

WOOL

Episode #110

"Outside"

by

Fred Golan

Based on the novel by Hugh Howey

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<u>Draft/Revision Color</u>	<u>Date</u>	<u>Pages Affected</u>
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CAST PAGE
FULL YELLOW DRAFT 3/22/22

JULIETTE NICHOLS
BERNARD HOLLAND
ROBERT SIMS
MARTHA WALKER
PAUL BILLINGS
LUKAS KYLE

PATRICK KENNEDY
DANNY
DIEGO* ~~TECHNICAL OFFICER~~
DEPUTY MOLLY KARINS
KNOX
SHIRLEY
DEPUTY HANK MURPHY
WATCHER #2* WATCHER
GEORGE WILKINS
CARLA MCLAIN
DOUGLAS TRUMBULL
CAMILLE
KATHLEEN BILLINGS
DR. PETE NICHOLS
JANE CARMODY (VOICE ONLY)
COOPER*
TEDDY*
YOUNG JULIETTE (PREVIOUSLY SHOT)*
HANNA NICHOLS (PREVIOUSLY SHOT)*
PETE NICHOLS (PREVIOUSLY SHOT)*
JACOB NICHOLS (PREVIOUSLY SHOT)*

OMITTED:

SET PAGE
SALMON REVISIONS 5/20/22

INTERIOR

KENNEDY'S APARTMENT

SHERIFF'S DEPARTMENT
HOLDING 3
BULLPEN

WATCHERS' ROOM

IT DEPARTMENT
BERNARD'S OFFICE
HALLWAY

TRASH CHUTE

SERVICE CORRIDOR
LEVEL 126

JUDICIAL
SIMS' OFFICE

MAINTENANCE CORRIDOR
LEVEL 126

MECHANICAL
CAFETERIA
SCAVENGE ROOM
HALLWAY
WALKER'S WORKSHOP

BILLINGS' APARTMENT

SILO
STAIRS

LEVEL 1 CAFETERIA

SIM'S APARTMENT

JULES' HELMET POV/HILLSIDE

JULES' HELMET POV/VALLEY

MAINTENANCE LEVEL HALLWAY/
JANITORIAL ROOM

SUIT SHOP

EXTERIOR

STAIRS
LEVEL 70
RESIDENTIAL LEVEL

ALLEYWAY
LEVEL 22

ALLEYWAY OFFSHOOT
LEVEL 22

STAIRS AND BRIDGE
LEVEL 144
MAINTENANCE LEVEL
IT LEVEL

SILO
RAMP

JULIETTE'S HELMET POV/HILLSIDE

JULIETTE'S HELMET POV/VALLEY

RESIDENTIAL ALLEYWAY
LEVEL 124

LEVEL 144 LANDING

SILO BRIDGE/STAIRS

SET PAGE
SALMON REVISIONS 5/20/22

INTERIOR

EXTERIOR

OMITTED

~~SECRET ROOM*~~

1 INT. KENNEDY'S APARTMENT - DAY

1

JULIETTE, KENNEDY and DANNY are watching the Jane Carmody cleaning video one more time.

ON THE COMPUTER: As JANE'S POV is headed up the hill it cuts to black.

The three of them sit there. Then:

JULIETTE

Everyone needs to see that.

Danny nods in agreement.

KENNEDY

Everyone who?

JULIETTE

Everyone.

KENNEDY

Do you think the woman down on 74,
just doing her job in the mill,
trying to keep up with her kids'
school work, you think she'll care?

JULIETTE

She should.

(to Danny)

Would it be possible to get that on
every computer?

DANNY

No.

Juliette slumps.

DANNY (CONT'D)

Well, I mean, it's not *impossible*,
but... all the computer screens are
controlled by IT.

KENNEDY

Now you wanna break into IT?

DANNY

There're signal boosters every
thirty levels.

JULIETTE

What's the lowest one?

(off their looks)

(MORE)

(CONTINUED)

1

JULIETTE (CONT'D)

I need to get out of the Up-Top.
And the Mids.

DANNY

There's one on 126.

JULIETTE

Then that's where we go.

DANNY

There are security teams on every
level, and unless I'm mistaken,
they're all looking for you.
There's no way we'll--

JULIETTE

I can get us there.

KENNEDY

Fine. Give me the watch and go.

JULIETTE

You're coming with us.

KENNEDY

Like hell. You said "Get me a
computer guy who can do tricks."
You didn't say anything about--

JULIETTE

As good as he is, Bernard is
better. He'll eventually trace this
here.

Kennedy looks to Danny. Danny shrugs -- *she's right.*

KENNEDY

Oh, well, fuck me.

2

INT. WATCHERS' ROOM - DAY

2

BERNARD and SIMS are scanning the screens. Sims' jaw is
clenched, his hands still strangling the railing.

BERNARD

You want to kill her.

Sims gives Bernard an *of course I do* look.

DIEGO (O.C.)

Got it.

Bernard and Sims step over.

(CONTINUED)

2

DIEGO (CONT'D)
I used your methods, which were
pretty amazing--

BERNARD
Yes, yes, I'm a genius. Where's the
drive?

DIEGO
In an apartment on 22. Assigned
to...
(looks at screen)
...Patrick Kennedy.

BERNARD
Who's he?
(to Sims)
A friend of hers? I thought you
checked all her--

SIMS
He's not a friend.
(beat)
But she did save his life.

3

EXT. ALLEYWAY - LEVEL 22 - DAY

3

AMUNDSEN and a team of FOUR RAIDERS run hard down the
alleyway to Kennedy's door. A quick swing of a battering ram
and they are in, leaving TWO RAIDERS outside.

4

EXT. ALLEYWAY OFFSHOOT - LEVEL 22 - SAME

4

Kennedy is down the alleyway, peering out from an offshoot.
One of the two raiders sees Kennedy, starts toward him.
Fuuuck...

Juliette is with Danny at the other end of the offshoot. She
checks her watch.

DANNY
How do you know the schedule?

JULIETTE
Worked the scavenge room when I was
a kid.

DANNY
Interesting work?
(off her look)
Just making conversation.

(CONTINUED)

4

Kennedy runs up.

KENNEDY
We gotta go.

JULIETTE
We can't--

KENNEDY
Now!

Kennedy grabs the handle to the TRASH CHUTE ACCESS HATCH.
Juliette grabs his arm, stops him.

KENNEDY (CONT'D)
(terse whisper)
They're coming!

There's a LOUD, VIOLENT, WHOOSH as trash plummets past them
down the chute. Juliette whips open the hatch.

The raider walks up, reaches the turnout, looks. It's empty,
the hatch closed.

5

INT. TRASH CHUTE - DAY

5

Juliette, Kennedy, and Danny are in the chute. Kennedy and
Danny are above the hatch; Juliette below. They are hanging
onto recessed handholds and footholds in the wall of the
chute. A little light leaks in from the hatch.

KENNEDY
How're we--?

JULIETTE
Sshh.

She listens, hears the raider's footsteps move on. She waits
a beat to be sure, then reaches up and flips a switch.

WORK LIGHTS come on, embedded in the wall of the chute.

KENNEDY
What the--?

JULIETTE
The lights and handholds are in
case someone has to clear a jam.

Juliette starts down. Kennedy and Danny follow, scared
shitless by the seemingly infinite drop.

6 INT. WATCHERS' ROOM - DAY

6

Sims enters. Bernard looks at him.

SIMS
They searched the level. She's not there.

BERNARD
She would've been seen on the stairs.

Sims nods.

BERNARD (CONT'D)
Then how?

Sims doesn't know.

WATCHER #2
Mr. Sims, a message came through from one of your agents.

Sims walks over to the watcher, eyes one of the lower monitors where a small message has appeared onscreen. He glowers, heads out.

SIMS (PRE-LAP)
This is all my fault.

A7 INT. SHERIFF'S OFFICE - BULLPEN - DAY

A7

CLOSE ON SIMS

SIMS
When I sent you home, I thought it was clear I expected you to stay there.

BILLINGS is sitting at his desk in the bullpen, which Sims has clearly had emptied.

SIMS (CONT'D)
Was I not clear about that?

BILLINGS
No, you were.

SIMS
Yet you went to Nichols' apartment.
(off Billing's surprise)
You think because you taught her a class in The Pact an agent wouldn't tell me?

(CONTINUED)

BILLINGS

No.

SIMS

Why did you go to Nichols' apartment?

BILLINGS

I thought if I could find out why she said she wanted to go out I might be able to find her.

SIMS

Did you? Find anything that gave you some insight?

BILLINGS

(brief beat, then:)

No.

SIMS

Did you find anything that might explain why she had you arrest me the other day?

BILLINGS

(thrown a bit)

Uh, no...?

SIMS

Or why you agreed to it?

Billings realizes it's probably better not to answer.

SIMS (CONT'D)

Did you find anything that might explain why she went to my apartment and threatened to kill my wife and my son?

BILLINGS

What?

Sims looks at Billings, toward his lap.

SIMS

I can't help noticing your hands, Deputy. How you're holding your right in your left.

Billings looks down at his hands, as unaware of what he's doing. He is squeezing his right hand very hard.

(CONTINUED)

A7

SIMS (CONT'D)

Why is that?

Billings looks up at Sims, fearful--

7

INT. SERVICE CORRIDOR - LEVEL 126 - DAY

7

A TRASH CHUTE HATCH is kicked open from the inside. Out come Juliette, Kennedy and Danny. Juliette just gets the hatch closed as another load of trash RUMBLES and CRASHES past, inside the chute, startling Kennedy.

KENNEDY

For fuck's sake. That almost--

JULIETTE

(to Danny)

Where is it?

DANNY

(points)

This way.

8

INT. MAINTENANCE CORRIDOR - LEVEL 126 - DAY

8

Danny leads them to a panel labeled AUTHORIZED IT PERSONNEL ONLY. He pulls a tool kit out of his BACKPACK and goes to work on the lock on the handle.

JULIETTE

Let me.

Juliette swings the blue-handled HAMMER (109) and KNOCKS the hatch's handle off with one clean SNAP.

Danny pulls open the hatch, puts on a small HEAD-LAMP, shines it inside, showing a busy interface with cables, plugs, circuits, and a SMALL COMPUTER MONITOR.

Danny pulls out a keyboard, attaches wires and clips to the hard drive.

DANNY

We sure about this?

KENNEDY

Now you ask?

JULIETTE

People need to know the truth.

(to Kennedy)

Even the woman on 74.

(CONTINUED)

Danny goes back to work. Kennedy is checking the walls. Sees a harmless-looking Air Quality Monitor.

KENNEDY
That's a camera?

JULIETTE
Probably.

KENNEDY
Then let's take it out!

She hands Kennedy the hammer. He's about to bash the device--

DANNY
Don't.
(off their looks)
Anywhere a camera goes dark,
they're more likely to send
raiders.

JULIETTE
They'll send them the minute you
connect the drive.

DANNY
Just... Give me a second.

Danny continues to work. Stops.

DANNY (CONT'D)
Okay. Here we go.

He plugs the drive into the system.

INT. WATCHERS' ROOM - DAY

Bernard stands behind the watchers, eyeing the screens, looking for Juliette and her co-conspirators.

DIEGO
The drive just popped on 126.

BERNARD
Where?

DIEGO
(weird...)
At our hub.

Bernard nods to a WATCHER.

BERNARD
(to Watcher)
Get Sims.

The Watcher hurries off.

BERNARD (CONT'D)
(to Diego)
Do we have a working camera there?

Diego and the other watchers go to work.

ON THE SCREENS: CCTV images appear, flipping through empty service corridors until Bernard sees, points--

BERNARD (CONT'D)
There.

He's pointing at an IMAGE OF JULIETTE, DANNY, AND KENNEDY.

Juliette turns and looks right at the camera.

Everyone is unnerved. No one has ever done that before.

10 INT. MAINTENANCE CORRIDOR - LEVEL 126 - SAME 10

Juliette keeps her eyes locked on the camera.

DANNY
They found us.

Juliette goes to Danny. Kennedy swings the hammer at the air quality monitor on the wall.

11 INT. WATCHERS' ROOM - SAME 11

Bernard and the others flinch when the camera view of Juliette and the others goes dark. Sims comes back in.

SIMS
I radioed Deputy Karins. She'll be there in five minutes--

DIEGO
(off his screen)
Uh-oh.

BERNARD
What?

DIEGO
They're linking screens.

11

CONTINUED:

11

Off Bernard, eyes widening--

12

INT. MAINTENANCE CORRIDOR - LEVEL 126 - DAY

12

Juliette clicks her way through files until she locates the JANE CARMODY CLEANING file. Up comes the BLUE SKY LANDSCAPE -- in low-res on this little monitor.

JULIETTE

Do it.

Danny takes a deep breath, then grabs the keyboard, types, clicks.

13

INT. WATCHERS' ROOM - SAME

13

All the screens switch to the opening frame of the Jane Carmody cleaning video -- green grass, living trees, no bodies and a rich blue sky.

The watchers have never seen this before. Neither has Sims.

SIMS

Who's seeing this?

DIEGO

Just about every--

BERNARD

Shut your eyes.

The watchers hesitate.

SIMS

Do what he says.

The watchers all start shutting their eyes.

BERNARD

(to Sims)

You, too.

Sims shuts his eyes. Bernard grabs Diego's shoulder.

BERNARD (CONT'D)

Move.

The man doesn't move quick enough, so Bernard grabs him and yanks him out of his chair. Bernard sits, starts typing.

(CONTINUED)

13

ON THE WATCHER'S MONITOR

Bernard gets quickly into the basic architecture of the system. He types a series of commands.

A PROMPT comes up: **Are you sure?**

Bernard hits **Yes**.

Another prompt: **You will not be able to rescind--**

Bernard hits **Yes**.

ALL THE SCREENS GO BLACK.

14

INT. MAINTENANCE CORRIDOR - LEVEL 126 - SAME

14

Juliette, Danny and Kennedy have their eyes on the small computer screen as the Jane Carmody cleaning video begins to play... and then the screen goes black.

JULIETTE

What happened? Did they shut us
down?

Danny goes to work on the keyboard, gets nothing.

DANNY

They shut everything down.

On the small computer screen: **System Maintenance In Progress**
and a familiar spinning wheel of death.

KENNEDY

It's over, let's go.

Danny hesitates. Kennedy pushes him.

KENNEDY (CONT'D)

Now!

Danny bolts. Kennedy doesn't follow.

JULIETTE

You, too.

KENNEDY

You said I get the watch.

Juliette looks at him -- *are you fucking kidding me?* Kennedy rolls his eyes, runs.

(CONTINUED)

14

CONTINUED:

14

Juliette rips the computer hard drive free of the wires and runs off in the other direction.

15

OMITTED

15

16

OMITTED

16

17

INT. WATCHERS' ROOM - DAY

17

Bernard and Sims stand in front of the wall of black monitors. Sims' radio crackles --

KARINS (O.S.)

(over radio)

This is Karins on 126. We have two men in custody.

SIMS

(into radio)

What about Nichols?

KARINS (O.S.)

(over radio)

We have the level on lock-down.
We'll find her.

Sims sets down the radio in frustration.

SIMS

We've heard that before.

Bernard has a thought -- *of course*.

BERNARD

She's smart... and she's brave.

(off Sims)

She's not on 126 anymore.

18

INT. TRASH CHUTE - DAY

18

Juliette descends the chute, quick as she can. There's the sound of a trash chute hatch clanging open above her. Then, high above her, KARINS looks in and down.

KARINS

I see her!

Juliette speeds her descent.

19 OMITTED 19

20 OMITTED 20

21 EXT. STAIRS - DAY 21

Sims is on the run, headed down, speaking into a radio.

SIMS
Karins, has she gotten out?

KARINS (O.S.)
(over radio)
No, sir.

SIMS
Go to Recycling, get anything
heavy.

A22 INT. SERVICE CORRIDOR - LEVEL 126 - DAY A22

DEPUTIES wheel in RECYCLING COLLECTION CARTS packed with an array of trash and HEAVY METAL OBJECTS. They slide in, one after the other, like bins of cannonballs ready to be dropped into the chute.

22 INT. TRASH CHUTE - DAY 22

Juliette continues hauling ass down the chute. From above:

KARINS
Nichols! Get out at the next hatch!

Juliette doesn't respond.

KARINS (CONT'D)
You're not the sheriff anymore.
You're just a fugitive. And I've
been told to knock you out of the
chute.

Juliette keeps going.

23 INT. SERVICE CORRIDOR - LEVEL 126 - DAY 23

Karins steps back from the hatch. She looks to the team of deputies standing by with recycling collection carts. A beat. She nods.

(CONTINUED)

23

CONTINUED:

23

The deputies start dumping plastic and metal down the chute.

24

INT. TRASH CHUTE - SAME

24

Juliette hears a sound coming from above.

TRASH

Is tumbling down from on high.

JULIETTE

Makes herself as flat against the wall as she can, turns her head, grimacing.

THE TRASH

Hits her, the impact pulling one hand out of a handhold. But then it's past. Juliette catches her breath, keeps going.

25

OMITTED

25

26

INT. SERVICE CORRIDOR - LEVEL 126 - SAME

26

Sims hurries toward Karins and the deputies.

SIMS

You get her?

KARINS

I'm not sure. I can't see her--

Sims sees something.

SIMS

Make sure.

He points at a BROKEN A/C UNIT on another trolley.

27

INT. TRASH CHUTE - DAY

27

Exhausted, Juliette keeps climbing down. Hears a distant METALLIC SCRAPING--

- 28 INT. SERVICE CORRIDOR - LEVEL 126 - DAY 28
- Sims, Karins and her deputies muscle the A/C UNIT into the chute. Metal SCRAPES as they push it in, tipping it until... it SUDDENLY DROPS.
- 29 INT. TRASH CHUTE - DAY 29
- Juliette hears the SCREECH and CRASH above, looks up, sees --
- The A/C UNIT tumbling toward her, SPARKING off the walls. SHIT!!!
- Juliette exhales, closes her eyes, and... LETS GO.
- She FALLS AWAY for an impossibly long time, then --
- The A/C unit CRASHES PAST US --
- 30 INT. MECHANICAL - SCAVENGE ROOM - DAY 30
- Juliette explodes out of the chute, slams INTO A FOUR-FOOT PILE OF DEBRIS.
- Juliette lies there, out cold from the impact, not moving. From the shaft, the scraping tumbling sound of the plummeting A/C unit gets louder and louder --
- We hear scrambling feet, then HANDS drag Juliette to safety a millisecond before --
- The A/C unit screams out of the chute and craters into the pile, BLOWING debris everywhere --
- CUT TO:
- MAIN TITLES
- FADE IN:
- 31 OMITTED 31
- 32 INT. MECHANICAL - WALKER'S WORKSHOP - DAY 32
- Juliette is unconscious on Walker's couch. WALKER is next to her -- a kind of "Pieta." She tends to an abrasion on Juliette's left forearm, dabbing the wound with a wet cloth.
- DEPUTY HANK MURPHY and SHIRLEY are mid-argument.

(CONTINUED)

SHIRLEY

Red shirts pulled her clear. One of them came and got me.

*

HANK

You should've come to me.

SHIRLEY

And what would you have done?

HANK

I wouldn't have brought her here.

SHIRLEY

Where was I supposed to take her?

KNOX enters, shuts the door.

KNOX

Judicial's here.

SHIRLEY

What? How did they know she was--?

KNOX

I told them.

(off Shirley's rage)

There's no place we could hide her they wouldn't find! They'd'a torn Mechanical apart. Everybody in the Down Deep would've paid the price.

SHIRLEY

You asshole!

JULIETTE (O.C.)

No, he's right.

They look at Juliette, pushing herself up onto one elbow, sore as hell.

JULIETTE (CONT'D)

They still blame us for the rebellion, and that was a hundred and forty years ago.

(to Shirley)

But you're also right. Knox is an asshole. Before you let 'em in, I'd like a minute alone with Walker.

KNOX

I don't think these guys are going to listen to us.

(CONTINUED)

Walker turns, tears in her eyes.

WALKER
Maybe she'll live to clean, maybe
she won't. Either way, I won't see
her alive again. So I don't think
it's too much to ask.

KNOX
(beat)
I'll try.

A beat, then Knox, Shirley and Hank leave. Walker looks at
Juliette. She's banged-up, bruised, and in pain.

WALKER
All things considered, maybe you
should have stayed in the Mids with
your dad when you were 13.

JULIETTE
Walk, as much as I'd love to do our
usual back and forth, there're some
things I have to tell you.

A33 INT. WALKER'S WORKSHOP - CORRIDOR - SAME

A33

At the end of the corridor, Knox, Shirley and Hank are with
Sims, who's there with TWO RAIDERS and Bernard.

KNOX
One minute. Please.

SHIRLEY
She's not going anywhere--

Shirley lunges forward. A raider knocks her into a wall and
pins her with a baton under the chin. Sims ignores the action
and pushes past. Bernard gives Knox and Shirley an apologetic
shrug and follows Sims.

B33 INT. WALKER'S WORKSHOP - SAME

B33

Walker and Juliette turn at the door opening. In come Sims
and Bernard, leaving the raiders in the hallway. Sims points
at Walker.

SIMS
Out.

Walker reacts.

JULIETTE
No. She--

*
*

*

B33

SIMS
(to Juliette)
Shut up.
(to Walker)
Out!

JULIETTE
She can't leave--

SIMS
I SAID SHUT THE FUCK--!

BERNARD
Rob. It's okay.
(to Walker)
If you could just stand over there.

Bernard points to the far end of the workshop. Walker walks over.

Sims leans in close to Juliette.

SIMS
If we were alone, this would be going very differently right now.

JULIETTE
I never would've hurt your family.

SIMS
My son keeps asking if the scary lady is coming back.

JULIETTE
How many families ask the same about you? And how's your son going to feel when he finds out everything you've done?

Sims grabs a HAMMER from Walker's bench.

BERNARD
Rob. Wait outside with your team.

Sims, steaming, sets down the hammer. He nods to the raiders and they all exit.

Bernard picks up Juliette's backpack, pulls out the drive.

BERNARD (CONT'D)
If you'd been able to do what you wanted, you would've killed everyone in the silo.

(CONTINUED)

JULIETTE
People can handle the truth.

BERNARD
I wish I shared your optimism.

Bernard sets the drive down on the table, picks up the hammer and smashes the hell out of the drive, sets the hammer down.

BERNARD (CONT'D)
I'll have to put you in shackles.

JULIETTE
So I don't run again?

BERNARD
Really more for show.
(beat)
I propose an arrangement, a deal if you will. If you stop saying you didn't ask to go out, and if you waive your right to a hearing, I'll tell you what I can.

JULIETTE
I just want you to tell me what happened to George.

BERNARD
You cooperate, I can do better than tell you.

Off Juliette, not knowing what that means --

33	OMITTED	33
34	OMITTED	34
35	OMITTED	35
36	OMITTED	36
37	OMITTED	37
38	OMITTED	38

39	OMITTED	39
40	OMITTED	40
41	OMITTED	41
42	OMITTED	42
43	OMITTED	43
44	OMITTED	44
45	EXT. STAIRS AND BRIDGE - LEVEL 144 - DAY	45

Hank and Shirley watch Juliette walk out of Mechanical, her wrists in shackles. She is escorted by the two raiders. Bernard and Sims follow.

As they cross the bridge, Juliette looks at her friends, then at the place where George's body was found. Then she and her escort start the long trip up the broad, winding stairs.

SHIRLEY (PRE-LAP)
I wish I'd talked her out of it.

46	INT. MECHANICAL - WALKER'S WORKSHOP - NIGHT	46
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Shirley is with Walker.

WALKER
Out of what?

SHIRLEY
Going after that shitty heat tape when ours ran out. That's what pissed them off Up Top.

WALKER
I'm sure there's a long list of things she did that pissed them off.

They sit in silence for a bit.

(CONTINUED)

SHIRLEY

Well, I better get back to the control room, give Knox more of the silent treatment.

Shirley gets up, goes to the door.

WALKER

Shirley...

SHIRLEY

He turned Jules in. You would've at least made those assholes find her on their own.

WALKER

Yeah, because I'm such a hero.
(beat)
Knox didn't have a choice.

SHIRLEY

He had a choice. We all had a choice.

Shirley leaves.

Walker stares at the pieces of whatever she's been working on. She picks up a tool... then puts it back down. She's not getting any more work done today.

She sits there, thinking. Then a thought comes to her. She rummages around her workbench, finds **a roll of the heat tape** Juliette stole from IT's supply.

She pulls out a length of it, looks at it, thinking...

47

EXT. STAIRS - RESIDENTIAL LEVEL - NIGHT

47

Juliette, face dirty, clothes torn, looks like a martyr as the raiders march her up the stairs. Juliette sees that PEOPLE have come out to watch.

There's a FAMILY, sleepy children in arms. Juliette locks eyes with their wide-eyed LITTLE GIRL. Juliette manages a smile, and the girl smiles back.

And on they go.

48

INT. MECHANICAL - HALLWAY - NIGHT

48

The door to Walker's workshop opens. There's Walker. She looks different, nicer clothes. But she is not comfortable.

(CONTINUED)

She stands in the threshold of her workshop. We can see her panic rising.

She turns to retreat back inside, then stops. With her back to the corridor, she makes a decision: *the hell with it*. She backs up into the corridor, then pulls the door closed after her, locks it.

Now she stands, breathing deeply, her back to the corridor. She takes her hand off the door, sees it's trembling.

48

WALKER
(to herself)
C'mon, you old fool -- you're all
she's got.

So she faces the corridor, which seems to *physically stretch* as she stares down the length of it. She steadies herself against the wall.

In her eyes: determination struggles against deep terror.

WALKER (CONT'D)
Not gonna die. Just feels like it.

Walker wills herself to put one foot in front of the other.

49

EXT. LEVEL 144 LANDING - NIGHT

49

Walker emerges from a Mechanical alleyway onto the landing, walking deliberately, every step an act of will. PEOPLE start to recognize her, react:

VOICES
That's Walker! It can't be.

Deputy Hank is in conversation, sees Walker. He crosses toward her; she doesn't see him -- she's focused on getting to the stairs.

HANK
Walker -- what are you doing?

WALKER
Getting some air.

Ignoring the reactions, Walker starts across the bridge.

50

EXT. STAIRS - LEVEL 70 - NIGHT

50

Juliette, exhausted, in pain, stops.

JULIETTE
Water.

Bernard opens his BOTTLE, offers it to Juliette. She tries to raise her manacled hands to take it, but the chains pull her short.

BERNARD
Here.

Bernard tips the bottle, lets Juliette drink deep.

51 EXT. LEVEL 124 - RESIDENTIAL ALLEYWAY - NIGHT

51

A HAND knocks on a door, setting off raucous BARKING inside the apartment.

MCLAIN (O.C.)
Dogs! Settle!

The dogs stop barking. The door opens, revealing CARLA MCLAIN, barely awake. She sees Walker and can't hide her shock. The two of them stand in silence for some time.

WALKER
Carla.

MCLAIN
Martha.

WALKER
You look well.

MCLAIN
I don't remember you being a liar.
(beat)
Never expected to see you up here again.

WALKER
Makes two of us.
(beat)
So. How're things in Supply these days?

MCLAIN
What? Wait...
(dawns on her)
This have to do with Nichols?

Walker nods. McLain sighs, slumps.

MCLAIN (CONT'D)
This about that fucking heat tape?

WALKER
It is.

MCLAIN
You know that stunt of hers brought Judicial down, and that head of IT asshole, the one who became mayor. Asking how she got by my dogs.
(MORE)

(CONTINUED)

51

CONTINUED:

51

MCLAIN (CONT'D)

I said "I don't know, maybe she brought some bacon." Why do they care so much? Your tape is way better than theirs.

WALKER

I know. Doesn't make sense.
(beat)
Unless it does.

McLain doesn't understand at first, then does. *Fuck me--*

52

EXT. STAIRS AND BRIDGE - MAINTENANCE LEVEL - NIGHT

52

Bernard, Sims, Juliette, the raiders escort, reach a level. Bernard stops.

BERNARD

(to raiders)

Unlock her and leave us.

The raiders share a look, look to Sims. He's not thrilled about it, but nods. They unlock Juliette, then walk up.

SIMS

If she tells anybody what she sees, we'll have to bring them in.

BERNARD

She won't. We made a deal.

Bernard looks at Juliette. Juliette gives a slight nod. Bernard gestures for Juliette to go with him across the bridge. Off they go, Sims trailing.

A53

INT. MAINTENANCE LEVEL HALLWAY/JANITORIAL ROOM - NIGHT

A53

Juliette, Bernard and Sims head down the narrow, deserted passageway toward the sacred door marked JANITORIAL. Sims swings open the door and looks back at Juliette. Confused, she steps into the room packed with maintenance supplies.

JULIETTE

What is this? What are we doing here?

Sims reaches for a pipe on a wall and pauses a second. This is a big moment for him, bringing Juliette in this way.

BERNARD

Mr. Sims.

(CONTINUED)

A53

Sims reluctantly slides down the pipe fitting and presses the SECRET BUTTON. Juliette looks on with confusion and amazement as the hidden door to the Watcher's Room slides open. Bernard steps past her, leading the way in.

53

INT. WATCHERS' ROOM - NIGHT

53

Sims follows Bernard as he escorts Juliette into the room. The monitors are back on, displaying surveillance footage.

Watchers react to Juliette's presence: *he's brought an outsider into the sanctuary.*

BERNARD

(off their looks)

I realize this is a breach of our protocols, but I'm making an exception for the sheriff before she cleans.

The watchers look to Sims for direction. Sims hesitates, still not liking this, then nods to Diego.

SIMS

Pull the surveillance of George Wilkins on the stairs.

Diego searches the database.

Juliette looks around, shakes her head in disbelief.

JULIETTE

We never had a chance.

BERNARD

No.

Diego has found surveillance footage of GEORGE being led up the stairs by TRUMBULL.

DIEGO

How much do you want to see?

BERNARD

Go to where they stop.

Diego speeds through the climb, the image jumping from camera to camera, until George stops, seemingly exhausted.

BERNARD (CONT'D)

Volume.

Diego slides up the sound bar on his screen.

(CONTINUED)

53

TRUMBULL (ON SCREEN)
Keep walking.

GEORGE (ON SCREEN)
I need a drink.

Beat, then Trumbull reaches back for his water bottle.

BERNARD
We think he deliberately stopped
near a camera. By then he knew what
they looked like.

As Trumbull fumbles the bottle open, George head-butts him,
breaks free and hoists himself up to sit on the railing.

54

EXT. STAIRS - NIGHT (FLASHBACK)

54

We CRANE UP OVER GEORGE, to see the sheer drop of a hundred
feet behind him.

TRUMBULL
(starting toward him)
Don't be stupid.

GEORGE
Take another step, I'll be very
stupid.

Trumbull stops short -- *fuck...*

TRUMBULL
What do you want?

GEORGE
You were ordered to take me alive,
right?

TRUMBULL
Yeah.

GEORGE
So goons can torture me until I
give up the hard drive and the
people I worked with.

TRUMBULL
(hesitates)
They just want to talk to you.

He's a shitty liar. George considers his future -- then gets
that haunting, mirthless smile people get once they've made
up their minds.

(CONTINUED)

54

GEORGE
Well --
(shrugs)
-- figured I'd ask.

George looks at camera, smiles sadly, raises his hands, puts one over his heart--

TRUMBULL
NO!

George leans backwards and falls into the cavernous stairwell. Trumbull rushes the railing, but he's too late.

55 INT. WATCHERS' ROOM - NIGHT 55

Bernard PAUSES the playback. Juliette stares at the frozen image on the screen, in tears, and we begin a long, slow --

DISSOLVE TO:

56 INT. SHERIFF'S DEPARTMENT - HOLDING 3 - DAY 56

Juliette stares at THE DISPLAY SCREEN showing the bleak lifeless world outside while --

SUIT TECHS measure her for a suit. She complies with their orders to raise an arm, or step closer, but her eyes are locked on the dust-covered bodies of Holston and Allison, resting where they fell, not far from the brittle skeleton of a long-dead tree.

57 OMITTED 57

58 OMITTED 58

A59 INT. WATCHERS' ROOM - DAY A59

Sims is with the watchers, eyeing the screens throughout the silo. Bernard enters.

BERNARD
How are we today?

SIMS
Everything's pretty calm. Hasn't been this quiet since Holston walked.

(CONTINUED)

A59

CONTINUED:

A59

Bernard nods, smiles, pleased. Then he leans in and speaks quietly to Sims.

BERNARD

Rob, I was rash when I said I was worried about you being my shadow. Tomorrow, when Nichols is out on the hill, we'll have another discussion. Okay?

Sims nods. Bernard nods, too. Enjoying the peace.

*

B59

INT. SIMS' APARTMENT - DAY

B59

Sims and CAMILLE.

CAMILLE

Bernard said that?

*

*

SIMS

He did.

CAMILLE

He's a smart man. And you --

*

Camille lovingly places her hands around the back of Sims' neck.

*

*

CAMILLE (CONT'D)

You are a gift. We are back on track, Rob. Back on track.

*

*

*

Sims leans in, resting his forehead on Camille's.

*

59

INT. SHERIFF'S DEPARTMENT - HOLDING 3 - DAY

59

Juliette is resting when a SHADOW falls over her. She opens her eyes, discovers her father DR. PETE NICHOLS, managing a smile, bearing a COVERED CASSEROLE DISH.

PETE

I thought you might not be eating, so...
(re: the casserole)
...I baked you something.

JULIETTE

Does it have a key inside?

PETE

Wish I'd thought of that.

Pete removes the lid, revealing a casserole, smothered in cheese.

(CONTINUED)

JULIETTE

I don't have much appetite.

PETE

Well, remember what we always said
when you were little --

PETE/JULIETTE

"At least one bite."

Pete takes a SPOON out of his pocket. Juliette pokes her arm
through the bars, takes the spoon and digs out a healthy
bite. The taste brings along a happy memory --

JULIETTE

Mom used to make this!

PETE

(nods)

One of the few things she didn't
burn. Go on -- I'll hold it while
you eat.

JULIETTE

Pete-- Dad-- I'm so sorry I blamed
you.

PETE

We should've talked about it a long
time ago.

Pete takes a beat, trying to find the nerve to ask --

PETE (CONT'D)

(starts to tear up)

Jules, honey... Why'd you say you
wanted to go out? Is there
something I could've --

JULIETTE

I didn't--

Juliette stops, glances at an AIR QUALITY MONITOR on the
wall. Knowing what's hidden behind it, she just shakes her
head, changes the subject.

JULIETTE (CONT'D)

I didn't know you were such a good
cook.

PETE

Not bad for an old guy, huh?

(CONTINUED)

59

Juliette takes another spoonful, eats, smiles for her father.

60

INT. IT DEPARTMENT - BERNARD'S OFFICE - DAY

60

Bernard eases into his chair. He looks exhausted, and his head is pounding.

BERNARD
(calls out)
Bring him in.

Moments later, LUKAS KYLE is escorted in by TWO JUDICIAL AGENTS, his hands cuffed behind him.

BERNARD (CONT'D)
Lose the handcuffs.

Lukas stares at the floor as the handcuffs are removed.

BERNARD (CONT'D)
You can go.

The Judicial Guards exit.

BERNARD (CONT'D)
Sit.

Lukas sits, rubbing his wrists to restore circulation.

BERNARD (CONT'D)
Lukas, owing in part to your cooperation, we have Juliette Nichols in custody.

Lukas's heart sinks.

LUKAS
What's going to happen to her?

BERNARD
I'd be more concerned with what's going to happen to you.

LUKAS
I helped you.

BERNARD
In recognition of that, you won't be sent out to clean. You will go to the mines. Ten years.

Lukas is stunned by that.

(CONTINUED)

BERNARD (CONT'D)

Which is a shame, because you have so much natural talent; so much intellectual curiosity. Sitting in the cafeteria, night after night, alone, watching the lights in the sky...

(beat)

You won't see any lights in a mine. But maybe ten years hauling iron ore will set you straight. If you survive. Many don't.

Off Lukas, stunned--

A61 EXT. SILO BRIDGE/STAIRS - DAY

A61

An IT TECH and their JUDICIAL RAIDER escort cross a bridge and make their way up the stairs. In the tech's arms is a crate loaded with cleaning WOOL and various boxes marked "HEAT TAPE - Serial Number: XT364."

61 INT. SUIT SHOP - A SERIES OF SHOTS - DAY

61

Suit Techs cut FABRIC according to a PATTERN, assemble the pieces, then heat-seal the seams.

Hands reach into a crate and extract a ROLL OF HEAT TAPE, tucking it gently into a leather pouch.

62 INT. SHERIFF'S DEPARTMENT - HOLDING 3 - DAY

62

Shirley offers Juliette HUSH-PUPPIES from a small box, through the bars of the cell.

JULIETTE

They smell great. But everyone's bringing me food, Shirl, and I'm not that hungry.

SHIRLEY

You gotta taste at least one.

JULIETTE

That's what my folks used to say.

Juliette takes one hush-puppy, puts it in her mouth.

SHIRLEY

Walk says if you eat 'em all, maybe you won't fit into the suit.

(CONTINUED)

Shirley pushes the box through the bars.

JULIETTE
I can't eat any more.

SHIRLEY
She said you should take the whole
box -- for luck.

Juliette takes the box -- then feels a slip of FOLDED PAPER
that Shirley holds pressed to the side of the box.

SHIRLEY (CONT'D)
Okay?

Their eyes meet. The **note** is why she's there, not hush
puppies. Juliette nods. After a last, tearful look, Shirley
walks out. Juliette sets the box aside, lays down on the cot
and turns her back to the camera in the air quality monitor
on the wall. She unfolds the note, reads it.

CLOSE ON THE NOTE: written in Walker's scrawl: "**You wanted
the truth. The truth is I love you. Have no fear. They're
good in supply.**"

Juliette folds the note. Off her puzzled look--

A63 INT. BILLINGS' APARTMENT - DAY

A63

Billings enters the apartment as his wife, KATHLEEN, emerges
from their child's bedroom.

KATHLEEN
Hey. I just got her to sleep. You
okay?

BILLINGS
Kat, there's something I have to
tell you.

KATHLEEN
What?

BILLINGS
I could say I just hadn't gotten
around to it, because I've been so
busy getting ready for the
cleaning, or it just slipped my
mind, but the truth is, I just
didn't want to have to tell you.

Kathleen wants to say something, but just waits.

BILLINGS (CONT'D)
Sims knows I have the Syndrome.

(CONTINUED)

Kathleen's face registers shock, then falls with crushing disappointment. She looks over her shoulder to the room where their daughter sleeps.

KATHLEEN

So, what does that mean? Are you fired? Do we have to move? We can't live with my parents--

BILLINGS

We don't have to move. And I'm not fired.

(beat)

The Mayor and Judicial are going to grant me an exemption.

KATHLEEN

(relieved)

Thank the Founders.

BILLINGS

It's at a cost.

KATHLEEN

Whatever it is, it's better than the mines... or being sent out to clean.

Kathleen wraps her arms around her husband. Billings' mind drifts, feeling the weight of events to come.

63	OMITTED	63
64	OMITTED	64
65	OMITTED	65
66	INT. SHERIFF'S DEPARTMENT - HOLDING 3 - DAY	66

Juliette looks up from the cot in the cell at the sound of the door to the office opening. In comes Billings, followed by Bernard.

BERNARD

Thank you, Sheriff. You mind giving us a few minutes?

BILLINGS

Mister Mayor, until it's official,
I'd rather not be called --

BERNARD

I know, I know.

Billings leaves.

BERNARD (CONT'D)

He's such a stickler for the rules.
I can't officially swear him in
until...

JULIETTE

Until I'm dead.

Bernard nods, shrugs.

JULIETTE (CONT'D)
He'll make a great sheriff.
Probably should have been him from
the beginning.

BERNARD
You regret taking the job?

JULIETTE
Not in the least.

BERNARD
You could still be in mechanical,
tinkering with the generator.

Juliette glares back at him. Bernard nods, pulls a chair
over, sits.

BERNARD (CONT'D)
I just want you to know I take no
pleasure in this. Any of it.

JULIETTE
So quit.

BERNARD
(snapping back)
I think about it at least once a
day. I won't burden you with my
troubles, but if you had to
shoulder the weight of everything I
know...

Bernard takes a moment to collect himself.

BERNARD (CONT'D)
You once asked me when your
troubles started.

JULIETTE
When I stole that fucking tape?

A brief flinch in Bernard's eye, then he smiles.

BERNARD
No. Your troubles started at
conception. Your parents weren't
supposed to have children. But,
accidents happen.

JULIETTE
So sending me outside is just your
way of putting things right.

BERNARD

Hardly. Every human life has value.
You've been of great service to the
silo. But once you became sheriff
and started looking into Wilkins'
death--

(CONTINUED)

JULIETTE

I outlived my usefulness.

BERNARD

You became a mortal threat to our survival.

JULIETTE

To our survival?! If this place needs the deaths of George and Jahns and Marnes, the Sheriff and his wife -- there's something very wrong with the silo, and I don't want to be of 'great service' anymore.

Bernard considers this, then:

BERNARD

You were an engineer. You watched the gauges day and night, and if the pressure got too low or too high, you made adjustments. Because if you didn't: "Boom!"

(shrugs)

Well I'm an engineer too -- but instead of a generator, I keep the silo running safely. And when Allison Becker and George Wilkins opened that hard drive, unless... adjustments were made, it was just a matter of time before it all went boom.

JULIETTE

Was my mom one of your adjustments?

BERNARD

That was her choice.

Juliette looks at him -- *c'mon...*

BERNARD (CONT'D)

(sighs)

I expect she felt, like you do, that the silo had failed her.

JULIETTE

You talk about our survival. All she wanted was to fix a simple heart defect. To help people. It could've saved hundreds of lives --

BERNARD

I know. But the device she made to help her with that is prohibited by The Pact.

JULIETTE

Why?

BERNARD

I can't tell you.

JULIETTE

You know the display is a lie. Why not tell people it's safe outside?

Bernard smiles, says nothing.

JULIETTE (CONT'D)

And what about the door George found at the bottom of the silo?

Bernard's brow furrows.

JULIETTE (CONT'D)

Fifteen feet high? Made of steel?

For a split second, Bernard gets an odd look -- *this is the first time he's ever heard of such a door.* He quickly covers.

BERNARD

The Founders left us with many mysteries.

(beat)

Well, it's time for both of us to dress for the occasion.

(gets to his feet)

Congratulations, by the way. You've attracted the largest crowd we've ever had for a cleaning. Even larger than Holston's.

JULIETTE

I won't clean.

BERNARD

Nobody intends to -- but they always do. As The Founders, in their wisdom, knew they would. Which reminds me...

He digs into his pocket, hands something to her.

BERNARD (CONT'D)

Your last request was granted.

It's HOLSTON'S BADGE.

(CONTINUED)

66

CONTINUED: (6)

66

Bernard gives her a final look, exits. The moment he does, the Suit Team comes in. Billings enters behind them and watches as the team begins to suit Juliette up.

A67

INT. IT - BERNARD'S OFFICE - DAY

A67

Bernard is sitting behind his desk. He has a relic bag with him. He opens it and dumps the contents out onto his desktop.

It's the remains of the hard drive he smashed to bits in Walker's workshop. He sorts through it. The drive's disc is intact.

Bernard stares at it.

67

INT. MECHANICAL - CAFETERIA - DAY

67

A crowd is gathering to watch the display screen, which, as always, shows the end of the ramp leading up and the barren wasteland outside.

Hank, COOPER, TEDDY and Shirley are here. Knox joins them, but Shirley moves away from him. They all exchange looks, but nobody speaks. Knox sits in a chair, exhausted by it all.

68

INT. SHERIFF'S DEPARTMENT - HOLDING 3 - DAY

68

We see a SERIES OF SHOTS as the Suit Techs put Juliette into the suit -- just like Holston, Allison, and countless others.

Once Juliette is inside the suit, one of the techs reaches into the leather pouch and extracts the HEAT TAPE. They begin to meticulously WRAP the joints of the suit.

At a signal, the TWO HELMET TECHS step up with the helmet in its LARGE METALLIC BOX.

69

INT. MECHANICAL - CAFETERIA - DAY

69

Now it's standing-room only. Shirley hears MOVEMENT and MURMURS of surprise behind her. She turns to discover the crowd parting to make way as --

Walker moves up for a better view of the screen.

KNOX

Walker, you can have my seat.

WALKER

I'll stand.

(CONTINUED)

69

She moves up beside Shirley, who takes her hand.

BERNARD (PRE-LAP)
Juliette Nichols.

*

70

INT. SHERIFF'S DEPARTMENT - HOLDING 3 - DAY

70

Juliette is in front of Bernard, Billings, the suit and helmet techs. Bernard reads the sentencing.

*

BERNARD

*

You have been charged with and convicted of violating the cardinal law of our society. Any spoken request to leave the silo is granted. But it is irrevocable. Once uttered, it is determinative. You have been asked to clean and have been provided with materials to do so. But you cannot be forced into cleaning. Once outside the airlock, you are outside the law.

*

Off Juliette, her mind turning inward --

*

BERNARD (CONT'D)

*

We do not know why we are here. We do not know who built the silo. We do not know why everything outside the silo is as it is. We do not know when it will be safe to go outside. We only know that day is not this day.

*

*

*

*

*

Bernard's voice fades to a MURMUR as we see SILENT MEMORIES:

FLASH: YOUNG JULIETTE sharing a smile with JACOB, HANNA and PETE, just moments after bringing Jacob back to life. (104)

FLASH: Juliette powering up the work lights, showing Holston the Digger Void. (102)

FLASH: Juliette and GEORGE in their hideaway as George delicately traces Juliette's tattoos with his fingers. He leans down and gently kisses her lips. (106)

FLASH: George's hands put the watch on Juliette's wrist. (106)

Tears fill Juliette's eyes as Bernard's voice comes up again:

(CONTINUED)

BERNARD (CONT'D)

And on behalf of all the people of the silo, I hope you will clean, so that we will better see the world outside our sanctuary as it is and thereby be reminded that here is safe, and there is not.

Bernard nods to the Suit Techs. They raise the helmet and hold it over Juliette's head.

BERNARD (CONT'D)

Juliette Nichols, have you any last words?

Juliette sits with the question, then, almost a surprise to herself, realizes:

JULIETTE

I'm not afraid.

That's all she has. With a nod from Bernard, the helmet is lowered over Juliette's head, turned until they hear the locking CLICK.

Juliette walks to the airlock. Billings pulls the lever and opens the heavy door.

Juliette stands at the threshold, hesitates. Off her look --

FLASH of George, with his haunted smile, tipping backwards off the railing, plunging out of sight.

BACK TO JULIETTE -- she steps into the airlock. The door is sealed behind her. There is a BLAST OF STEAM, and moments later the exterior door OPENS.

71 INT. MECHANICAL - CAFETERIA - SAME 71

The screen shows Juliette, starting up the ramp.

72 EXT. SILO RAMP - SAME 72

INSIDE JULIETTE'S HELMET

As she climbs the ramp. Like Holston, the light on her face goes BLUE, GREEN, WARM --

Juliette looks around in astonishment, drinking in the beauty and wonder of it.

HER POV

(CONTINUED)

72

Blue sky, white, puffy clouds, trees full of leaves, rustling in a gentle breeze.

JULIETTE
(realizing the truth)
The display is a lie...

She enjoys this view, this world. Different to be in it than just see it on a computer screen. But then...

A FLOCK OF BIRDS flies overhead --

CLOSE ON JULIETTE: *She remembers something...*

FLASH OF: Juliette in Kennedy's apartment, watching the Jane Carmody cleaning video -- **the same flock of birds swoops overhead.**

ON JULIETTE as she realizes a *different* truth...

JULIETTE (CONT'D)
The display... is a lie.

Then she turns to face the silo, sees the SENSOR on the tower. She walks up to it, REMOVES THE WOOL PAD from her suit.

She stands facing the sensor for a long moment, holding the cleaning pad out, for all to see.

73

INT. LEVEL 1 CAFETERIA - SAME

73

POP TO: Bernard, Sims, Billings, Kathleen and Pete -- all watching, waiting --

A74

INT. MECHANICAL - CAFETERIA - SAME

A74

Walker, Shirley, Knox, Hank, Cooper and Teddy do the same.

74

EXT. SILO - DAY

74

Juliette slowly turns her gloved hand over, palm-down, then opens it --

AND LETS THE CLEANING PAD FALL TO THE GROUND.

She turns, looks around for Holston and Allison, but sees only ROCKS and SHRUBS where they should be. She starts toward the tree, near where she saw them fall.

75 INT. MECHANICAL - CAFETERIA - DAY 75

Mixed reactions in the restive crowd: lots of people angry and confused:

VOICES

She didn't clean! Everybody cleans!
What's the matter with her?
Traitor! Shut up!

We find Walker.

WALKER

That's my girl.

On the screen, Juliette walks toward the bodies of Holston and Allison, among others, on the hillside near the dead tree.

76 INT. LEVEL 1 CAFETERIA - DAY 76

Bernard and Sims watch as Juliette treks straight for Holston and Allison. The CROWD around them is disappointed, growing agitated --

PEOPLE

No one's not cleaned! What the hell?

Sims whispers tersely to Bernard --

SIMS

What do we do?

BERNARD

It won't be much longer.

77 I/E. JULIETTE'S HELMET POV/HILLSIDE - DAY 77

Juliette's breathing is heavy, labored. In her POV she's approaching the pretty tree, shrubs, and boulders.

78 INT. MECHANICAL - CAFETERIA - DAY 78

The crowd watches intently as Juliette approaches Holston's and Allison's bodies and the gnarled dead tree beyond. She suddenly appears to stumble.

There's a collective GASP as she falls to one knee --

79 INT. LEVEL 1 CAFETERIA - DAY 79

As Juliette rests on one knee, a little unstable, Bernard checks his watch:

BERNARD
Right on schedule.

Sims looks visibly relieved.

80 I/E. JULIETTE'S HELMET POV/HILLSIDE - DAY 80

Juliette looks up at the flowering tree, branches and blossoms, waving in a light breeze. She stares at the rocks for a moment.

Then she then reaches out for the rocks with a gloved hand --

81 INT. LEVEL 1 CAFETERIA - SAME 81

On the screen, Bernard, and Sims watch Juliette's gloved hand rest on Holston's shoulder.

PUSH IN on Bernard...

BERNARD
(fear rising)
She knows...

SIMS
Knows what?

82 I/E. JULIETTE'S HELMET POV/HILLSIDE - DAY 82

To her view, Juliette touches a big rock. But it doesn't feel like a rock under her hand -- it gives.

JULIETTE
Hi, Sheriff.

Juliette reaches into a pocket.

83 INT. MECHANICAL - CAFETERIA - DAY 83

All eyes on the screen; time stands still as they wait for Juliette to fall down dead, as every cleaner has done for as long as anybody can remember.

KNOX
It's over.

(CONTINUED)

83

CONTINUED:

83

Shirley shoots him a look. Walker squeezes her hand.

84

I/E. JULIETTE'S HELMET POV/HILLSIDE - DAY

84

Juliette takes several deep, labored breaths.

FLASH: The suit tech extracts the HEAT TAPE from a pouch and WRAPS the joints of Juliette's suit.

FLASH: Juliette reads Walker's note: "-- they're good in Supply."

BACK TO HILLSIDE: Juliette turns her wrist, examines the taped seam -- *it's good.*

JULIETTE

(mutters to self)

They're good in Supply...

Then Juliette does something no cleaner has ever done: *she stands back up again.*

85

INT. SILO - VARIOUS - SAME

85

Bernard, Sims, Walker, Shirley react -- WTF?!!

86

I/E. JULIETTE'S HELMET POV/HILLSIDE - SAME

86

Juliette looks down at the "boulder" and we see she's left Holston's Sheriff's star.

87

INT. MECHANICAL - CAFETERIA - DAY

87

Shirley shoots a baffled look at Walker, who squeezes her hand and grins. A few isolated JEERS, but mostly shouts of exaltation and CHEERS -- a sudden collective understanding that something monumental just happened, and their lives will never be the same --

Walker and Shirley are both CHEERING --

88

INT. SILO/STAIRS - SAME

88

A dizzying view DOWN THE STAIRWELL, where the shouts and jeers and whoops all become a restive, collective ROAR -- the voice of the people. Something has changed --

89 INT. LEVEL 1 CAFETERIA - DAY 89

Amid the agitated CROWD, we find Sims, angry.

SIMS

What do we do now?

Sims turns to the spot where Bernard stood a moment ago -- but he's gone. Sims looks around --

Off Sims, alone in the middle of the agitated crowd --

90 I/E. JULIETTE'S HELMET POV/HILLSIDE - DAY 90

Juliette starts walking up the hill, the sky still blue, the trees green and beautiful.

She reaches the crest of the hill and stops. It takes her breath away.

HER POV

She finds herself atop a low ridge, overlooking a broad, green valley: trees, grass, a stream. Paradise.

91 INT. MECHANICAL - CAFETERIA - DAY 91

On the big screen, all eyes on Juliette, on the crest of the barren, blasted hill. She turns and looks back briefly at the silo, then walks over the hilltop and... DISAPPEARS FROM VIEW!

People shout, laugh, cheer: **nothing like this has ever happened before!**

Shirley and Walker are hugging, relieved beyond words.

92 EXT. STAIRS AND BRIDGE - IT LEVEL - DAY 92

Bernard runs across the bridge and into IT.

93 INT. IT DEPARTMENT - HALLWAY - DAY 93

Bernard pounds down the curving hallway to his office. He quickly pulls his SPECIAL KEY from his pocket and jams it into the lock of two double doors at the hallway's end labeled "SERVER ROOM."

(CONTINUED)

93

CONTINUED:

93

He turns the key in the lock. Then stops a beat, breathing heavy, closing his eyes as if saying a silent prayer of hope to himself before he --

Pushes the door open --

He steps through the doorway into an unseen space and a BRILLIANT LIGHT illuminates his face --

94

OMITTED

94

95

OMITTED

95

96

I/E. JULIETTE'S HELMET POV/VALLEY - DAY

96

In Juliette's POV, it still looks like a beautiful day as she walks down the slope.

Then the image of the green valley GLITCHES.

TIGHT ON JULIETTE as the light on her face changes, going from green and blue to dark and muddy. She reacts to what she sees with confusion and fear.

HER POV: Through the darkened glass of the helmet she sees no blue sky, no green grass, no trees...

JULIETTE

What the hell?

For the first time in this series, we PULL OUT OF THE SUIT and out of JULIETTE'S POV and see the world as it really is.

Bleak, desolate, dead.

In the distance, the shattered skyline of a long-ago RUINED CITY.

Nearer to Juliette, she sees her silo is just one of FIFTY SILOS.

CLOSE ON JULIETTE. As she tries to take all this in--

CUT TO BLACK.

END OF SEASON