICIAL LEVEL - EARLY MORNING

A1

Jahns and Marnes are coming around the stairs to a bridge. When they reach it, Jahns stops.

(CONTINUED)

JAHNS

Water?

Marnes smiles, nods. Marnes turns his backpack to Jahns. She pulls Marnes' WATER BOTTLE from his pack, then she returns the favor, turning her back to Marnes. He plucks her bottle out. They both drink from each other's bottles.

MARNES

Unless you've been dumping to
lighten your load, I think you've
got a leak.

Jahns doesn't hear Marnes. She's looking across the shaft, a grim expression on her face. Marnes looks across the shaft.

They are looking at a level unlike any we've seen. No balcony. Narrow slitted windows. A formidable doorway flanked by two SECURITY AGENTS. The word, **JUDICIAL**, chiseled in large letters above the door.

MARNES (CONT'D)

You gonna go in, say hello?

Jahns gives him a look. She turns Marnes around, puts the water bottle into his backpack, then turns her back to Marnes and he replaces that bottle.

MARNES (CONT'D)

But you do want to be sure her
goons clock you standing here.

Jahns doesn't respond, just starts down. Marnes shrugs -- *ookay then* -- and keeps going with her.

PRE-LAP the sound of an alarm clock going off.

1

A2

OMITTED

A2

B2

INT. MECHANICAL - JULIETTE'S APARTMENT - BEDROOM - MORNING B2
(MOVED FROM EP 102/14)

*ALREADY SHOT

CLOSE ON Juliette's alarm clock, alarm rattling. A HAND taps the clock and the alarm stops.

SHIRLEY (O.C.)

You dead?

The hand belongs to Shirley. Juliette's eyes open.

SHIRLEY (CONT'D)

Bet you wish you were.

Juliette only managed to get one boot off before crashing. Shirley picks up the empty bottle of mechanic's moonshine.

JULIETTE

How'd you get in here?

SHIRLEY

Your door was open. You threw up in the hallway. And, by the smell of it, pretty much everywhere.

Juliette looks like she's going to puke again.

JULIETTE

Maybe you could talk about something else.

SHIRLEY

Oh, you mean something other than vomit? You don't want me talking about puking?

Juliette swats at Shirley, shoving her as Shirley laughs.

JULIETTE

Go away.

Then Shirley sees something. She grabs Juliette's arm to get a look at the watch on her wrist.

SHIRLEY

That a relic?

(CONTINUED)

JULIETTE

It's legal.

Juliette sits up. Maybe a little too quickly.

SHIRLEY

You gonna tell me what's going on?

Apparently not, as Juliette says nothing while she bends over to put on her other WORK BOOT. She braces herself, her world still slightly spinning.

SHIRLEY (CONT'D)

You're not a drinker, Jules.

JULIETTE

Well, not a good one.

SHIRLEY

Stumbling around, yelling 'He lied!' Who're you talking about?

JULIETTE

Shhh!

Juliette perks up, listens closely to the SOUND OF THE SILO.

JULIETTE (CONT'D)

You feel that?

SHIRLEY

What?

Juliette notices a slight vibration... Growing.

JULIETTE

Shit.

Juliette races out the door --

2	OMITTED	2
3	OMITTED	3
4	OMITTED	4
5	OMITTED	5
A6	OMITTED	A6

6

INT. IT DEPARTMENT - BULLPEN - DAY

6

BERNARD HOLLAND leads Jahns and Marnes through the bullpen.

BERNARD

I was going to come out to applaud.

I mean, walking the silo--

(CONTINUED)

JAHNS
(cutting him off)
--if you say "at your age," you
don't get what I brought you.

BERNARD
What did you bring me?

JAHNS
Just a little token of my gratitude
for all we've done together.

Jahns pulls off her backpack as they go.

MARNES
Glad somebody's getting something.
I'm doing this march of death with
her and she hasn't given me
anything but grief.

Bernard gives Marnes a look of sympathy as they exit the
bullpen.

INT. IT DEPARTMENT - HALLWAY - CONTINUOUS

Bernard leads them down a hallway as Jahns pulls out a BOTTLE-
SHAPED BAG, hands it to him. Bernard takes a peek inside.

BERNARD
You must really want something.

JAHNS
Well, I might need a little help
with our friend in the robe.

BERNARD
Judge Meadows? Oh, no, you need a
lot of help. Her office messaged
me, said you neglected to stop by.

Bernard gives her a look, then reaches into his pocket and
withdraws a DISTINCTIVE KEY. It has a bulbous handle with a
translucent bow with the number "18" printed on it.

As Bernard opens the door, Marnes looks down to the other end
of the hallway where a lone GUARD is sitting alert beside a
door with The Pact symbol on it.

INT. IT DEPARTMENT - BERNARD'S OFFICE - CONTINUOUS

Jahns and Marnes enter Bernard's office, a structural twin of
her own, devoid of the decor that makes her office welcoming.

(CONTINUED)

JAHNS

Do you want Paul Billings to be
sheriff?

BERNARD

Mayor, you know me. It doesn't
matter what I want.

JAHNS

You just run the numbers.

BERNARD

Which tell me Paul Billings is the
most favorable candidate.

MARNES

For the silo, or for IT?

Bernard just smiles.

JAHNS

(beat)

What did your numbers say about
Holston?

BERNARD

They said he'd be a great sheriff.
Which he was. Until he wasn't.

JAHNS

I wonder what your numbers say
about me.

BERNARD

Fuck the numbers. You brought
brandy.

A smile between them. Almost a nice moment. Which Jahns then
ruins.

JAHNS

What do they say about Juliette
Nichols?

Bernard looks at her, not comprehending.

JAHNS (CONT'D)

She's an engineer in Mechanical.

BERNARD

Oh, I know who she is. And I don't
need her numbers. She's a thief.

(CONTINUED)

JAHNS

A thief?

MARNES

Her record's clean.

BERNARD

Only because I didn't report it.
She stole four boxes of H57 tape
reserved for IT.

JAHNS

She stole tape.

BERNARD

Not just any tape. Heat tape we use
to prevent our servers from
cooking. And honestly, the problem
isn't what she stole, it's the fact
she stole at all.

JAHNS

Bernard, I'm not going to
disqualify a candidate--

BERNARD

Hold on, *she's* a candidate?

JAHNS

She was Holston's pick.

BERNARD

Oh, for-- The pick of a man who
chose to die.

JAHNS

I'm not saying I'm considering her
seriously, but I'm also not going
to rule her out because she
committed a crime you didn't feel a
need to charge.

BERNARD

I elected discretion over
enforcement. Nichols is well
regarded in her department. And,
the head of Supply didn't want to
press charges.

(beat)

You can't seriously consider her.

(to Marnes)

Deputy?

(CONTINUED)

JAHNS

Doesn't matter what he thinks.

Bernard reacts -- *that's kind of harsh*. Marnes shrugs.

MARNES

I'm just the escort.

JAHNS

I don't like Judicial's choice
being shoved down my throat.

BERNARD

Mayor, bringing me a bottle of
brandy is not going to help you win
a turf battle with Judge Meadows.

JAHNS

It's good brandy.

BERNARD

It could come from the before times
for all I care. Here are some other
numbers for you to consider. Every
minute the silo is without a
sheriff the probability of
catastrophe increases by one point.
While we stand here chit-chatting,
frightened citizens are arming
themselves with pipes and hammers.
Billings is a good choice. Just
make him sheriff and leave walking
the silo to kids with nothing
better to do.

AAA9 INT. MECHANICAL - GENERATOR ROOM - DAY (MOVED FROM EP 102/15) AAA9

*ALREADY SHOT

Juliette, followed by Shirley, runs into the room down the walkway. The bangbangbang sound, coupled with the turbine roar, is deafening -- something's definitely wrong. She bends over, a bit nauseous, then spots Cooper, WRENCH IN HAND, heading for the hatch that leads to the belly of the massive machine. Juliette runs forward.

JULIETTE

COOPER!!!

Her scream is swallowed by clanging metal. Cooper ducks his head to enter. Juliette pulls out her multi-tool and throws it. Good shot.

(CONTINUED)

AAA9 CONTINUED:

AAA9

It bangs off the side of the generator, right above Cooper's head. He hears that, turns to see Juliette. He smiles, waves her off.

COOPER

(signs)

It's okay. I got it.

Cooper starts into the generator. Juliette rushes up, grabs him, pulls him back, spins him and clocks him.

Teddy and Shirley go to Cooper and help him to his feet. Shirley gives her friend a look -- *what the hell?*

Juliette looks up and locks eyes with KNOX, who's staring down from the platform outside the control room.

BAA9 INT. MECHANICAL - GENERATOR CONTROL ROOM - DAY (MOVED FROM EP 102/16) BAA9

*ALREADY SHOT

Juliette enters with Knox. He shuts the door. When the heavy door closes, the noise from the generator falls away.

KNOX

You wanna tell me what's going on?
'Cause I'm at a damn loss.

JULIETTE

You told Cooper to go in?

KNOX

Was I supposed to wait for you to show up? Nice smell by the way.

JULIETTE

You know my rules.

KNOX

Your rules? Last I checked, I'm the head of Mechanical. And you're at least theoretically my shadow, though I can't remember the last time you--

JULIETTE

(no time for this)
Only I go through that hatch.

(CONTINUED)

KNOX

And so you feel it's okay to deck Coop? He's your shadow, for fuck's sake! You don't punch your shadow.

JULIETTE

(pointing to generator)
It's my job to keep that thing from crapping out for good.

KNOX

And you care so much you showed up two hours late.

Juliette goes silent, momentarily retreating, then goes on the offensive.

JULIETTE

You know we're just putting off the inevitable. We have to shut it down and make a real fix--

KNOX

I'm not gonna be the first guy in the history of the silo to shut down the gennie and send this place into chaos.

JULIETTE

Better it happen on our terms, with the backup running, than the rotor shattering--

KNOX

Tell you what. We'll have this discussion tomorrow, when you're not hungover -- or still drunk for all I know.

(before she can protest)

Go home, wash off whatever it is I'm smelling, then go take your punishment.

Juliette looks at him -- *punishment?*

KNOX (CONT'D)

You punched Cooper in the face. You can either do a day on the trashline, or go work off some tickets with Walker.

Juliette slumps.

(CONTINUED)

JULIETTE

Can't I just let him punch me back?

Knox just stares at Juliette. She tries to wait him out. He doesn't give. Juliette leaves through the door to the hallway.

AA9 INT. MECHANICAL - WALKER'S WORKSHOP - DAY (FMRLY SC F13) AA9

Juliette stares into the CUP OF WATER in her hand.

JULIETTE

It's hard to describe.

WALKER

What you saw or what you felt?

JULIETTE

I feel fine.

WALKER

Alright.

Walker lets that hang a moment.

(CONTINUED)

JULIETTE

It was just more water than I've ever seen and all of a sudden I couldn't see any of it. And it's not the darkness I was worried about. I was just...

WALKER

Scared?

JULIETTE

I wasn't scared. If I was scared, I'd say it.

Walker gives her a look, not buying it.

WALKER

Okay.

JULIETTE

(beat, then:)

Fuck, Walk, yes I was scared! That much water-- But it's not... just that. George left me these clues or whatever, and I couldn't do it. I couldn't go down there. That's what I feel. Pissed off.

WALKER

So pissed off that you took it out on Cooper --

JULIETTE

Walk, I already -- Look, I don't wanna talk about punching Coop or working off tickets --

WALKER

Then what do you want?

JULIETTE

I just wanna...

WALKER

Run away?

Juliette's eyes fire. This is a sore spot.

WALKER (CONT'D)

You can scream, fight, get angry, but sometimes you need to accept that you did all you can. You tried. Sometimes --

(CONTINUED)

JULIETTE

I don't know why I'm getting advice from someone who just sits at that bench all day, listening to the radio, and hasn't left this workshop in twenty years.

Juliette storms out, leaving the door open. That unnerves Walker, angers her.

WALKER

Shut the damn door!

A beat, then Juliette comes back long enough to shut the door, leaving Walker alone in her shop. Walker waits a beat, calming down, then returns to her work.

BA9

OMITTED

BA9

A9

OMITTED (MOVED TO SC A2)

A9

9

OMITTED

9

10

OMITTED

10

11

EXT. STAIRS/BRIDGE - LEVEL 50 - DAY

11

A pair of SMALL FEET race down the steps of the stairwell.

YOUNG GIRL

She's coming!

A YOUNG GIRL, no more than eight, yells to a group of PEOPLE gathered on the other end of the bridge to Level 50. As she runs into the arms of her MOTHER, reveal --

Jahns and Marnes walking across the bridge, following behind the Young Girl. Marnes eyes the excited crowd.

MARNES

Couldn't help yourself, could you?

JAHNS

So I sent word. We were stopping here anyway.

MARNES

Any chance to butter up the voters.

Jahns stops in front of the crowd -- a beacon of hope, a symbol of stability. A warm smile spreads across her face as she waves.

(CONTINUED)

RESIDENTS
WELCOME TO THE MIDS!

Jahns waits for the cheering to subside. She speaks to the crowd, but makes eye contact, having a little personal moment with as many individuals as possible.

JAHNS
I know it's been some time since I crossed this bridge. In fact, I see a couple men who were pimply faced teenagers last time I was here... But, I came to look you in the eye and remind you just how important you are. It's this community and your love for one another that truly holds the silo together, especially in tough times. Like now. We need each other. We need every one of you. You are what holds us together. Alright?

Jahns looks out and gives a nod. The trusting citizens respond with the same. A voice from the back --

MAN'S VOICE (O.S.)
We love you Mayor Jahns.

Cheers break out. Jahns approaches the crowd.

Marnes lingers back, observing the mayor at work, clearly in her element, moving through the crowd.

YOUNG WOMAN
Thank you for visiting. It means so much.

JAHNS
We're in this together.

OLDER MAN
I'm voting for you next election. We're all voting for you. You're running, right?

JAHNS
Right now, my focus is on doing the job, not running for it.

OLDER MAN
But it's not a no?

(CONTINUED)

JAHNS
(smiling)
It's not a no.
(to all)
Now. I've got business down below,
but I can't leave this level until
I see the babies!

Laughter and applause.

INT. NURSERY - DAY

A handful of CLEAR PLASTIC BASSINETS. Inside three of them, a TINY NEW LIFE, swathed in a blanket.

DR. PETE NICHOLS, 60s, and NURSE ALICE, 50, take Jahns and Marnes on a tour of the newborns.

PETE
Charlotte is one day old and thriving. The Michaels' baby is nameless for the moment as today is his first day and his parents are waffling between Derrick and Liam.

He takes them to a BABY in an incubator.

PETE (CONT'D)
This is Harry and Harry was in a hurry, came out three weeks early. But he's doing well. His parents are still a mess.

JAHNS
The newborns you showed me last time I was here... they must be school age now.

PETE
Time is relentless.

That lands with Jahns. A short beat, then she gives Marnes a little look.

PETE (CONT'D)
As I recall from your last visit, you like to say hello to any mothers-to-be--

JAHNS
Actually, Doctor, we were hoping for a moment alone.

PETE

Uh... sure. Okay.

Pete looks at Nurse Alice and she nods, heads to the door.

MARNES

We want to talk to you about your
daughter, Juliette.

Nurse Alice freezes a moment at the door. Just enough for
Marnes to notice, before she steps out.

PETE

(flash of worry)
Is she alright?

JAHNS

She's fine. She's being considered
for a new position.

MARNES

This is just the standard vetting.

PETE

Okay. Any questions I can --

MARNES

Why does she live down-deep?

Jahns watches as Dr. Nichols searches for the answer to a
complicated question.

JAHNS

You can understand that it's...
unusual for someone born in the
Mids, with a doctor for a father to
end up in Mechanical.

Dr. Nichols looks to Jahns, the weight of the thoughts in his
head almost transforming him into someone else.

PETE

Our troubles...
(not going there)
It was hard on Jules.
(beat)
She showed real interest in
machines, from an early age.
Always figuring out how things
worked. How to fix them when they
didn't. I think it felt good to be
able to fix something. She was a
little young, but I supported her
decision to go.

(CONTINUED)

MARNES

How old was she when she left?

PETE

Thirteen.

JAHNS

When did you last speak to her?

Pete hesitates. Then:

PETE

It's been a while.

(quickly)

I have new babies every week. Jules has the generator. It's a long walk down to Mechanical. I can't get there and back on my day off. I need that day to rest. I'm sure Jules does, too.

(then)

If that's all, I have an expectant mother in breech and I hope to get baby turned around.

Jahns and Marnes nod. Pete heads out.

JAHNS

More questions than answers.

MARNES

At least from him.

Jahns sees Marnes is looking at Nurse Alice, outside the glass, going over charts.

A13

INT. HALLWAY OUTSIDE NURSERY - SAME

A13

Marnes and Jahns exit the Nursery.

MARNES

Nurse. A moment please.

Nurse Alice looks up from a chart.

MARNES (CONT'D)

Earlier, when we mentioned the doctor's daughter, you... well, you tightened up.

(CONTINUED)

A13

A13

NURSE ALICE

(beat)

When a new person comes to work in maternity, we tell them, 'Here we make families, but we never, under any circumstances, ask the doctor about his.'

MARNES

He said he hasn't spoken to his daughter in a while.

NURSE ALICE

They've never spoken, not since she left. He used to write her letters every week. Then monthly, then... at some point, he just stopped.

MARNES

How long ago?

NURSE ALICE

Years. It's been years.

(then)

She never wrote back. Not once.

Off Jahns cutting her eyes at Marnes --

AB13 OMITTED (MOVED TO SC B19)

AB13

B13 OMITTED

B13

C13 OMITTED

C13

D13 OMITTED

D13

E13 OMITTED

E13

F13 OMITTED (MOVED TO SC AA9)

F13

13 EXT. PARK AND RESTAURANT - DAY

13

A RESTAURANT in the park. It's a beautiful spot. Marnes and Jahns are seated at a table finishing their lunch.

JAHNS

Last time I was here was with Malcolm.

Her eyes soften at the mention of her late husband.

MARNES

You must've dragged him.

JAHNS

It was early on. He was trying to impress me.

Jahns laughs at the memory. The laugh fades and her eyes water. Jahns smiles through tears. She wipes the corner of her eye. Marnes reaches out for her hand and holds it.

MARNES

Not a day goes by I don't think about that man.

And there it is, the ghost of Jahns' husband and Marnes' best friend between them. Jahns nods, a measured moment.

Realizing they are still holding hands, Marnes pulls his hand away, changes the subject.

MARNES (CONT'D)

I ever tell you about the first arrest I made? It was right here in the park. Three in the morning, I come down and there's a drunk naked couple going at it right over there. That was my first. And you know what second was? That same couple 24 hours later!

Jahns laughs hard at that. Then:

JAHNS

Aren't you gonna miss it? The job.

MARNES

Sure I will, but it's time.

JAHNS

How do you know?

The unspoken reality of Holston's death. Marnes looks at her.

(CONTINUED)

MARNES

I don't have many people left. A niece on 114. I see her when she travels with the actor group, doing stories.

(beat)

I always thought I might open up a stall in the market, sell my drawings. To anyone blind enough to want one.

Marnes was expecting a grin -- something -- from Jahns, but her eyes go far away.

JAHNS

I honestly don't know what I'm going to do. I always thought Holston would take over for me.

A MAN appears at their table, placing a small STRAWBERRY TART in front of them.

MAN

Compliments of Judge Meadows.

Marnes looks up to see ROBERT SIMS (40s).

SIMS

Strawberries fresh from the farms. If you haven't tried this, don't. One bite can be habit forming.

JAHNS

(nods at dessert)

Is this supposed to intimidate me?

SIMS

Dessert? I assure you--

JAHNS

Anything swimming in this much sugar is bad for my heart.

SIMS

Then I blew it. It was supposed to be a friendly gesture. And a little nudge. You didn't stop by to see Judge Meadows.

JAHNS

I didn't know I was supposed to.

(CONTINUED)

SIMS

Mayor, the second Holston went out, the clock started on finding his replacement. I understand why you'd want to pay Holston the respect of at least meeting his pick--

JAHNS

Bernard told you I see.

SIMS

--but there really isn't time. Paul Billings is a good choice. Family man, dedicated, hard-working, smart--

JAHNS

Mr. Sims, I'm not deciding until I've completed my trip.

Sims looks at her for a moment, then nods, stands, looks at the strawberry tart, then Marnes.

SIMS

Sam? You want it?

MARNES

Nah, Bob, I'm good.

Sims shrugs, takes the dessert and leaves, eating a strawberry as he goes.

JAHNS

Probably hoping I'd have a heart attack.

MARNES

I really don't think it was intended to--

JAHNS

Oh, bullshit, "Sam."

MARNES

He's the head of Judicial Security! We've worked together for years!

One of the LIGHTS strung on a line over the restaurant area flickers. Then it goes out. Jahns stares at the dead light.

JAHNS

Let's go. I need to go see an old friend in Supply.

(CONTINUED)

13

CONTINUED: (3)

13

She's up, grabbing her backpack and the two of them head out.

A14

EXT. STAIRS - LEVEL 140 - DAY (PREVIOUSLY SC. A19)

A14

Jahns and Marnes, walking down, Jahns in the lead. Very little foot traffic in this part of the silo. Jahns is deep in thought. She stops. Marnes stops with her.

MARNES

If you want water, I'm all out. But we're only four levels from the bottom.

JAHNS

There's something I haven't told you.

Marnes now looks more closely at Jahns, sees she's in some distress.

MARNES

What is it?

JAHNS

I didn't decide to walk the silo just to meet Juliette Nichols. I also came to count lightbulbs.

MARNES

Lightbulbs?

JAHNS

They're in Critical Supply. With all the other things the Founders laid in, the things we can't make--

MARNES

I know what Critical Supply means.

JAHNS

The mayor's ledgers say a lightbulb lasts 75 years. People our age know that's not true. Nevertheless, the previous mayor used that math to determine we have 200 years of lightbulbs left. We don't.

MARNES

How long do we have?

(CONTINUED)

JAHNS

I don't know. Fifty years?

Marnes reacts, surprised, thrown.

JAHNS (CONT'D)

You and I will be distant memories
by then, but all those babies I've
knitted blankets for? One day
they'll have to make a choice:
slowly go dark, one lightbulb at a
time, or...

Or God knows what. Marnes looks up to the great expanse of
the silo, buzzing with 10,000 lives. He looks back to Jahns.

MARNES

Who knows about this?

JAHNS

No one is supposed to. But people
are smart. Some must've figured it
out. McLain in Supply has to know.
But anyone who knows wouldn't dare
even whisper it.

(beat)

Maybe Holston sensed it. Maybe
that's why he picked Nichols. To
have someone new, someone unafraid
of the truth.

And before Marnes can stop himself, he blurts out his truth.

MARNES

It can't be her. She can't be
sheriff.

Jahns looks at him -- *what?*

MARNES (CONT'D)

Holston was different after he met
her. Something changed.

(beat)

That's when it started. Whatever
led him to decide he wanted out.

(beat)

You wanted to walk the silo to
count lightbulbs? I want to ask
Juliette Nichols what the hell she
said to my friend that sent him out
to die.

Off Marnes' pain/anger and Jahns' fear --

14	OMITTED	14
15	OMITTED	15

15 WOOL Ep 103 - 2ND YELLOW REVISIONS 2/16/22
CONTINUED:

20. 15

A16 OMITTED

A16

(CONTINUED)

A16 WOOL Ep 103 - 2ND YELLOW REVISIONS 2/16/22
CONTINUED:

21-22.
A16

16 OMITTED

16

17 OMITTED (MOVED TO SC A19)

17

(CONTINUED)

17 WOOL Ep 103 - 2ND YELLOW REVISIONS 2/16/22
CONTINUED:

23. 17

AA18 OMITTED

AA18

(CONTINUED)

AA18 CONTINUED:

AA18

ABA18 EXT. MECHANICAL - STAIRS - LEVEL 144 - DAY (PREV SC B19) ABA18

Jules looks at the place where George's body landed. Then she glances down at the rest of the note George left her.

ECU NOTE: *I found what I was looking for.*

Tears spill out of her eyes. She pulls herself together and crumples up the note.

Then she hears it, coming from below -- a deep vibrating hum getting jagged and loud.

Juliette looks down and we DROP DOWN, through the circulation fans, through the floor. Down until we are in...

BA18 INT. MECHANICAL - GENERATOR ROOM - THAT MOMENT

BA18

SHIRLEY's hand wipes condensation from the face of the ELECTRICAL OUTPUT GAUGE. Underneath the glass, a giant needle quivers erratically, dancing between wattage markers.

SHIRLEY

Fuck.

Shirley looks down, where the grate floor starts to tremble under her feet.

A18 OMITTED

A18

18 OMITTED

18

A19 OMITTED (MOVED TO SC. A14)

A19

B19 OMITTED (MOVED TO SC. ABA18)

B19

19 INT. MECHANICAL - HALLWAY OUTSIDE GENERATOR - SAME

19

The awful bangbangbang noise and vibration from the generator are not only back, but worse. Jahns and Marnes are escorted by DEPUTY HANK MURPHY along the hallway as ENGINEERS sprint past.

20 OMITTED 20

21 INT. MECHANICAL - GENERATOR CONTROL ROOM - SAME 21

KNOX stands at the control room console, his concerned eyes angled on his engineering team and the VIBRATING GENERATOR below. He checks the quivering gauges as that same bangbangbang rattles the control room walls around him.

JAHNS (O.S.)

Mr. Knox.

Knox spins to see Jahns, Marnes, and Hank coming in from the hallway behind him. Blood immediately draining from his face--
"Shit!"

KNOX

Madam Mayor. Deputy.

JAHNS

Everything alright?

KNOX

(finding his words)

Yeah. Yes. Just a minor issue with--

MARNES

Bullshit.

HANK

If you need us to come back later--

JAHNS

It's not supposed to sound like that, is it?

Knox reluctantly follows Jahns' eye-line back to the generator and engineers gathering at the hatch.

KNOX

No, ma'am.

A22 INT. MECHANICAL - GENERATOR ROOM - THAT MOMENT A22

Shirley and Cooper stand at the base of the massive generator, watching it shake above them.

COOPER

That's not good!

(CONTINUED)

SHIRLEY
No shit! Where's Jules?

COOPER
She's not on shift...

SHIRLEY
When has that ever mattered?

JULIETTE (O.C.)
What's going on!

Shirley and Cooper turn to see Juliette walking through a crowd of concerned ENGINEERS, including TEDDY.

COOPER
The fix is failing again!

Juliette steps to the control panel and all crowd around her as she eyes the ELECTRICAL OUTPUT GAUGE plummeting dangerously low.

JULIETTE
I can see that.

COOPER
That's the worst I ever heard it--

JULIETTE
Gimme a sec.

SHIRLEY
I tried switching off the--

JULIETTE
I need to listen.

Everyone falls quiet, Juliette looks to the gauges, then shuts her eyes. She listens carefully to the ailing machine, a jagged cacophony to all but her. All eyes on Juliette.

22	OMITTED	22
23	OMITTED	23
24	OMITTED	24

25 INT. MECHANICAL - GENERATOR CONTROL ROOM - SAME 25

Jahns, Marnes, Knox, and Hank watch the scene below through the control room glass.

JAHNS
Is that Nichols there?

MARNES
Yeah.

Knox looks up from the panel to see Juliette getting her moment of silence.

Knox heads out --

JAHNS
What's going on exactly?

KNOX
You should be safe here.

MARNES
Should be?

AA26 OMITTED AA26

BA26 OMITTED BA26

A26 INT. MECHANICAL - GENERATOR ROOM - THAT MOMENT A26

Juliette finds a rhythm amongst all the rattling noise. The engineers anxiously awaiting her words...

JULIETTE
The vibration's changed.

KNOX
Jules!

Juliette looks up to see Knox standing at the top of the stairs.

JULIETTE
It's shifted!

KNOX
What?!

Juliette grabs her big wrench as Knox comes down.

(CONTINUED)

JULIETTE

This whole time it's vibrated --

KNOX

That way.

Knox and Juliette point the same direction.

JULIETTE

Well, now it's coming this way.

Juliette quickly steps inside the hatch and locks the tool onto a giant nut. Gripping it tight, bracing herself --

COOPER

What do we do?

JULIETTE

You leave.

(to Shirley)

Watch the output!

(to Knox)

Knox --

Knox turns and begins directing the entire mechanical crew up the grated steps and away from the generator floor.

KNOX

Hey! Everyone's gotta get back,
now! Let's go.

COOPER

But Jules, I can help. I know this
generator just as much as --

JULIETTE

Go!

Juliette reaches for the generator door.

KNOX

Coop, you're her shadow. If this
goes sideways, you can't both be
here.

Reluctantly, Cooper hurries off. Knox clears the platform, backing everyone away. Juliette swings open the door and looks to Knox.

JULIETTE

Close it behind me. If this goes
wrong --

(CONTINUED)

KNOX

Yeah, I know. Good luck.

Juliette steps into the generator hatch. Knox closes and locks the large door behind her as --

Juliette leans back, muscles taught straining hard, gripping the wrench.

Outside the vaulted door --

Knox steps back joining his mechanics on the landing above. Shirley watches the readout dials.

Knox and the mechanics watch anxiously, waiting... and then the raucous din ebbs. The rail Knox grips stops vibrating as slowly the generator begins to settle.

Relief comes to Shirley's face as she looks from the gauges to Knox and gives him an affirming nod. 'All good'

B26 INT. MECHANICAL - GENERATOR CONTROL ROOM - SAME

B26

Jahns is impressed, watching Juliette.

JAHNS
(thinks, then:)
Don't let her leave.

Without any further explanation, Jahns leaves through the door to the hallway. Marnes looks back to Juliette and the her team, skillfully working on the generator.

26 INT. MECHANICAL - WALKER'S WORKSHOP - DAY

26

Jahns walks through the work space, takes in the array of old machines and devices in for repair. Walker pours TEA.

WALKER
If I'd known I was getting a visit
from the mayor, I'd have tidied up.

JAHNS
(eyes radio)
You don't tidy up for old friends.
Besides, you knew I was coming. You
heard about it on the radio you
made. Which is so prohibited by the
Pact I don't know where to start--

WALKER
You Up-Toppers really don't know
machines, do you. That's a toaster.

Jahns smiles. "Sure."

WALKER (CONT'D)
What can I do for you, Ruth?

JAHNS
Juliette Nichols.

WALKER
Is this about that shitty IT heat
tape? I have no idea how she got
into Supply, or past the dogs. She
probably brought bacon. All I do
know is the tape was crap--

JAHNS
I'm not here about the tape. Though
it does have something to do with
Supply.

WALKER
Carla? What'd she do?

(CONTINUED)

JAHNS

No, not Carla. I was sad to hear
your marriage broke up.

WALKER

That was twenty-five years ago.

JAHNS

It's still sad. I thought you were
a good couple. May I ask what
happened?

WALKER

(none of your business)
She chewed with her mouth open. Why
are you asking about Juliette?

JAHNS

I need your honest opinion of her.
(beat)
I have a decision to make. One that
that involves Nichols, but effects
the lives of every person in the
silo.

Off Walker's bewilderment --

27 INT. MECHANICAL - GENERATOR CONTROL ROOM - DAY

27

The harsh BANGBANGBANG has been reduced to a softer thudding. Marnes watches the engineers through the window.

The generator room door opens. Knox steps in, Juliette behind him. Knox nods at Marnes, then heads over to Shirley across the room. Marnes glares at Juliette. Finally --

JULIETTE

Am I under arrest or something?

MARNES

Should you be?

JULIETTE

Is this about that stupid heat tape?

MARNES

No. It's about what happened between you and Holston.

Guilt flashes on Juliette's face. Just then, the door to the hall opens and Jahns comes in.

JAHNS

Juliette? I'm Mayor Jahns.

Juliette nods. Jahns looks to Shirley and Knox.

JAHNS (CONT'D)

Could we have a moment?

Shirley and Knox head out the door to the hallway. Hank joins them. Jahns turns back to Juliette.

JAHNS (CONT'D)

I imagine you're eager to know why we came all this way to see you. You're a very busy woman, so I'll get to it.

(MORE)

(CONTINUED)

JAHNS (CONT'D)

One of my duties as mayor is appointing our next sheriff. One of the silo traditions is that the outgoing sheriff leaves a suggestion as to who should be next to wear the star.

(beat)

Holston Becker chose you.

JULIETTE

I'm sorry, what?

JAHNS

Do you know why?

JULIETTE

No, ma'am, I do not.

JAHNS

Martha Walker thinks you're a leader. An unconventional one, but still, a leader.

Juliette doesn't know what to say to that.

JAHNS (CONT'D)

You're not in charge down here, yet when you tell everyone to stop, they freeze. Why's that? They afraid of you?

JULIETTE

Not everyone.

JAHNS

Then why?

JULIETTE

I don't know.

JAHNS

I must tell you, no one wants you for this job, except for one deceased former sheriff. And me.

That catches Marnes off guard -- *what?! Juliette is speechless.*

JAHNS (CONT'D)

I know it's a lot to take in--

JULIETTE

No.

(CONTINUED)

JAHNS

Pardon?

JULIETTE

I don't want it.

MARNES

Hallelujah.

Jahns gives Marnes a look, then:

JAHNS

May I ask why?

JULIETTE

Everyone thinks their job is the most important in the silo. Mine actually is. The generator is... not well. If I don't keep it running...

The implication is clear. Jahns looks into Juliette's eyes, seeing her conviction.

JULIETTE (CONT'D)

I'm sorry you came all this way for nothing.

JAHNS

I wouldn't say that. But it is too bad. For a number of reasons...

Jahns grabs her backpack, pulls out a small wrapped object. She takes a beat holding it. Marnes watches her closely before she hands the object to Juliette.

JAHNS (CONT'D)

Holston wanted you to have this, whether you took the job or not.

Juliette takes the object and unwraps it, revealing:

HOLSTON'S SHERIFF STAR.

JAHNS (CONT'D)

Take care, Juliette.

Juliette looks up to see Jahns and Marnes heading out, Marnes giving Juliette one last stink eye.

Juliette looks down at the badge -- *why would Holston leave this for me?*

28 INT. MECHANICAL - HALLWAY OUTSIDE GENERATOR - SAME 28

Marnes and Jahns are walking down the hallway. They pass Knox, Shirley, Cooper, Teddy, and Hank; all wondering what the hell just happened. Jahns nods to them as they pass. Then Knox and the others head for the control room.

MARNES
Ruth, I'm sorry.

JAHNS
You could take the job, solve all my problems.

MARNES
We both know I'd be a disaster. Holston was a great sheriff because he was a peacekeeper. I'm an arm-twister. But thanks for pretending I could do it.

JAHNS
(beat)
Well, as you said, Paul Billings won't be the worst sheriff.

A29 INT. MECHANICAL - GENERATOR CONTROL ROOM - DAY A29

Shirley, Cooper, Teddy, and Hank stare at Juliette, floating somewhere between shock and awe. Knox stares at the sheriff's star in Juliette's hand.

TEDDY
That makes no sense.

KNOX
You, sheriff? Why?

JULIETTE
I have no idea.

SHIRLEY
Because you get shit done.

COOPER
You'd be a great sheriff.

KNOX
You don't have to suck up, Coop. She won't hit you again.

JULIETTE
Should be you, Hank.

TEDDY
They'd make him cut his hair.

(CONTINUED)

HANK
(re: badge)
Can I see it?

Juliette hands Holston's badge to Hank. He receives it like a cherished artifact.

HANK (CONT'D)
Holston Becker is the reason I
became a deputy.

JULIETTE
What do I know about law
enforcement?

SHIRLEY
What'd you know about being an
engineer?

HANK
Hey, what's this?

Teddy and Cooper shift over, peering over Hank's shoulder.

HANK (CONT'D)
Something's carved on the back of
the badge.

Hank turns it around and shows it to Juliette.

EXT. STAIRS - DOWN DEEP - DAY

Jahns grips the rail, beginning the long ascent. Marnes, just exhausted by the idea of it, looks to Jahns and smiles.

JAHNS
Don't look at me, old man. I didn't
force you to come along.

JULIETTE (O.S.)
Mayor Jahns!

Jahns and Marnes turn to see Juliette catching up, out of breath.

JULIETTE (CONT'D)
Changed my mind. I'll take the job.

JAHNS
Well, that's wonderful!

Marnes doesn't think so.

JULIETTE

On one condition.

Jahns and Marnes look at her -- *what?*

MARNES

There's a *condition...*?

JULIETTE

I need to fix the generator. I can't leave Mechanical without knowing it's safe.

JAHNS

Okay...

JULIETTE

In order to fix it, I need to shut it down.

MARNES

Shut down the generator.

JULIETTE

There's a backup--

MARNES

--which provides minimal power.

JAHNS

What you're asking for-- it's never been done.

JULIETTE

I know.

JAHNS

People would be terrified.

JULIETTE

They'll be more terrified when the rotor fractures and we're on the backup... forever.

That resonates with Jahns.

29

CONTINUED:

29

A30

EXT. BALCONY STAIR SHAFT - SAME

A30

A CROWD is gathered on the curved balcony of the stairwell, listening to a FEMALE VOICE through a hanging SPEAKER --

FEMALE VOICE (O.S.)

In order to repair the generator,
an 8-hour power outage will begin
tonight at 10PM! Power outage
except for essential services
begins tonight, 10PM!

By the look on people's faces, this is terrifying news.

30

OMITTED

30

31

INT. IT DEPARTMENT - BERNARD'S OFFICE - EVENING

31

Bernard sits at his computer, chomping an apple. An EMERGENCY ALERT pops up. He clicks on it and sees a new graphic -- BY ORDER OF THE MAYOR, 8-HOUR POWER OUTAGE STARTS AT 10PM TONIGHT. PLEASE PREPARE.

Bernard's expression darkens, his jaw clenched. Distressed, he takes a long, deliberate breath, eyes locked on the alert.

32

OMITTED

32

33

OMITTED

33

34

OMITTED

34

35

INT. MECHANICAL - GENERATOR CONTROL ROOM - NIGHT

35

CLOSE ON A SPINNING TOP -- metal, shiny, twirling fast and true on a flat surface.

Juliette stands by it. A crowd of ENGINEERS including Knox, Shirley, Cooper, and Teddy is watching.

Juliette grabs the top, and then, with some SMALL METAL SHEARS, clips a chunk out of it. When she spins the top again, it wobbles terribly. Jules stops it.

JULIETTE

Sometime in the last thirty years,
something damaged the rotor.

COOPER

What?

JULIETTE

Maybe somebody dropped a tool from
the catwalk. I don't know.

TEDDY

How much damage?

JULIETTE

Could be one tiny dent. That's all
it takes to create a small
wobble... that builds into a big
wobble. And no matter how many
times we tweak the alignment--

KNOX

--it always moves out of place.

JULIETTE

And now it's started to swing in
the opposite direction. Sometime
soon the whole damn thing is gonna
break and we won't be able to make
enough juice to power a single
level let alone the entire silo.

Knox takes a beat to process the thought...

TEDDY

So, how do we fix it?

Juliette holds up the top with the chunk missing, turns to
Knox --

(CONTINUED)

JULIETTE

First we have to open it up to find out where it's broken.

KNOX

Open it up? What do you think you're gonna see with the rotor spinning eighteen hundred times a minute?

JULIETTE

That's why we have to stop the generator.

Knox freezes. He looks at Juliette in utter disbelief, their eyes locked in a standoff. Shirley chimes in --

SHIRLEY

You know we can't actually do that.

JULIETTE

Sure we can.

(points at a control)

Knox controls the steam flow from here.

SHIRLEY

If he turns it all the way off, how much time do you think you'll have before it blows up?

COOPER

Blows up?

JULIETTE

I don't know -- an hour?

SHIRLEY

If you get half that, you'll be lucky.

Shirley goes to a METAL BOARD hanging on the wall and starts erasing the chalk markings.

Marnes and Jahns are with a group of DEPUTIES, including DEPUTY MOLLY KARINS, 40. They're all listening as Marnes talks into his RADIO, addressing the other stations throughout the silo.

MARNES

(into radio)

We don't know what we're dealing with here, so we've all gotta be ready, expect the worst. I'll man the radio from here, coordinate with the other stations. I want reports on the hour. Everyone be safe out there.

Marnes lowers his radio, turns to Karins.

MARNES (CONT'D)

Molly, you and your team might as well head out on patrol. Let everyone know you're there.

KARINS

(nods, then)

Hey, if it stays quiet, there's a cot in holding, and the sofa in my office pulls out. Wouldn't say either are comfortable.

MARNES

Good to know. Now, would you please escort the mayor to the hostel?

JAHNS

I'll stay here.

MARNES

No--

JAHNS

I'm the mayor. It'll be quiet, but I'll still want to know how the silo's doing.

Knowing better than to argue, Marnes turns to Karins.

KARINS

'Night.

(to Jahns)

Ma'am.

MARNES

See you in the morning.

Out goes Karins and her deputies. Marnes looks at Jahns.

(CONTINUED)

MARNES (CONT'D)

Far as anyone knows, the silo has never been on backup power. And you think it'll be quiet.

JAHNS

Tonight they'll just be afraid.

MARNES

And tomorrow? If the lights don't come back on?

JAHNS

I hope you have the combination to the gun safe.

Marnes gives Jahns a look, and she heads for Karins' office.

A37

INT. MECHANICAL - GENERATOR CONTROL ROOM - NIGHT

A37

On the metal board, Shirley has done a rough SKETCH of how the generator works. There's a horizontal line coming in from the side of the silo shaft, below the generator. It connects to a large circle, then continues vertically out the top of the circle.

SHIRLEY

The steam comes in from down below, we have no idea how deep. All we know is, it comes up through this pipe --

She follows the pipe on her drawing with her chalk.

SHIRLEY (CONT'D)

-- makes this bend and goes straight up to the turbine. The Founders were smart. They knew they couldn't control how the steam behaves, so they built in a safety.

She points to the cylindrical chamber on the drawing.

SHIRLEY (CONT'D)

This is the containment chamber. It protects the turbine in case there's a sudden surge and someone needs to regulate the flow.

(to Juliette)

You wanna stop the generator, Knox has to close this main valve all the way. That happens and you'll get...

(MORE)

(CONTINUED)

SHIRLEY (CONT'D)

maybe thirty minutes before the pressure redlines. Then, he has to release it.

JULIETTE

We can hold it in the red.

SHIRLEY

We could if steam was cold, but it isn't. Because it's steam. The more pressure it's under, the hotter it gets, and that pressure just keeps on building until...

Juliette winces -- *she hadn't thought of that.*

JULIETTE

Thirty minutes before redline?

SHIRLEY

At most.
(to Knox)
Boss?

All eyes on Knox, weighing this decision. After a beat, he lets out a heavy sigh, then --

KNOX

The Mayor's authorized eight hours on the backup. Once we've made the switch, the crew'll get to work detaching panels C and D.

TEDDY

Both?

KNOX

It's the only way to assess what's inside.

TEDDY

They're massive. They probably weigh --

SHIRLEY

One point three-five tons. Each.

KNOX

Teddy, there's no part of this that's easy. Even a slight mistake at any point could get somebody killed or leave ten thousand people in the dark, forever.

Knox sees the worry on Teddy's face.

KNOX (CONT'D)

We'll put five of our strongest mechanics on each. The overhead grid will take some of the weight. Once the siding's off, I'll slow it down to fifty percent, but I can't stop it. Not yet. We'll identify the problem, then Jules will signal me when she's ready. I'll shut the steam valve and stop the generator. Your thirty minutes starts then. Alright?

JULIETTE

(deep breath)

Okay.

KNOX

Far as we know, nothing like this has been done before. Probably for good reason. So, watch each other's backs and be careful. Jules, who do you want up there with you?

Juliette turns and looks to Cooper. Off Cooper's surprise--

KNOX (CONT'D)

If this goes sideways, I can't have you and your shadow--

JULIETTE

Knox, if this goes sideways, that's going to be the least of your concerns.

B37 OMITTED

B37

C37 OMITTED

C37

D37 EXT. SILO SHAFT - NIGHT

D37

The silo is eerily quiet from top to bottom, save for distant fans and the soft buzz of stairway lights. Traveling down, an occasional deputy is spotted silently patrolling the rim of a level landing.

37 INT. MECHANICAL - GENERATOR CONTROL ROOM - NIGHT

37

Knox turns to the clock on the wall. 9:59. He watches the second hand sweeping around, past the 12. He hesitates. Exhales.

(CONTINUED)

KNOX

Go ahead.

SHIRLEY

Switching to backup.

Shirley flips two switches and turns a selector dial to BACK-UP. Knox and Shirley, exchanging a nervous look --

OMITTED

INT. LEVEL 1 CAFETERIA - NIGHT

A few PEOPLE, including sheriff-office assistant SANDY, have set up camp in groups, wanting to ride this out together. They gasp as the overhead lights flicker.

For a beat, they're bathed in the light of the wall screen, but then it too flickers, the colors going berserk.

For a brief flash, the sky appears... blue. Then it's dark.

Sandy and few others are puzzled for a moment -- *what the hell was that?* -- then the lights go out for good. PEOPLE immediately turn on their FLASHLIGHTS.

EXT. BALCONY STAIR SHAFT - NIGHT

Karins and a fellow DEPUTY are patrolling one of the balconies as the entire silo goes DARK. They turn on their FLASHLIGHTS and share a nervous look before heading in opposite directions.

INT. MECHANICAL - GENERATOR CONTROL ROOM - NIGHT

Shirley watches the panel gauges lower, then settle. She turns to Knox.

SHIRLEY

Backup is holding steady.

B40

CONTINUED:

B40

KNOX

Cutting steam to fifty percent.

Knox slowly pulls down on the steam lever. A needle on an RPM GAGE drops as --

C40

INT. MECHANICAL - STEAM CONTAINMENT CHAMBER - SAME

C40

CLOSE ON the main steam pipe valve as a steel door slowly lowers, covering the opening halfway. Steam continues to fight its way out from a hot pipe, now partially closed.

D40

INT. MECHANICAL - GENERATOR ROOM - UPPER PLATFORM - NIGHT D40

Knox walks out of the control room and joins Juliette on the top platform, looks out as --

40

OMITTED

40

41

OMITTED

41

A42

INT. MECHANICAL - GENERATOR ROOM - DAY

A42

A thick set of grease-stained hands wrap around a thick chain as two groups of FIVE STRONG MECHANICS dig their boots into the floor and swing two massive STEEL GENERATOR SIDE PANELS away from the main turbine frame with the aid of a sliding girder fixed to the grid above.

Reveal the SPINNING TURBINE. It's an intimidating whirl of criss-crossing metal that scrapes and spits brilliant sparks with every violent turn.

On the floor below, the gathering CROWD OF MECHANICS look up in awe, seeing the beating heart of the silo for the very first time.

B42

INT. MECHANICAL - GENERATOR ROOM - UPPER PLATFORM - NIGHT B42

Knox eyes light up, captivated by what he sees.

KNOX

It's incredible.

Juliette, getting her first clear look at the MONSTROUS METAL BLADES AND GEARS that make up the massive turbine, keys in the one particular quadrant where the machine is in shreds.

(CONTINUED)

B42

CONTINUED:

B42

JULIETTE

There. That's where we gotta go.

AC42

EXT. BALCONY/BRIDGE/STAIRS - LEVEL 140 - NIGHT

AC42

Hank and two of his DEPUTIES are on patrol, sweeping the dark and deserted balcony with flashlights.

As they come around the balcony towards the bridge--

VOICE

Help!

Hank hurries across the bridge. His flashlight beam lands on an ELDERLY MAN crouched on the stairs, clinging to the central shaft.

ELDERLY MAN

I was trying to get home and the lights went out.

HANK

We've got you now, sir.

Hank helps the Elderly Man to his feet.

HANK (CONT'D)

Barnes'll get you back safe.

The other Deputy takes the Elderly Man's arm and helps him towards the bridge. Off Hank's concern as he continues up the stairs--

C42

INT. MECHANICAL - GENERATOR ROOM - NIGHT

C42

Juliette tosses a ROLL OF SILVER HEAT TAPE to Teddy.

JULIETTE

You and the ropes crews wrap this around your gloves. If you have to drop us fast, you won't burn their hands.

TEDDY

I thought we had to save heat tape.

JULIETTE

Yeah, that's not ours. That's the stuff I... "liberated" from Supply.

Teddy grins.

(CONTINUED)

Juliette heads over to where Cooper is getting geared up. She fastens a strap around her waist, then looks to Cooper. He nervously does the same as his FELLOW ENGINEERS yank his shoulder and legs straps tight to his skinny frame.

Cooper watches as another mechanic, clamps a propane tank and a bag of heavy equipment to the long chains that hang from ceiling pulleys.

JULIETTE (CONT'D)

Hey. You alright?

Cooper nods. Juliette's not entirely convinced, turns pointing to the shredded part of the turbine.

JULIETTE (CONT'D)

When we get up there, we tuck ourselves in and fix what we can. Anything larger we send down for them to fix.

COOPER

Okay.

JULIETTE

Good.

Juliette slaps Cooper hard on the back, nearly knocking him over as the engineers clip hammers and wrenches to their belts.

C42

C42

KNOX

Jules!

Juliette looks to Knox, standing in the control room doorway.

KNOX (CONT'D)

You give me the word!

Juliette nods.

D42

INT. MECHANICAL - GENERATOR CONTROL ROOM - NIGHT

D42

Knox dips back in, taking his position behind the control panel with Shirley by his side.

KNOX

What're the odds this works out?

Shirley says nothing. Knox looks to her, forcing a response.

SHIRLEY

Fuck the odds. It's gonna work.

E42

INT. MECHANICAL - GENERATOR ROOM - THAT MOMENT

E42

Juliette and Cooper sit down into boatswains chairs. Juliette checks her safety straps and shares a nod with Cooper. She takes a deep breath, looks over her shoulder to Knox and gives the THUMBS UP --

F42

INT. MECHANICAL - GENERATOR CONTROL ROOM - NIGHT

F42

Knox places his hand on the steam pressure lever as Shirley moves to the open control room door.

KNOX

Alright... Go for it.

SHIRLEY

(calling down)

Five! Four! Three!

G42

INT. MECHANICAL - GENERATOR ROOM - SAME

G42

JULIETTE

(to Teddy)

Try not to launch us through the ceiling.

(CONTINUED)

G42

CONTINUED:

G42

SHIRLEY

Two! One!

Knox braces himself, then pulls down the lever to close off the main steam pipe.

42

OMITTED

42

A43

INT. MECHANICAL - STEAM CONTAINMENT CHAMBER - SAME

A43

CLOSE ON the main steam pipe valve closing as a last rush of steam escapes.

43

INT. MECHANICAL - GENERATOR ROOM - SAME

43

WIDE as the generator slows to a STOP. It lets out one last GROAN, then falls to deafening silence.

At the base, the mechanics stand stunned by the silence. It has never been this quiet in here.

JULIETTE

Now!

Juliette's and Cooper's feet race away from the ground as they're quickly hoisted up. The ropes teams pull hard, feeding rope through their gloved hands. Teddy in the front, his eyes rising with his two friends.

AA44

INT. MECHANICAL - GENERATOR ROOM - TURBINE - THAT MOMENT AA44

Juliette and Cooper rise along the generator frame to meet a hive of TWISTED TURBINE BLADES. Yelling down --

JULIETTE

Stop! We're here!

Juliette reaches out, grabbing ahold of the steel generator frame, unclips herself from the boatswain chair, and pulls herself in. She folds herself into a tight space assessing the damage as Cooper waits, his feet dangling high above the ground.

TEDDY

Tying it off!

The ropes teams tie off their ends to the generator room rails and... let go. Cooper DROPS a quick foot as the rope slacks a bit, then catches. His heart sinks as he looks down.

(CONTINUED)

AA44 CONTINUED:

AA44

From inside the turbine --

JULIETTE

Get that equipment up here!

Cooper, hangs on tight with one hand and waves down with the other --

COOPER

Teddy! Bring it up!

BA44 INT. MECHANICAL - GENERATOR ROOM - THAT MOMENT

BA44

Chain moves through pulleys as a heavy bag of equipment rises from the ground below. Teddy and team haul the load up to --

CA44 INT. MECHANICAL - GENERATOR ROOM - TURBINE - THAT MOMENT CA44

Juliette eyes rows of twisted little turbine blades. She contorts herself to assess the damage just above her head and spots one HEAVILY MANGLED BLADE.

JULIETTE

Coop --

She looks to Cooper, pulling in the bag of gear. He struggles to extract some tools that are caught up in the bag.

JULIETTE (CONT'D)

You know how I always say doing it right is more important than doing it fast?

Cooper nods as he works to dislodge the tools.

JULIETTE (CONT'D)

Not today. Today we have a dark silo. I need both. Hurry.

A44 INT. (SIMS') APARTMENT - BEDROOM - NIGHT

A44

We hear a scared LITTLE BOY in the darkness.

LITTLE BOY (O.S.)

Daddy! It's too dark!

MAN'S VOICE (O.S.)

Shhh, it's okay, don't worry. Don't be scared--

(CONTINUED)

A44

CONTINUED:

A44

A flashlight CLICKS on to reveal... Sims is the one doing the comforting. The boy calms.

SIMS

See? The dark's nothing to be scared of.

(CONTINUED)

A44 CONTINUED: (2) A44

Sims hugs his son close.

B44 OMITTED B44

44 OMITTED 44

A45 OMITTED A45

B45 OMITTED B45

45 OMITTED 45

46 INT. MIDS DEPUTY STATION - NIGHT 46

Marnes has the radio on as he sketches on the back of a sheet of office paper. It's a pretty good DRAWING of Jahns.

LAFONTAINE (O.S.)
(over radio)
This is LaFontaine on 80. All quiet
up to the farms.

Marnes hears the door to Karins' office open. He deftly covers the drawing as he turns to see Jahns come out.

JAHNS
I can't sleep.

MARNES
Then don't.

47 OMITTED 47

48 OMITTED 48

49 INT. MECHANICAL - GENERATOR ROOM - TURBINE - NIGHT 49

Juliette, tucked in between turbine blades, strains to loosen a bolt and unhook the large twisted metal blade from the generator's main rotor.

JULIETTE
Hold the other end for me!

Juliette yanks the damaged blade free and before it can drop into her lap, Cooper catches the weight.

(CONTINUED)

JULIETTE (CONT'D)

Got it?

COOPER

Yeah.

JULIETTE

Send it down for them to fix! We'll hammer and weld the other ones in here.

Cooper straddles a girder on the generator's frame. He leans out tying the recently cut METAL TURBINE BLADE to the boatswains swings using thick rope.

Below, the ropes team stands by, looking up, waiting anxiously to lower it down.

TEDDY

We're ready!

Inside the turbine--

Red hot metal glows and smokes in the reflection of Juliette's protective goggles as she quickly heats a smaller turbine blade with a blow torch. She holsters it, pulls thick pliers from her belt, and bends the red hot blade into alignment. She turns to Cooper --

JULIETTE

How's it going out there!?

COOPER

It's on, but I'm not sure it's secure enough to--

At that moment, the sharp edge of a large blade slices through one seat --

COOPER (CONT'D)

No, no, no!

-- then the other. Sending the metal blade rocketing towards the ground.

COOPER (CONT'D)

Look out!

AAA50 INT. MECHANICAL - GENERATOR ROOM - NIGHT

AAA50

Teddy reacts quickly, clearing the team out of the way. The large blade falls, smashing into the generator platform along with a shower of tools and debris. Just inches away --

Teddy uncovers his head, turns and looks up to Cooper, sitting regrettably on edge.

(CONTINUED)

AAA50 CONTINUED:

AAA50

Broken boatswains swing debris is scattered along on the generator floor. Only a single rope remains dangling from above.

KNOX
(to Teddy)
You guys okay!?

Teddy nods.

KNOX (CONT'D)
Then pick the damn thing up and get it straight, so Jules can get it back in!

Teddy jumps to his feet and signals his team.

TEDDY
Let's do it!

He lifts the snarled blade and rushes away, headed to a blacksmith's vice, trailed by TWO BLACKSMITHS with welding helmets strapped to their heads.

JULIETTE (O.S.)
Hey!

BAA50 INT. MECHANICAL - GENERATOR ROOM - TURBINE - NIGHT (PREV. BAA50 SC. BAC50)

Juliette calls out to Cooper, sitting dazed, clinging to the steel frame of the generator turbine. His eyes are angled down to where he dropped the giant blade.

JULIETTE
Hey, I need you to focus! Help me get these things straight!

She points with her pliers to a twisted mesh of smaller blades. Cooper snaps out of it, reaches for the tools and starts to work.

CAA50 INT. MECHANICAL - GENERATOR CONTROL ROOM - NIGHT

CAA50

Shirley's anxious eyes move from the generator down to the needle on the STEAM TEMPERATURE GAUGE, slowly sliding towards the red.

DAA50 EXT. RESIDENTIAL ALLEYWAY - LEVEL 47 - NIGHT

DAA50

A MAN steps out of his apartment carrying a blanket. He walks over to a GROUP OF NEIGHBORS, all gathered around the light of a fire that's been built in the middle of the otherwise pitch black alleyway.

The man wraps the blanket around his DAUGHTER, holds her close. Off the group, exchanging uneasy looks.

AA50 EXT. STAIRS/BRIDGE - MIDS - NIGHT

AA50

It's quiet in the shaft, and dark, except for a few EMERGENCY LIGHTS. Jahns and Marnes walk out onto the bridge, look up and down at the immensity of the place, taking in this strange peace.

MARNES

Ten thousand people aren't sleeping right now. Terrified the power won't come back. Afraid maybe the ground water will rise and they'll drown. Or a bunch of nutjobs will bust out through the top and let the poison in.

JAHNS

And here I was just trying to enjoy the quiet.

MARNES

Didn't quite get to my point.
(off her look)
We've always been one catastrophic failure away from the end of it all. This just makes everyone conscious of it. Maybe not a bad thing. Makes you appreciate the day you have.

(CONTINUED)

Jahns thinks that over, nods.

JAHNS

The question as always: what do you do with the days you have left?

(off Marnes' look)

I know you think appointing Nichols is a mistake. But something about her makes me hopeful. Hopeful enough I might be able to hand the reins over to someone else.

MARNES

You'd consider retiring?

Jahns shrugs -- *maybe*.

MARNES (CONT'D)

To do what? Sit around and knit?

JAHNS

Why not? Maybe open a shop, right next to some guy who does drawings.

Marnes looks at her. She looks at him.

JAHNS (CONT'D)

You know I didn't come all this way just to talk to Juliette Nichols. Or count lightbulbs. I wanted to spend time with you.

MARNES

I know it's why I came.

They look at each other for a good moment. And then, in the still and twilight of the silo, they kiss. A kiss they've both wanted for twenty years. It's a little awkward at first, but then they're both swept up in the moment, holding each other close.

SHIRLEY (O.S.)

Boss!

Knox comes back into the control room and looks to Shirley, her eyes locked on the steam pressure gauge.

A50

SHIRLEY

It's overheating way faster than we
thought.

Knox slides over, seeing the needle moving towards red.

KNOX

How much time?

SHIRLEY

A few minutes, maybe?

Knox runs out.

B50

INT. MECHANICAL - GENERATOR ROOM/TURBINE - NIGHT(CROSSCUT)B50

Knox yells from the steps of the generator room --

KNOX

Jules! You gotta get out! We've
only got a few minutes!

In the turbine, Juliette lowers her torch, dripping with
sweat. Nearly all of the smaller blades have been repaired.

JULIETTE

What did he say!?

COOPER

We only have a few minutes!

Juliette climbs to the edge of the turbine frame. She peers
down to see Teddy and his blacksmiths huddled around the
sparking and smoking blade as they heat and hammer it back
into shape. She looks to Knox --

JULIETTE

We're not done yet! We need more
time!

KNOX (O.S.)

(to Juliette)
We're redlining!

JULIETTE

Already?!

KNOX

Temperature's higher than expected!
I gotta open the valve!

JULIETTE

Not without that rotor blade!

(CONTINUED)

B50

CONTINUED:

B50

Knox looks to the sparking vice and anvil surrounded by Teddy and the blacksmiths.

KNOX

Teddy!

TEDDY

We're trying!

KNOX

Try harder!

Knox dips into --

AAC50 INT. MECHANICAL - GENERATOR CONTROL ROOM - THAT MOMENT AAC50

Shirley turns to Knox, concerned.

KNOX

How's it looking?

SHIRLEY

It's getting worse.

KNOX

Fuck!

BAC50 INT. MECHANICAL - GENERATOR ROOM - TURBINE - SAME BAC50

Juliette looks out at the dangling rope, then back to Cooper and the gnarled smaller turbine blades, only partly repaired.

COOPER

(to Juliette, panicking)

What do we do?

JULIETTE

Take over. Keep working. It's the same thing I've taught you with the cooling fans. Heat and bend.

COOPER

Alright.

JULIETTE

When they get that blade up, crawl in there and bolt it in. Get the angle right or we're all screwed.

COOPER

But--

(CONTINUED)

JULIETTE

Hey! Look at me. You're ready,
Coop. Just focus. You can do it.

Cooper nods with new-found determination.

JULIETTE (CONT'D)

Get going.

(CONTINUED)

Cooper puts the goggles on and crawls in. Juliette stands, grips the generator frame, stretching for the rope. She catches it with her fingertips and pulls it in. Without hesitation, she jumps unto the rope and slides down.

AC50 INT. MECHANICAL - GENERATOR ROOM - MOMENTS LATER AC50

Juliette lands at the base. Teddy and another mechanic pound the heated blade into shape.

JULIETTE

Teddy!?

TEDDY

Another minute!

JULIETTE

He needs it now! Get it up there!

Juliette grips the walkway railing and hops over, going down below. Knox yells after her --

KNOX

Jules, where you going?!

JULIETTE

To try and buy us more time!

Knox starts to say something, but Juliette's already gone.

KNOX

Shit!

Knox turns and runs into --

ABC50 INT. MECHANICAL - GENERATOR CONTROL ROOM - SAME ABC50

Knox calls to Shirley.

KNOX

I got this in here. Go make sure she doesn't do anything stupid.

SHIRLEY

That's impossible.

Shirley runs out of the control room and down the stairs, following after Juliette. Knox watches her go and notices the THICK PIPES on the lower level vibrating, struggling to contain the steam's pressure.

(CONTINUED)

ABC50 CONTINUED:

ABC50

KNOX

Oh shit.

BBC50 INT. MECHANICAL - GENERATOR SUB-FLOOR - THAT MOMENT BBC50

Below the walkway, Juliette looks back at Shirley and grabs the end of a FIREHOSE --

JULIETTE

Turn it on when I yell!

She runs towards the base of the generator, taking the hose with her.

BC50 INT. MECHANICAL - STEAM CONTAINMENT CHAMBER - SAME BC50

Dark, except for something **glowing red**. We hear a creaking wheel. A HATCH opens on the side of the enclosure and light comes in to reveal a cylindrical room. On the wall, halfway between the floor and ceiling, the closed steam pipe hatch is **glowing red**.

Juliette appears in the open hatch, holding the end of the firehose.

CC50 INT. MECHANICAL - GENERATOR SUB-FLOOR - NIGHT CC50

Shirley stands behind Jules, the firehose running by her feet.

SHIRLEY

You're going in there?!

Juliette lowers the end of the hose into --

ADC50 INT. MECHANICAL - STEAM CONTAINMENT CHAMBER - CONTINUOUS ADC50

Juliette climbs through the hatch and hand-drops to the bottom, landing hard. She picks up the nozzle, aims it directly at the glowing red steam pipe hatch, bracing herself.

JULIETTE

NOW!

BDC50 INT. MECHANICAL - GENERATOR SUB-FLOOR - THAT MOMENT BDC50

Shirley TURNS the flow wheel on the fire hose wall mount and watches the hose SNAP STRAIGHT as it fills with water.

(CONTINUED)

BDC50 CONTINUED:

BDC50

SHIRLEY

I hope you know what you're doing!

CDC50 INT. MECHANICAL - STEAM CONTAINMENT CHAMBER - CONTINUOUS CDC50

Juliette, standing at the bottom, holds on tight as water jets out of the nozzle. It hits the scorching steam pipe hatch, hissing and flying back at her. As Juliette turns her head away --

DCD50 OMITTED (MOVED TO SC. GDC50) DCD50

AEDC50 INT. MECHANICAL - CONTROL ROOM - SAME AEDC50

Knox watches as the needle on the temperature gauge edges back out of the red.

EDC50 INT. MECHANICAL - STEAM CONTAINMENT CHAMBER - SAME EDC50

CLOSE ON JULIETTE'S FEET -- the water from the hose is filling the chamber, already up to Juliette's ankles.

FDC50 OMITTED FDC50 *

GDC50 INT. MECHANICAL - GENERATOR ROOM - TURBINE - THAT MOMENT GDC50
(PREV. SC.DCD50)

Inside the turbine, Cooper works quickly as he works to heat and bend the remaining small blades.

DC50 INT. MECHANICAL - GENERATOR CONTROL ROOM - MOMENTS LATER DC50

Knox is hovered over the gauges watching the steam temperature gauge settle a bit.

KNOX

(to himself)

Come on, Jules. Just a few more minutes.

AEC50 INT. MECHANICAL - STEAM CONTAINMENT CHAMBER - SAME (PREV. AEC50
SC. AJC50)

Juliette hoses down the steam pipe hatch. The water is now up to her waist and climbing. She looks down, terrified.

BEC50 INT. MECHANICAL - GENERATOR ROOM - THAT MOMENT BEC50

Knox races out and yells down to Teddy and his team as they tie the long blade onto the same rope Juliette slid down on.

KNOX
(calling down to Teddy)
Faster! Get it up!

CEC50 INT. MECHANICAL - GENERATOR ROOM - TURBINE - THAT MOMENT CEC50

Cooper leans out and sees the repaired long blade being hoisted up. Below Teddy and his team pull harder as --

DEC50 INT. MECHANICAL - STEAM CONTAINMENT CHAMBER - SAME DEC50

Juliette struggles to keep the water hose aimed at the red hot steam containment door. She squints to see through the splashing water that continues to rise around her.

EEC50 INT. MECHANICAL - GENERATOR ROOM - TURBINE - THAT MOMENT EEC50

Cooper lifts the long blade into the turbine, straining once again to handle its awkward size and weight.

FEC50 INT. MECHANICAL - GENERATOR CONTROL ROOM - SAME (PREV. SC. GC50) FEC50

Knox watches the steam gauge. The NEEDLE wobbles at the edge of the red.

EC50 INT. MECHANICAL - GENERATOR ROOM - TURBINE - SAME EC50

Cooper props up the giant blade and works to guide the blade's mount into the rotor.

FC50 OMITTED (MOVED TO SC. EDC50) FC50

GC50 OMITTED (MOVED TO SC. FEC50) GC50

HC50 INT. MECHANICAL - GENERATOR ROOM - SAME HC50

Shirley hears a vibrating sound behind her, looks over her shoulder to see --

One of the smaller pipes next to the generator shakes vigorously. And then, BANG! A METAL BOLT screams through the air. Shirley ducks as it shoots past her and ricochets off the base of the generator.

SHIRLEY

I'm sure that's nothing to worry about.

(to Juliette)

Jules, get outta there!

IC50 OMITTED IC50

AJC50 OMITTED (MOVED TO SC. AEC50) AJC50

JC50 OMITTED JC50

KC50 OMITTED KC50

ALC50 INT. MECHANICAL - GENERATOR ROOM - TURBINE ALC50

Cooper aligns the blade and shoves it into the mount. Steadying it with his shoulder, he extends an arm out, stretching for a bag of bolts just out of reach of his fingertips.

COOPER

Come on!

Sweat pours down Cooper's face as he strains to buy another inch. The bag of bolts starts to slide, seconds away from falling into the rows and rows of blades below when Cooper snatches it up. He extracts the bolts and quickly forces them into the mount. He reaches for the wrench on his belt.

LC50 INT. MECHANICAL - GENERATOR CONTROL ROOM - SAME LC50

The needle of the steam pressure gauge moves into the red.

KNOX

There's no more time.

(CONTINUED)

LC50 CONTINUED:

LC50

Knox runs to the door --

AAMC50 INT. MECHANICAL - GENERATOR ROOM - CONTINUOUS

AAMC50

Knox screams up to Cooper, a fear in his voice.

KNOX

Coop, that's enough!!! Get the fuck out!

Teddy looks up to the turbine, helplessly.

BAMC50 INT. MECHANICAL - GENERATOR ROOM - TURBINE - THAT MOMENT BAMC50

Cooper works feverishly on the bolts, contorting himself in the tight space. He twists the wrench as far as he can, then resets it quickly repeating the same action, tightening, again and again.

COOPER

Almost there...

AMC50 INT. MECHANICAL - STEAM CONTAINMENT CHAMBER - SAME

AMC50

The water is now up to Juliette's chin. She takes a terrified gasp of air and goes under. Eyes open, she sticks to her task, trying as best she can to aim the stream of cold water at the steam pipe hatch.

BMC50 INT. MECHANICAL - GENERATOR ROOM - TURBINE

BMC50

Cooper strains to tighten the last bolt and gets it --

He climbs out of the turbine yelling down to Knox --

COOPER

It's done!

MC50 INT. MECHANICAL - GENERATOR ROOM - SAME

MC50

Steam pipes whine under the building pressure as Knox looks from Cooper down to the crowd below --

KNOX

Get Jules! Now!

The rope team jumps over the railing to help. Cooper slides down the rope.

COOPER

Where's Juliette!?

ANC50 INT. MECHANICAL - GENERATOR ROOM SUB-FLOOR - SAME ANC50

Shirley shuts off the fire hose valve. A team of mechanics pull up the hose through the hatch.

The nozzle emerges. No sign of Juliette. Shirley runs over, yelling into the glowing red water.

SHIRLEY

Juliette!

A beat. Shirley's about to jump in when Juliette's hand palms her right in the face. She pulls herself up, sputtering, coughing.

As she catches her breath, Juliette's rope team closes the hatch. Shirley yells up to Knox.

SHIRLEY (CONT'D)

She's out!

NC50 OMITTED NC50

OC50 INT. MECHANICAL - GENERATOR CONTROL ROOM - SAME OC50

Knox runs in, races to his station and shifts the LEVER to re-open the main steam pipe hatch.

C50 OMITTED C50

D50 OMITTED D50

E50 OMITTED E50

F50 INT. MECHANICAL - GENERATOR ROOM - SAME F50

Cooper is helped down. Shirley, Teddy and Juliette climb up from below.

JULIETTE

You get it done?

COOPER

Yeah. Maybe. I think so.

Knox walks out onto the control room bridge. Everyone holds their breath as giant machine comes to life.

(CONTINUED)

F50

CONTINUED:

F50

The rotor's spin increases. Soon it's whirring. A banging starts and gets loud -- BANGBANGBANG! -- and Cooper just deflates. Juliette puts a hand on his shoulder -- *wait*.

Then... the BANGBANGBANG turns into bangbangbang and then... disappears altogether.

The rotor is spinning so fast it's a smooth humming blur.

It's still loud down there -- too loud to hear Shirley when she screams and Cooper joins her. They all hug Juliette. But she shrugs them off, points to Cooper -- *he did it*. Cooper beams. Everyone starts hugging him.

COOPER (CONT'D)

Ow! Take it easy.

50	OMITTED	50
51	OMITTED	51
52	OMITTED	52
53	OMITTED	53
54	OMITTED	54
A55	OMITTED	A55
55	OMITTED	55
56	OMITTED	56
57	INT. LEVEL 1 CAFETERIA - NIGHT	57

The wall screen FLICKERS BACK ON, resuming its regular programming of the bleakness outside. Our groggy campers wake up, begin CHEERING.

58 INT. SIMS' APARTMENT - BEDROOM - NIGHT 58

The lights come on to reveal Sims sleeping next to his boy.

A59 EXT. STAIRS/BRIDGE - MIDS - NIGHT A59

Jahns and Marnes are standing close, staring at each other, smiling after their kiss, when the lights start coming back on.

Marnes pulls back from Jahns, instinctively concerned about anyone seeing the mayor in this light. Jahns doesn't care, takes his hand as the silo comes back to life.

FADE TO:

59 OMITTED 59

60 OMITTED 60

61 OMITTED 61

62 INT. MECHANICAL - WALKER'S WORKSHOP - DAY 62

Juliette, prepped for travel, drops a loaded BACKPACK at her feet. Walker looks at Juliette, then away.

WALKER

I hope you're not expecting me to praise you for doing your job.

JULIETTE

I came to say I'm sorry. For what I said.

WALKER

(beat)

You're not wrong. I haven't left this place in a long time.

JULIETTE

I failed and I took it out on you.

WALKER

How did you fail?

JULIETTE

I tried to do what George wanted me to do and I couldn't.

(CONTINUED)

WALKER

(beat)

When I first heard about you and
"the computer guy," I didn't know
what to think. Then Shirley told me
he made you smile.

JULIETTE

I'm sorry you never got to meet
him.

WALKER

He didn't tell you? Good. I told
him not to.

(beat)

I sent him a message, saying I
needed help with my computer. Which
I didn't. I mean, I built it. When
he got here I told him if he did
anything to hurt you, he would
vanish without a trace.

Juliette is surprised and touched. She takes it in. She puts
a hand on her backpack.

JULIETTE

Before I go--

WALKER

--to take a job you are clearly
unqualified to do.

JULIETTE

I have always enjoyed your words of
encouragement.

WALKER

Can I give you some advice?

JULIETTE

Would it matter if I said no?

(CONTINUED)

WALKER

Try to make a friend.

JULIETTE

That's the same advice you gave me
twenty years ago.

WALKER

It's good advice.

JULIETTE

Anything else?

WALKER

Don't... be you.

Juliette wasn't expecting that.

WALKER (CONT'D)

You're bossy, you're cranky, you
punch people in the face. You say
things you have to apologize for.
You get away with that shit down
here because we know you. And you
know the job. But you don't know a
damn thing about being sheriff. You
pull any nonsense up-top, you'll be
back down here before you know it.
And you won't have found that hard
drive, or who killed George.

Juliette nods. Then lifts her pack.

JULIETTE

I have something I want you to look
at before I go.

She pulls out the CAMERA she found in George's box of relics,
sets it on Walker's workbench.

WALKER (O.C.)

What is that?

JULIETTE (O.C.)

No idea. Found it with George's
things.

(CONTINUED)

WALKER

You brought a relic into my workshop.

JULIETTE

You like to know how things work.

WALKER

I also like not dying.

JULIETTE

They'd never send you out to clean.
The only way you're leaving this place is feet first.

Walker shrugs -- *you're right about that.*

JULIETTE (CONT'D)

Anyway, when you get a minute, see if you can figure out what it is.

Walker nods. Juliette lifts her pack, starts to say something sincere, but she's not great at it.

JULIETTE (CONT'D)

Walk--
(stops, then:)
Thanks. For everything.

Walker nods.

JULIETTE (CONT'D)

I'll send messages.

WALKER

Sheriff gets a radio.
(taps her radio)
I'll be listening.

Juliette nods. Shoulders her backpack, heads for the door.

WALKER (CONT'D)

One more thing.

Juliette stops.

WALKER (CONT'D)

Don't end up like George.

Juliette looks at Walker, nods, then goes out the door.
Walker peers at the camera.

A64 EXT. STAIRS/BRIDGE - IT LEVEL - DAY

A64

Jahns drinks from Marnes' WATER BOTTLE. As she returns it to his backpack --

BERNARD (O.S.)
Mayor Jahns!

Jahns and Marnes turn to see Bernard on the bridge.

BERNARD (CONT'D)
Please tell me why this silo spent last night in the dark.

MARNES
Because it was night.

BERNARD
Helpful, Deputy. Thank you.

JAHNS
It was crucial we fix the generator. I made the call.

BERNARD
You made a deal. With Juliette Nichols. Our soon to be sheriff.

JAHNS
How'd you hear that, Bernard?

BERNARD
A thief from Mechanical.

JAHNS
She'll be great.

Bernard takes that in. Sincere concern crosses his face.

BERNARD
Ten thousand lives, Ruth. And all the generations beyond that... For the sake of the silo and all of us in it, I pray to the Founders you're right.

Off Jahns -- she's been thinking the same thing.

64 EXT. BRIDGE TO LEVEL 144 - DAY

64

Juliette walks with Shirley to the bottom of the stairs. They stop.

(CONTINUED)

JULIETTE

Feels weird. Haven't left
Mechanical since I got down here.

SHIRLEY

I remember that scrawny kid from
the mids.
(off Juliette's smile)
It's time. There's a few things you
need to face up there.

Juliette knows what she means, doesn't want to go there.
Shirley changes the subject.

SHIRLEY (CONT'D)

When you get sick of the up-
toppers, get your ass back down
here. We'll be waiting for a visit
from our Sheriff.

Shirley grabs Juliette, hugs her.

SHIRLEY (CONT'D)

You're gonna be great.

Shirley heads back across the bridge towards Mechanical.
Juliette looks down at the spot where George died. Then she
pulls out Holston's BADGE and looks at the back of it. A part
of a conversation come back to her...

HOLSTON (V.O.)

Maintaining order in the silo is my
job.

JULIETTE (V.O.)

What about finding the truth?

And now we see it. One word has been scratched into the metal
on the back of the badge:

"TRUTH"

Juliette remembers one more bit of conversation:

HOLSTON (V.O.)

When I find something, I'll send
word. A signal... You'll know it
when you see it.

Juliette pockets the badge. She cocks her head to see the
stairs spiraling up above her, the far-distant top unseeable.

She adjusts her straps, starts up.

65 OMITTED 65

66 INT. MAYOR'S OFFICE - NIGHT 66

CLOSE ON Jahns' hand, writing the name "JULIETTE NICHOLS" in the Sheriff's Ledger, right beneath "Holston Becker."

Jahns closes the ledger, sits back in her chair. Marnes stands across from her desk.

MARNES

Hope you're not making a horrible mistake.

JAHNS

I'm not.

She stands, wincing a bit as she does.

MARNES

Everything okay?

JAHNS

Mmm-hmm. Just fine.

She brushes it off, walks over to Marnes and strokes his face.

JAHNS (CONT'D)

Why don't you grab a bottle of wine and take me back to my apartment.

MARNES

Yes, ma'am.

JAHNS

I'm just going to run to the restroom first.

She heads off. Marnes moves to the cabinet and bends down on creaky knees. Opening it to see THREE BOTTLES --

MARNES

Which one?

JAHNS (O.S.)

(from the bathroom)

Whatever you want.

Marnes is jittery, unsure. He pulls out a bottle, then changes his mind and grabs another, wiping dust away.

(CONTINUED)

He stands, sets it on Jahns' desktop, and looks to the FRAMED SKETCH OF MALCOLM. Marnes speaks quietly, just between the two of them --

MARNES

I'll take care good of her, old friend. I promise.

Then, Marnes calls into the bathroom --

MARNES (CONT'D)

You think one bottle's enough?

Jahns doesn't answer, so Marnes just keeps talking. Nervously. Like a schoolboy waiting for his prom date.

MARNES (CONT'D)

Maybe I get two?... Ruth?

Another beat goes by. Okay, now it's getting weird. Marnes heads to the bathroom when he hears the horrible sound of a body hitting the floor.

MARNES (CONT'D)

Ruth?!

When he gets to the bathroom, he hears choking and gasping noises from inside. Marnes BODYSLAMS the door until it gives to reveal -- **Jahns on the floor, convulsing, blood pouring from her nose and mouth.**

MARNES (CONT'D)

Oh my god--

Marnes rushes to her, cradling her head as he calls out --

MARNES (CONT'D)

HELP! PLEASE! SOMEBODY HELP!!!

CUT TO BLACK.

67 OMITTED

67

68 OMITTED

68

END OF EPISODE