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Student Name: Prithi Sabrina Nathan Shukla		
Student <u>University</u> Email: 1708142@student.uwtsd.ac.uk		
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HPEN6018

Creative Project:

Fibonacci's Children

by

Prithi Sabrina Nathan Shukla

Submitted in Partial Fulfilment of the

Requirements for the Degree

BA Hons Creative Writing

University of Wales Trinity Saint David

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Fibonacci's Children

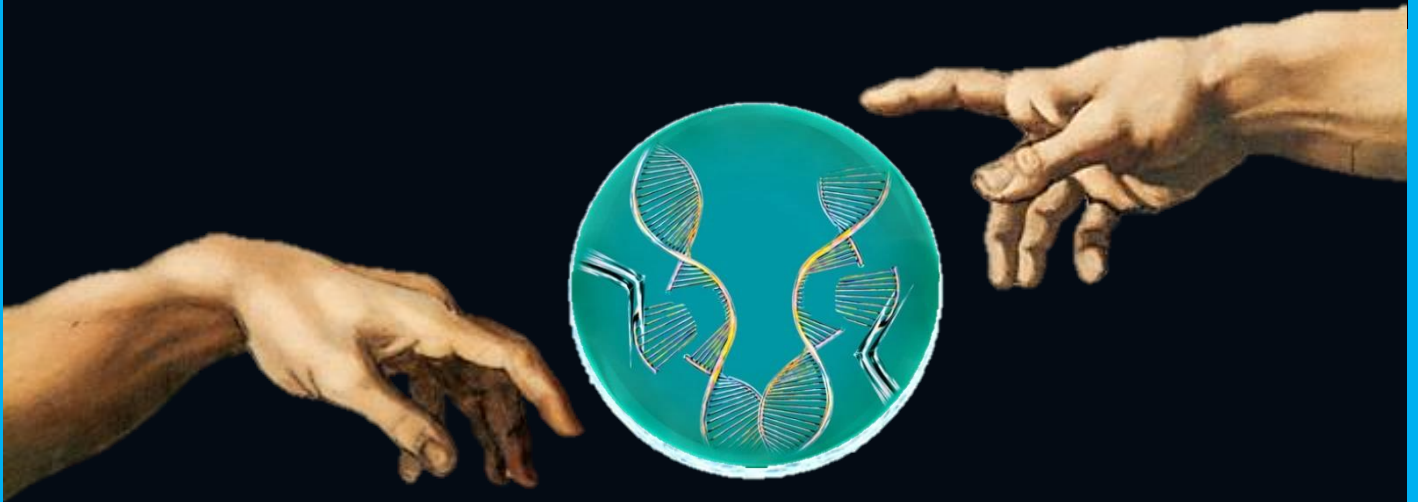


Figure 1

Figure 2

Figure 3

Prithi Sabrina Nathan Shukla 1708142

HPEN6018 Creative Project – 2020

Figure 4

ACKNOWLEDGEMENTS

I wish to thank all those who have supported me in the process of accomplishing my screenplay *Fibonacci's Children*. I have enjoyed receiving their support throughout and working with them has enhanced the pleasure I have experienced in completing this creative project.

I would especially like to thank Dr. Paul Wright, my supervisor, who has provided me with professional guidance and continuous encouragement. His recommendations regarding diverse creative mediums for source material have improved my skills and widened my research prospects. His invaluable comments on my screenplay's narrative structure, character roles, dialogue and plot from an experienced perspective have helped me to enrich this three-act cinematic drama. Dr. Wright's time and patience when answering my queries have enabled me to create a network of intriguing personalities and characters for my dystopian film. Furthermore, his tips on sequencing, construction of scenes and screenplay formatting has furnished me with a framework I can apply to ensure I have a professional script.

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CHARACTER LIST

Dan	A boy, 8 years old, directly related to Dr. Nick Dawson through his DNA.
Evelyn	A girl, of 11 years, related to Dr. Nick Dawson through the doctor's deceased wife's DNA.
Mairwen	In her 30's, Martta's identical twin and daughter of Dr. Nick Dawson. She is a Fibonacci supporter and backs their activities against genetic engineering.
Martta	In her 30's, Mairwen's identical twin and daughter of Dr. Nick Dawson. She assists her father in his scientific research work on genetics and is a committed single mother to her two sons, Spencer and Travis.
Spencer	12 years old, son of Martta and elder brother of Travis. He is fascinated by guns and the Red Dragon Commando Brigade.
Travis	8 years old, son of Martta and younger brother of Spencer. He idolises his big brother.
Dr. Nick Dawson	About 60 years old, widowed and father of Mairwen & Martta. He is the 'Head Geneticist' at Britain's Secret Scientific Institution - Porton Down.
Dr. Sarah Sternhead	60 years old, Chief of Britain's Secret Scientific Institution - Porton Down.
Patrick	Mid 40's, a Lieutenant colonel in the army, based at Caerwent Barracks – a friend of Martta's.
Dillon	15 years old, Genetically Engineered (GE) ward at Porton Down.
Rose	In her 60's. A Genetics Specialist at Porton Down Laboratory.
Spirit	Mairwen's pet English Bulldog.
Fibonacci Man #1	Fibonacci Activist engaged in activities against genetic engineering.
Fibonacci Man #2	Fibonacci Activist engaged in activities against genetic engineering.
Woman #1	Welsh Woman, a Fibonacci Supporter.
Woman #2	Welsh Woman, a Fibonacci Supporter.

Commando #1	Military - Red Dragon Commando.
Commando #2	Military - Red Dragon Commando.
Commando #3	Military - Red Dragon Commando.
Medic #1	Works at Porton Down Laboratory and Ward.
Medic #2	Works at Porton Down Laboratory and Ward.
Medic #3	Works at Porton Down Laboratory and Ward.
Medic #4	Works at Porton Down Laboratory and Ward.
Junior Geneticist	Works at Porton Down Laboratory and Ward.
Teenage GE Girl	Girl on Caerwent Barrack Boundary Fence.
Adolescent GE Girl	Girl on Moors.
GE Children	5 to 15 years old at Porton Down Laboratory and Ward.
GE Children	Above 16 years old, based at Caerwent barracks.
Patient	A boy about 17 years old at Caerwent Infirmary.
Receptionist	Receptionist at Infirmary.
Soldier #1	Soldier at Caerwent Infirmary.
Commando Officer	Based at Caerwent Barracks.
Assault & S.O. Commandos Officers	Assault Unit and Special Operations at Caerwent Barracks. Spectators at the Martial House Drill room – Caerwent Barracks.
Pilot	Works for Porton Down.
Sentry	Soldier based at Caerwent Barracks.
Paramedics Mairwen (Twin Daughter) Martta (Twin Daughter) Dr. Nick Dawson (A Man)	Air Ambulance. 13 years old – opening scene. 13 years old – opening scene. Early 40's – opening scene.

FILM SCRIPT

FIBONACCI'S CHILDREN

by

Prithi Shukla

Prithi Sabrina Nathan Shukla 1708142

Creative Project 2020

University of Wales Trinity Saint David

Lampeter

FADE IN:

BLACK SCREEN

SUPERIMPOSE: In white letters

A cataclysmic pandemic virus, the MARS-18v, has reduced the world's population to fewer than a billion survivors.

DISSOLVE TO:

EXT. A TOWN IN BRITAIN - DAY

A near-empty town. Mass exodus.

MONTAGE:

- Town Centre. People trying to escape in cars, on bikes and buses with their belongings.
- An empty street.
- A hospital ward. Beds occupied with people dying from the virus.
- In a cemetery, DR. NICK DAWSON, a man in his early forties, dark hair, wearing horn-rimmed glasses, kneels by his wife's freshly dug grave. His thirteen-year-old blonde-haired twin daughters MAIRWEN and MARTTA mourn with him. The camera CLOSES ON a new headstone. It reads CLARA DAWSON, 43, WIFE OF DR. NICHOLAS DAWSON and MOTHER OF MAIRWEN AND MARTTA.

CUT TO:

EXT. SILHOUETTED WELSH LANDSCAPE - NIGHT

A full moon.

SUPERIMPOSE: WALES, BRITAIN, TWENTY YEARS LATER (2042)

AERIAL SHOT: A forest sandwiched between a deep chasm with fast-moving rapids and an isolated manor.

CUT TO:

EXT. ISOLATED MANOR - CONTINUOUS

A mansion enclosed by a high brick wall is partially hidden behind conifers. A heavy metal gate with stone posts, barricades the entrance. An engraved metal name is set into one of the posts.

CLOSE UP: The plaque inscription reads ARIANRHOD MANOR.

CUT TO:

EXT. DEEP INSIDE A DENSE FOREST - CONTINUOUS

Towering conifers grow close together. The wooded area is dark.

EVELYN, 11 years old, in a thick woollen dress, with long blonde hair scurries thorough the forest with her brother DAN, aged 6. He is wrapped in a grubby white shawl and holds her left hand as they run. In her right she clutches onto a rod-shaped glass torch.

Panting, they stop to catch their breath.

ANGLE ON Evelyn. She wipes away the sweat on her forehead and slips out of her thick woollen dress; beneath, she wears a white camisole. Evelyn turns on her glass torch, then hides her dress underneath a bush.

EXT. INSIDE THE DENSE FOREST - CONTINUOUS

Three commandos, COMMANDO #1, COMMANDO #2 and COMMANDO #3 in green camouflage, hyper-alert, charge past the trees, scanning the area through their night vision glasses. The sounds of their boots CRASH against the forest floor.

INTERCUT - EXT. DEEP DENSE FOREST/FOREST FLOOR - CONTINUOUS

The sound of crashing boots unnerves Evelyn. She drops the torch, grabs Dan's hand, and runs.

CLOSE UP: The cracked glass torch SPLUTTERS, in the undergrowth and then dies. Darkness.

EXT. DEEP DENSE FOREST - CONTINUOUS

The commandos stampede past the broken torch. Their heavy breathing echoes through the forest.

INTERCUT - EXT. DEEP DENSE FOREST/WATERLOGGED FOREST FLOOR - CONTINUOUS

Evelyn half-carries, half-drags Dan.

CLOSE UP on a fallen branch on the wet muddy forest floor.

ANGLE ON Evelyn: She trips over the branch and falls onto the marshy ground with Dan.

EVELYN
(hushed, to DAN)
You okay?

CLOSE UP on Dan's mud-splattered face. His green eyes show his fear. He wipes dripping dark hair away from his forehead and nods.

Evelyn hauls them both up.

EXT. DEEP FOREST - CONTINUOUS

CRASHING boots become louder. Hum of a helicopter. A searchlight scans, sweeping over the trees.

EXT. DENSE FOREST - CONTINUOUS

Evelyn and Dan squelch past the trees across waterlogged ground.

CUT TO:

EXT. FOREST CLEARING - CONTINUOUS

Evelyn stumbles into a narrow forest clearing, which ends abruptly in a precipice. An owl's hoot is heard through the mist. She freezes and stops just short of the cliff's edge.

EXT. CLIFF EDGE - CONTINUOUS

Evelyn clutches Dan's hand and peers into the CHASM.

CLOSE UP: The loose rocky verge crumbles and gives way beneath their bare feet. They tumble into the deep gorge's fast-moving water.

CUT TO:

INT. MAIRWEN'S BEDROOM - DAY

A spacious bedroom.

SUPERIMPOSE: A FEW DAYS EARLIER

Near a first-floor window with half-drawn curtains is a large single bed. There are a few books, a glass of water and a picture frame inscribed with the word MUM on the bedside table. The portrait is of a woman in her forties. In one corner of the room is a chair with a folded white shawl on it and a small towel thrown on the floor nearby.

MAIRWEN, now in her 30's, is asleep, her long hair pulled back into a ponytail.

CLOSE UP: Her closed eyelids flicker. She tosses restlessly.

DISSOLVE TO:

MAIRWEN'S DREAM EXT. FOREST - DAY (BLACK AND WHITE)

Mairwen is walking in the forest. She stumbles upon glazed earthen pots piled up under a hedgerow. She kicks one with her foot, intrigued. It rolls over and cracks open, along with two others.

ANGLE ON Mairwen. She examines the contents inside the first pot.

Mairwen's POV: a human foetus about six inches long, numbered and ID tagged, mummified, yellowed by formaldehyde.

ANGLE ON Mairwen. She gently probes the spilt foetus contents of the second and third cracked pots with a stick. Mairwen prods the ID tags.

CLOSE UP: First ID tag bears her mother's name, Clara Dawson.

CLOSE UP: Second ID reads Clara Dawson as well.

CLOSE UP: Third ID has her father's name - Nick Dawson.

BACK TO SCENE:

INT. MAIRWEN'S BEDROOM - CONTINUOUS

Sunlight streams through the curtains. Mairwen bolts up in bed, sweating and dazed.

MAIRWEN

What time is it?

DIGITAL CLOCK

(answers)

07:30 am

She stretches, knocking the picture frame over.
ANGLE ON the picture. It falls to the floor with a crashing sound.

MAIRWEN

Damn! That'll wake Martta...

The curtains flutter as a breeze blows through the open window. Mairwen shivers and tugs the blanket closer.

INT. LANDING - CONTINUOUS

MARTTA, Mairwen's identical twin, now also in her 30's, tiptoes across to her sister's bedroom.

Martta is a committed single mother to her two sons, Spencer and Travis. She also assists her father in his scientific research work on genetics.

She stops to massage her left temple under her shoulder-length hair.

MARTTA

(to herself, irritated)

What is it this time!

Martta knocks and peeps in.

INT: MAIRWEN'S BEDROOM - CONTINUOUS

Mairwen is sitting up in bed.

Martta's POV: Mairwen is sweating and looks dazed. The picture lies on the floor.

MARTTA

You okay?

INTERCUT - INT. MAIRWEN'S BEDROOM/EXT. FRONT GARDEN -
CONTINUOUS

Martta enters and shuts the door behind her.

MAIRWEN

Uh-huh. I'm fine.
(shivers)
It's a bit chilly!

Martta walks across to close the window. She leans out,
pondering the garden and catches sight of a statue.

CLOSE UP: A moss-covered statue of the Welsh Goddess
Arianrhod with her twin sons.

MAIRWEN (O.S)

(shivers)
What are you staring at, shut
the window!

MARTTA

The statue...

MAIRWEN (O.S)

Shut the window!

Martta shuts the window and turns to face her sister. Her
broad smile betrays superiority and dominance.

MARTTA

(arrogant tone)
I'd always win when we'd wrestle
to see who'd play her...

MAIRWEN

(laughs loudly)

Nothing's changed. You still
think you're the Great Goddess
of Arianrhod!

Martta scowls, red-cheeked and flops down on the bed.

MARTTA

So, what's wrong?

MAIRWEN

What'd you mean?

MARTTA

You tell me...?

MAIRWEN

(shrugs)

Oh...nothing...

Mairwen glances at the fallen photo on the floor. Martta picks up the framed picture and props it up on the bedside table.

MARTTA

Go on... what's bothering you?

MAIRWEN

I'm fine...

(beat)

I can't stop thinking about it.

Mairwen stares down at her fingers, then darts a look at Martta.

MAIRWEN (CONT'D)

Dan...and Evelyn and all the others like them...

(beat)

They're just his experiments...
...like those discarded things...

MARTTA

(exasperated)

What's the matter with you?

MAIRWEN

(angry)

You always stick up for Dad?

MARTTA

Aaargh!

ANGLE ON Mairwen. She rummages for her glasses on the bedside table and abruptly stops.

MAIRWEN
(grimaces in pain)

Ow!

She reaches down to rub her feet, knocking over a glass of water.

Martta looks around the room.

CLOSE ON the towel on the floor. She walks across and picks it up.

ANGLE ON the chair with the folded shawl.

MARTTA

You want your shawl?

MAIRWEN
(hastily)
No...!

Martta returns with the towel and dabs up the water. Mairwen kneads her left foot. She leans back against her pillow with a groan.

MARTTA

Why are you angry?

A cold silence from Mairwen. She limps across to her dresser. Martta watches her sympathetically, opens her mouth to comment but says nothing.

CORNER OF ROOM WITH DRESSER

MAIRWEN
(darts a gaze back at Martta)
...why are they kept in that
place...

Mairwen fumbles with objects on the dresser.

MAIRWEN (CONT'D)
(mumbles to herself)
Where did I put my glasses...?

Martta joins Mairwen...they both look for her glasses on a messy dresser.

MARTTA

Where's your other pair?

MAIRWEN
(angry tone)
... that place gives me the
creeps.

MARTTA

Anything connected to 'New
Eugenics' gives you the creeps!

MAIRWEN

Those poor kids!
(beat)
You wouldn't allow Spencer and
Travis to go through that!

MARTTA

Oh, here we go again...they're
not GE's!

MAIRWEN

Ahh...huh!
(beat)
A different set of rules
then...?

MARTTA

Don't forget your precious
bulldog is a clone...you're okay
with that!

Martta heads for the door and slams it shut as she
leaves.

Mairwen flinches and looks towards the chair with the
white shawl.

Mairwen's POV: Her glasses are between the cushion and the backrest. Mairwen beams and retrieves them.

CUT TO:

INT. SPENCER AND TRAVIS'S BEDROOM - CONTINUOUS

Game gadgets, space toys and aircraft models litter the floor. 'BE A RED DRAGON COMMANDO' army recruiting posters are plastered over the walls. The window on the far side is half-open.

Martta, still irritated, enters to check on her sons. SPENCER, 12 years old has a freckled face, dark blonde hair brushed back. His brother TRAVIS is 8 years old, a scrawny child with dull brown messy hair. Both are on their cube consoles playing. A toy laser sniper lies beside Spencer.

MARTTA

How are my gorgeous boys this morning?

Travis turns around and smiles. Spencer ignores his mother, absorbed in his game.

CLOSE UP: Spencer flicks his controls with fast fingers.

ONE CORNER OF ROOM

Projected 3D holographic images of a 'COMMANDO' wearing green camouflage army attire is in combat with a 'GE RENEGADE' in grey clothing. The renegade has the words 'GE RENEGADE' embossed on the back of his jumper.

CLOSE UP: Spencer's commando holds down Travis' renegade.

SPENCER

Surrender! You're dead!

TRAVIS

Unfair...I'm telling.

SPENCER

(cynical triumphant laugh)
My commando wins...YES!
(nudges Travis)
Your renegade's dead!

Martta joins them on the bed.

MARTTA

I'm going to the barracks, want
to come for a drive?

TRAVIS

SPENCER

Why?

No way!

MARTTA

I need to see how the GEs are
doing.

SPENCER

Hooligans.

Martta ignores the remark.

TRAVIS

Will Patrick be there?

MARTTA

Uh-huh... he'll be there.

SPENCER

I'm staying here...they're
hooligans.

MARTTA

Don't say that!

SPENCER

Dr. Sternhead calls them that.

MARTTA

She says a lot of things...
beat
(watching Spencer play)
How come your commandos always
win?

SPENCER

...because, they're superior
MOM!
(beat)
...they're commandos!

MARTTA

Patrick will organise something
for you with the commandos...
how about that?

TRAVIS

...cool.

INTERCUT - INT. WINDOWSILL SPENCER AND TRAVIS'S
BEDROOM/SPENCER'S BED - CONTINUOUS

A magpie settles on the windowsill.

Spencer is on his bed. He looks at the bird, picks up his
toy sniper near him and points it at the magpie.

The bird caws.

SPENCER

Patrick...says GEs can't leave
the barracks...or they're DEAD!

A sound of a sniper shot.

ANGLE ON the magpie on the windowsill. It instantly flies
away.

MARTTA

Spencer!

SPENCER

He did...!

CUT TO:

INT. BASEMENT LABORATORY - DAY

A well-lit Basement Laboratory. The spacious room is under the stairs in the hallway.

Surveillance terminals line one wall. There is a huge LCD screen on another wall. Martta is with her father DR. NICK DAWSON who now is about 60 years old. He has aged and his face is tired, scarred with age and stress.

Dr. Dawson peers through his horn-rimmed glasses into a high-powered microscope with an attached digital display screen. He 'tsks' with disappointment.

Martta also studies the microscope's display screen. She removes that specimen and replaces it with another embryo from a formaldehyde filled jar.

Martta logs their observations on the computer attached to the huge LCD screen on the wall.

CLOSE UP: Text and numbers blink on the LCD wall Screen. Martta swipes the screen with her finger. A World Map appears, titled GE SAPIENS. She taps 'Britain'.

WALL SCREEN
(computer voice)
Britain lags behind other
European nations by 7,000 GE
Sapiens.

Martta looks at her dad with disappointment. He shrugs.

CUT TO:

INTERCUT - EXT. CAERWENT BARRACK GROUNDS/CAR - DAY

Combat training centre with campgrounds set against a Welsh landscape. The barracks are enclosed by a high wired fence. Part of the grounds includes an Infirmary, a Martial House, and officers' houses.

A car with Martta, Spencer and Travis stops at the sand-bagged sentry checkpoint at the gate.

CLOSE UP: Martta shows some papers to a SENTRY. He waves them through.

On the barrack grounds, GE CHILDREN above the age of sixteen, in grey clothing, their hair cropped military-style, march in perfect formation. Their arms swing in

unison. Boots thump down on the ground. Amplified orders echo through loudhailers. Nearby, another GE GROUP are engaged in a push-up drill.

EXT. CAERWENT BARRACK INFIRMARY - CONTINUOUS

The car pulls up outside the barrack infirmary.

PATRICK, a tall man, mid 40's, wearing a Lieutenant colonel's uniform, walks out of the building to greet them.

Martta, Spencer and Travis step out. Martta and Patrick exchange smiles.

MARTTA

Hey, good to see you Patrick.

PATRICK

Hello Martta.

MARTTA

(looking at the boys)

Boys?

SPENCER

Hi.

TRAVIS

Hi!

PATRICK

Hello...

A group of GE children march past. Spencer and Travis are distracted by them.

PATRICK

Hey, would you like to see them
train?

MAIRWEN

You'd like that...
(beat)
Spencer?

TRAVIS

I'll go if Spencer goes.

SPENCER

They're all GEs! No thanks!

PATRICK

...but you'll be sitting with
senior officers.

MAIRWEN

or...you'll have to sit in the
waiting room while I finish...

SPENCER

I want to be with the commandos.

PATRICK

Yeah...they'll be there!

Spencer agrees with a hesitant nod. Patrick leads them
into the building.

CUT TO:

INT. RECEPTION AT THE INFIRMARY - CONTINUOUS

Well-lit reception area. Patrick talks to the
RECEPTIONIST and SOLDIER:1 at the desk. The receptionist
joins Patrick, Martta, Spencer and Travis with ID
bracelets.

CLOSE UP: A barcoded ID bracelet.

The receptionist snaps the bracelets around Martta,
Spencer and Travis's wrists.

SOLDIER:1 leaves with Spencer and Travis.

CUT TO:

INT. INFIRMARY'S SICK WARD - CONTINUOUS

Numerous GE CHILDREN lying in beds on both sides of the long barrack ward. A YOUNG MEDIC and Patrick are with Martta as she examines the children one by one.

ANGLE ON Martta. She is with a PATIENT, a boy about seventeen. He his head flops forward as he struggles to sit up.

Patrick whispers into Martta's ear.

PATRICK

He's the boy... the patient I mentioned earlier.

CUT TO:

INT. DRILL ROOM - MARTIAL HOUSE - CONTINUOUS

A spacious room with large open windows. Spectator benches are placed against a wall. Spencer and Travis are seated with OFFICERS. A few ASSAULT COMMANDOS stand alongside.

TEENAGE GE BOYS and GIRLS are going through attack drills with their training partners. A MARTIAL INSTRUCTOR grabs a boy, drops and double kicks him.

A siren wails outside.

The drill stops.

REAR OF DRILL ROOM

The Assault Commandos herd the children towards the rear of the room.

CUT TO:

EXT. MARTIAL HOUSE - CONTINUOUS

Spencer, Travis and a few other officers run out of the building into the barrack grounds.

CUT TO:

INTERCUT - EXT. BARRACK GROUNDS/INFIRMARY - CONTINUOUS

SOLDIERS usher the children training on the barrack grounds into one of the sleeping quarters.

Patrick and Martta emerge from the infirmary building. He holds a rifle.

EXT. MARTIAL HOUSE - CONTINUOUS

Outside the Martial Training House, officers hold Travis and Spencer back from running onto the open barrack grounds.

INTERCUT - EXT. INFIRMARY/MARTIAL HOUSE - CONTINUOUS

Martta and Patrick are outside the infirmary building.

Martta's POV: Spencer and Travis are with the officers outside the Martial Training House. They spot her.

MARTTA
(shouts to the boys)
Stay there!

A second siren alert.

INTERCUT - EXT. BARRACK GROUNDS/WIRED BOUNDARY FENCE - CONTINUOUS

Patrick and Assault Commandos charge towards the high surrounding chain-link fence.

A COMMANDO OFFICER pulls a captured GE CHILD off the fence.

EXT. WIRED BOUNDARY FENCE - CONTINUOUS

A TEENAGE GIRL, midway up, continues to climb the high meshed barrier.

She scrambles up to the top and is about to jump over. The girl turns and looks back.

CLOSE UP: Girl's face, defiant yet afraid.

EXT. BARRACK GROUNDS NEAR WIRED BOUNDARY FENCE - CONTINUOUS

Patrick kneels, raises his rifle, then using a telescopic sight, points at the girl. He fires.

INTERCUT - EXT. WIRED BOUNDARY FENCE/MARTIAL HOUSE -
CONTINUOUS

The girl falls crashing to the ground. She lies lifeless.

CLOSE UP: Travis appears terrified. Spencer looks
impressed.

SPENCER

Woaaah!

CUT TO:

INT. LABORATORY AND WARD PORTON DOWN - DAY

Bulky refrigerators, computers and other laboratory
equipment are arranged around the room with chairs,
benches and examining tables. At one end a wide framed
port-holed door opens into a corridor.

About twenty GE BOYS and GIRLS, aged five to sixteen, are
being examined by MEDICS. Evelyn and Dan are seated on a
bench after their examination. They observe MEDIC #1.

MEDIC #1
(to a GE being examined)
Head down...

Evelyn fiddles nervously. Dan continuously rubs the back
of his neck.

CLOSE UP: A pronged mark. The skin is red and raised
indicating an object embedded underneath.

INT. BRIGHT CORRIDOR - CONTINUOUS

A well-lit narrow corridor. MEDIC #2 swiftly guides a
trolley, bearing the still form of DILLON, a fifteen-
year-old GE friend of Evelyn and Dan. The medic waves
NURSES and DOCTORS out of his way. Close to the action
but shadowing from a distance is a tall individual -
FIBONACCI MAN #1 in a white doctor's coat and scrub cap.

CUT TO:

INT. LABORATORY AND WARD PORTON DOWN - DAY

The port-holed double door swings open. Medic #2 enters
with Dillion. Evelyn and Dan run-up to the trolley. MEDIC
#1 joins them.

MEDIC #2
(to Evelyn and Dan)
Out of the way...
(to MEDIC #1)
Give me a hand

ONE END OF WARD

Glass capsule-like pods rest on sturdy tables. Screen curtains cover the tables' open sides.

Dillon is hauled from the trolley into an open glass-lidded pod.

He is covered in black smudges, which suggest something has exploded.

MEDIC #1

What's happened here? I'm
calling Sternhead.

INTERCUT- INT. INCUBATOR WARD PORTON DOWN/LABORATORY AND
WARD PORTON DOWN - CONTINUOUS

A row of oval-shaped glass computer-controlled ectogenesis incubators are fixed to a stand along a wall.

DR SARAH STERNHEAD, Chief of Porton Down, a powerful, cold-eyed woman in her 60's, observes a developing foetus submerged in amniotic fluid in an incubator. She is with two other doctors. Her wrist phone rings. She answers.

DR. STERNHEAD
(into phone)
Yes...

MEDIC #1
(into the phone)
Doc, I'm calling from the
laboratory ward...one of the
boys has been severely
injured...He's covered in burns.

DR. SARAH STERNHEAD
(into phone)
Is he conscious?

MEDIC #1
(into phone)
Yes... it could be his RFID.

DR. SARAH STERNHEAD
(into phone)
I'm coming across.

CUT TO:

INT. LABORATORY AND WARD PORTON DOWN - CONTINUOUS

Dillon lies dazed in the open glass pod.

A dome shaped lid is attached with hinges to one side of the glass capsule. The lid is open and stands upright blocking off access to that side. Medic #1, Medic #2, MEDIC #3 and MEDIC #4 surround the open accessible front part attending to Dillon, preparing him for treatment.

Dr. Sternhead enters the ward. She joins the Medics.

Evelyn, Dan, and some of the others follow the doctor and stand behind her and the medics. They watch silently.

Dr. Sternhead examines Dillon's face and eyes.

ANGLE on Medic #1. He deactivates the RFID chip with a scanner.

MEDIC #2

...he was messing around with a
solar lightbox in the
Powerhouse.

DR. STERNHEAD

...we need to remove the chip.
(stretches out her hand)
Lidocaine, please...

Medic #2 hands over the syringe.

CUT TO:

INT. LABORATORY AND WARD PORTON DOWN - CONTINUOUS

Evelyn, Dan and the other children move in closer, behind Dr. Sternhead, and the medics.

POD TABLE

Dr. Sternhead begins to insert the syringe needle into Dillon's neck.

As she brings the syringe down Dillon grabs her hand, twists her arm and holds it down.

Surprised by his strength, the medics insert electrocharged needles into Dillon's body.

DR. STERNHEAD

...we need to sedate him NOW!

ANGLE ON Evelyn and Dan who are just behind Dr. Sternhead. Evelyn grabs Dr. Sternhead by the waist.

EVELYN

Let go! Don't you touch him...

DR. STERNHEAD
(trying to free herself)
...get her out.

Evelyn immediately releases the doctor.

CUT TO:

INT. LABORATORY AND WARD PORTON DOWN - CONTINUOUS

Dillon spots Evelyn close to the pod.

GLASS POD

He discreetly drops a small object over the edge.

CLOSE UP on the object as it falls to the floor.

ANGLE ON Evelyn: She sees the object drop and picks it up. Evelyn moves away from the pod.

CUT TO:

INT. LABORATORY AND WARD PORTON DOWN - CONTINUOUS

The harried medics focus on treating Dillon. They concentrate with a sense of urgency.

ANGLE ON Medics. Medic #2, Medic # 3 and Medic #4 are absorbed in removing bits of singed and burnt fabric fused to Dillon's skin in the explosion. Dr. Strenhead and Medic #1 focus on removing the charred chip from behind his neck.

Dan and the other children are directly behind the medics. They silently watch them. Medic #2 and Medic #3 stand slightly apart from each other.

AT FLOOR LEVEL

Dan drops to the floor and cautiously crawls through the gap between Medic #2 and Medic #3 ensuring not to disturb them. He lifts the curtain that covers the sides of the table. Dan climbs underneath and hides behind the curtains.

CUT TO:

INT. LABORATORY AND WARD PORTON DOWN - CONTINUOUS

Evelyn joins the children behind the medics. She tries to get in Dr. Sternhead's way.

DR. STERNHEAD
(looking at Evelyn)
Get her and the others OUT...

Guards haul Evelyn and the others out of the room.

CUT TO:

INT. BRIGHT CORRIDOR - CONTINUOUS

Evelyn's peers into the ward through the portholes in the Laboratory and Ward door.

CUT TO:

INT. LABORATORY AND WARD PORTON DOWN - CONTINUOUS

Dr. Sternhead and the medics focus again on treating Dillion's injuries.

CUT TO:

INT. LABORATORY AND WARD PORTON DOWN - CONTINUOUS

Dan crouches huddled behind the curtain under the table. He lifts one corner of the curtain and peeks out.

INTERCUT - INT./EXT. POD TABLE

Dan's POV: The medics are busy attending to Dillon, they are oblivious to his presence in the room.

Dan lifts a corner of the curtain that is on the side of the glass capsule which is away from the medics. He peers out from behind the drapes and lightly touches the lower edge of the glass near the hinges.

CLOSE UP: Dan's fingers gently press against the glass lid.

CLOSE UP: Dan's eyes focus on the lid.

The glass lid shuts.

Medic #4 tries to lift the closed lid.

MEDIC #4

...the pod...I can't open it...

ANGLE ON Dan. He peeks through the curtain.

Dan's POV: Three medics move away to check the computer controls opposite the pod. Sternhead joins them as they struggle to rectify the problem.

MEDIC #3 alone at the pod examines its locking system on the open side. His hand brushes the curtain Dan hides behind.

CUT TO:

INT. LABORATORY AND WARD PORTON DOWN - CONTINUOUS

Medic #3 at the pod.

MEDIC #3

(to the other medics)

Hey, if we recode the lock system, we should be able to open it.

He approaches the other medics, leaving the pod unattended. They hover around the computer, their backs to Dillon.

INTERCUT - INT./EXT. POD TABLE

Dillon lies in the pod.

Dan's head emerges at the foot end of the pod.

CLOSE UP: Dan's eyes are focused on the pod.

Dan's POV: The pod levitates a foot above the table. A violet light surrounds it. The light fades. The pod rests back on the table.

ANGLE ON Medic #3. He returns to the pod, oblivious!

MEDIC #3

... I still can't lift the
lid...must be a short circuit in
the wiring somewhere!

CUT TO:

INT. CORRIDOR - CONTINUOUS

Evelyn peers into the ward through the port-holes in the Laboratory and Ward door. She smiles and leaves quietly.

CUT TO:

INT. LABORATORY AND WARD PORTON DOWN - CONTINUOUS

Medic #3 continues to try and open the pod.

INTERCUT - INT./EXT. POD TABLE

Dan tries to reposition himself underneath the table, surrounded by the closed curtains. He loses his balance. His shoulder bumps the medic's leg.

Medic #3 lifts the curtain, grabs Dan and drags him out. Dan struggles and bites him. The medic lets go. Dan runs out of the room.

CUT TO:

EXT. RECREATION ENCLOSURE PORTON DOWN - CONTINUOUS

CCTV on poles surround the walled enclosure. Evelyn watches GEs playing netball. The laboratory and the ward housed in the same building are directly behind her. A small meshed window on the first floor of the complex overlooks the recreation enclosure.

Dan steps out from the laboratory into the compound and joins Evelyn.

CUT TO:

INT. FIRST FLOOR LABORATORY AND WARD BUILDING PORTON DOWN
- CONTINUOUS

On the first floor of the Laboratory and Ward complex, overlooking the recreation enclosure, Fibonacci Man #1 wearing a doctor's white coat and a scrub cap stands at the small meshed window. The activist observes Evelyn and Dan outside.

CUT TO:

EXT. RECREATION ENCLOSURE PORTON DOWN - CONTINUOUS

Evelyn and Dan are engrossed in conversation.

DAN
(baffled)
Weird that...
Kruger and Luca escaped. Dillon
was trying too...somebody was
helping him!

EVELYN

...he dropped this...he didn't
want the medics to have it.

Evelyn opens her palm.

CLOSE UP: A tiny topaz charm, carved to resemble a lamb.

CUT TO:

INT. MAIRWEN'S BEDROOM - DAY

Mairwen brushes her hair in front of a long mirror.

MIRROR REFLECTION

She pulls a white shawl close around her shoulders.

CLOSE UP: She runs her fingers over a decorative patch on the shawl.

CLOSE UP on a seven-inch square patch with fern leaves. She lifts a corner and pulls off the patch to reveal an insignia.

CLOSE UP: A red embroidered 'J' insignia.

Mairwen gently touches the emblem and smiles. She sticks the patch back on.

INT. STAIRS - CONTINUOUS

Mairwen pulls her shawl tight around her and limps down the stairs. Her glasses rest on top of her head.

She stumbles into SPIKE, a hefty family English Bulldog, who is stretched out at the bottom of the steps in the hallway downstairs. The dog yelps, then jumps up to greet her.

MAIRWEN
(laughing)
Hey...Spike, easy boy... I'm
sorry...

Mairwen sits down on the steps, playing with Spike.

INT. BASEMENT LABORATORY - CONTINUOUS

Dr. Dawson logs data on his computer.

Sounds of laughter coming from the stairs above him divert his attention.

DR. NICK DAWSON

Martta, Mairwen?

A high-pitched sound from the surveillance monitor forces him to look at the terminals on the wall.

ANGLE ON the terminal screen: Near the front gate, a dark shadow moves under the car's body. A badger emerges on the other side.

CLOSE UP of the security switch. The laser security switch for the fence has been turned off.

Dr. Dawson turns it on.

DR. NICK DAWSON
(under his breath)
Grrr...Mairwen...!

INT. HALLWAY DOWNSTAIRS - CONTINUOUS

Dr. Dawson huffs out of the basement into the hallway with one of the yellow jars. He brushes past Mairwen playing on the steps with Spike.

MAIRWEN

...you okay?

DR. NICK DAWSON

(firm)

Listen... you may save a few
badgers... but those Fibonacci
activists... they're trouble...
I don't want the laser fence
switched off... the cameras
should be on twenty-four seven!

MAIRWEN

...calm down...

DR. NICK DAWSON

...they should be locked up.
(beat)
PLEASE don't switch the laser
fence off.

Dr. Dawson exits. Mairwen pulls off the adhesive decorative patch on her shawl in defiance and exposes an insignia.

CLOSE UP: Red 'J' insignia.

DISSOLVE TO:

EXT. FOREST - TWILIGHT (FLASHBACK - BLACK AND WHITE)

A semi-open rocky part of the forest behind the Manor. Mairwen, hyper-alert, stalks a trail of dark shadows between the trees.

CLOSE UP: Brambles scratch Mairwen's ankles as she walks past them.

Mairwen grimaces and stops. She sits on a boulder to examine her scratches.

CLOSE UP: Mairwen's ankle. A double puncture wound has been inflicted just above the anklebone.

CLOSE UP: An adder slithers away into the foliage.

EXT. FOREST - CONTINUOUS

From behind the trees Fibonacci Man #1 and FIBONNACI MAN #2 wearing black hoodies watch Mairwen.

EXT. FOREST - CONTINUOUS

Mairwen looks down at the rocky ground covered in thick foliage and then up at the trees.

Mairwen's POV: The trees blur. She slumps to the floor, unconscious.

EXT. FOREST - CONTINUOUS

The two men skulk across to Mairwen from behind the trees.

EXT. FOREST FLOOR - CONTINUOUS

Mairwen lies still. The two men hover over her.

FIBONNACI MAN #1

Looks like the Doctor's
daughter.

FIBONACCI MAN #2

(examining Mairwen's ankle)
Yeah, she's been bit... an
adder?

FIBONACCI MAN #2 (CONT'D)

(rummaging through his coat)
I've left my kit behind...

FIBONNACI MAN #1

I have mine...

Fibonacci Man #1 pulls out a gadget from a pouch hanging from his shoulder.

CLOSE UP on a hand-held MRV monitor hooked-up to a syringe with antivenom serum and a fine glowing blue needle.

The needle is injected into Mairwen's leg.

They glare at the monitor's screen.

FIBONNACI MAN #2

It's working.

TIGHT ON monitor. The gadget's visual display shows the antibodies coursing through her veins. A beep. The screen displays 'ACTIVITY COMPLETE: TOXIN NEUTRALISED'.

FIBONNACI MAN #2 (CONT'D)

The balm...?

FIBONNACI MAN #1

Give me a sec...

He pulls out a silver canister and sprays it on.

FIBONNACI MAN #2

Her mother said there were two of them... identical...

FIBONNACI MAN #1

...yeah...she was following us...I don't think she's the twin...the one that's the doctor...

FIBONNACI MAN #2

(chuckles and nods)

Yeah... the commandos would be after us by now, if she was.

They carry an unconscious Mairwen to the edge of the forest near the Manor.

EXT. FOREST EDGE - CONTINUOUS

Lights flicker in the distance. The Manor is silhouetted against the evening sky. The hooded Fibonacci men lie Mairwen down behind a hedgerow.

ANGLE ON Mairwen. She wakes. A WHITE SHAWL bearing a red embroidered insignia covers her.

CLOSE UP: A Red 'F' insignia.

Mairwen's POV: A medicinal wrap bandages her leg. Beside her, the two Fibonacci men watch her silently. She notices a bracelet with a charm around her wrist.

CLOSE UP: A tiny topaz lamb charm.

FIBONNACI MAN #1

...we'll be here tomorrow to
check the bite...

Mairwen nods.

BACK TO SCENE:

INTERCUT - INT. HALLWAY/FRONTDOOR - CONTINUOUS

The stairs in the hallway are opposite the front door. Mairwen sits on the steps with Spike. She replaces the decorated patch over the insignia.

Spike barks and bounds towards the front door to be let out.

CUT TO:

INT. KITCHEN - CONTINUOUS

Dr. Dawson pours himself a coffee. Mairwen strolls in, Spike follows behind. She adjusts her glasses on her nose, grimacing at the Doctor's jar on the table.

With the TV on mute, Mairwen flips through the channels and moves closer to the screen to have a look.

Mairwen UNMUTES the sound.

ANGLE ON TV SCREEN

Bottom of screen: 07th July 2042. 09:00

A TV reporter speaks.

TV ANCHORMAN

This is a special report from
the Head of State.

HEAD OF STATE

Britain's priority has always been to meet the domestic needs of its citizens. We have been working diligently to rebuild the country after the MARS-18v virus two decades ago. Our primary aim has always been to protect our children. Biogenetic engineering has proved to be a safe and successful method, producing dynamic healthy new-borns. All Britain benefits from the robust intelligence of this new generation. They are our future working force and the defenders of our borders. If you want your children free from disease, with traits you desire, your genetic counsellor can help.

MAIRWEN

...not everybody can upgrade their children.

DR. NICK DAWSON

Maybe...

Mairwen's look of doubt switches to a defiant glare.

DR. NICK DAWSON (CONT'D)

It's the best defence!

Martta enters and squeezes her dad's shoulder affectionately. The Doctor pats her hand.

Mairwen leaves the room.

CUT TO:

INTERCUT - INT. BASEMENT LABORATORY/LABORATORY AND WARD
PORTON DOWN - DAY

Dr. Dawson pulls out a stainless-steel box from a large liquid nitrogen refrigerator.

He retrieves a specimen from the steel box, places it on a petri dish and slides it under the high-powered microscope connected to a wall screen.

CLOSE UP on screen: Clusters of cells appear.

DR. NICK DAWSON

Brilliant! They're growing fast.
We may have something here.

A buzzing phone icon labelled 'PORTON DOWN' springs up on the wall screen.

Dawson taps the icon. A clean-cut anxious JUNIOR GENETICIST appears.

JUNIOR GENETICIST

(into webcam)

Morning Doctor. Dr. Sternhead
will be with you in a minute.

PULL BACK on Sternhead who is examining a young subject in a glass capsule-like pod. Medics look at each other in apprehension.

Dr. Sternhead approaches the screen and talks into the web camera.

DR. STERNHEAD

(into webcam)

You good?

DR. NICK DAWSON

(into webcam)

Yes...yes...

DR. STERNHEAD

(into webcam)

I think it's important that
Evelyn and Dan stay at the
Manor. They're on their way
already in a helicopter with
Rose.

DR. NICK DAWSON

(into webcam)

What's going on there?

DR. STERNHEAD
(into webcam)
It's one of the boys...look at
him...

Dillon appears on screen in the closed transparent pod
attached to monitors and an IV apparatus.

DR. NICK DAWSON
(into webcam)
How bad?

DR. STERNHEAD
(into webcam)
...he's fine...look...

A stainless-steel tray appears on the screen. She points
at an RFID chip...

DR. NICK DAWSON
(into webcam)
Are Evelyn and Dan okay?

DR. STERNHEAD
(into webcam)
...unmanageable and disruptive!

DR. NICK DAWSON
(into webcam)
Oh...?

DR. STERNHEAD

They're just a bad influence...

A beat.

DR. NICK DAWSON
(into webcam)
Do you have time to talk?

DR. STERNHEAD
(into webcam)
Yes...

ANGLE ON Dr. Dawson. He extracts an embryo specimen from
a cylinder and places it under his high-powered
microscope.

CLOSE UP: Magnified clusters of growing cells appear on
the wall screen.

DR. NICK DAWSON
(into webcam)
Notice the cluster, they're
growing fast...look...
(beat)
We should be able to accelerate
the 'GE SAPIEN' numbers, but
first, we need to insert the
embryos into ectogenesis
incubators.

DR. STRENHEAD
(into webcam)
Interesting. You've seen the
shortfall report?

DR. NICK DAWSON
(into webcam)
Yeah... this will bridge the gap
in no time.

DR. STRENHEAD
(into webcam)
Good! Come back with Rose and
bring the specimens.

Dr. Sternhead logs off. Dr. Dawson smiles with
satisfaction.

INTERCUT - INT. KITCHEN/EXT. BACK YARD - CONTINUOUS

Martta places tomato soup in bowls.

Spencer and Travis are playing with a drone in the back
yard.

She calls out to them.

Dr. Dawson and Mairwen are seated at the table silently
eating their soup.

DR. NICK DAWSON

Sarah just called. Evelyn and
Dan will be staying with us for
the time being - some problem at
Porton Down. They'll be here
shortly. Not sure of the
details.

Spencer and Travis come in and sit at the table.

SPENCER
(Yells)
Lunch, mom!

MARTTA

Behave...! Evelyn and Dan'll be
here soon.

SPENCER
(whispers to Travis)
Modified freaks!

They giggle.

SPENCER (CONT'D)
(guttural voice)
...Shoot them dead!

The Doctor glares at Spencer.

We hear rotor blades of a helicopter. Dr. Dawson walks
across to the window and stares out.

EXT. BACKYARD - CONTINUOUS

A state-of-the-art military helicopter descends,
preparing to land.

DR. NICK DAWSON (O.S.)

They're here.

CUT TO:

INT. KITCHEN - CONTINUOUS

Spencer and Travis rush to the window in excitement.

The boys press their faces against the glass to watch the
helicopter land.

The doctor heads outside, followed by Spencer and Travis.

MARTTA

Get back here you two... right
now!

Spencer and Travis ignore their mother.

EXT. BACKYARD - CONTINUOUS

The helicopter touches down. 'RED DRAGON' is embossed below the tail rotor.

INTERCUT: INT./EXT. HELICOPTER - CONTINUOUS

INSIDE:

Evelyn and Dan are in the back seat. Dan leans against Evelyn, his head on her shoulder. Next to the PILOT is ROSE, in her late fifties, looking out of the window. She is a genetics specialist working at Porton Down.

Rose's POV - Pine trees surround the Manor. At the back door, Dr. Dawson talks into a phone on his wrist, a sealed box beside him. Travis and Spencer stand not far from the house watching.

The rotors' sound fades.

The pilot unbuckles, turns to the back seat.

Evelyn, Dan and Rose unbuckle. Rose and the Pilot jump out.

OUTSIDE:

The blades stop.

Dr. Dawson approaches the helicopter. Rose shakes the Doctor's hand.

ROSE
(to Dr. Dawson)
I'll be accompanying you back to
Porton Down.

The Pilot lifts the kids out.

EXT. BACKYARD - CONTINUOUS

Martta walks over to join them.

MARTTA
Hi!
(to Dan, ruffles his hair)
You've grown.
(to Evelyn)
It's been a while.

Dan shuffles closer to Evelyn and stares at his shoes.

DR. NICK DAWSON

(to Martta)

I forgot to tell you I have to
go back to PD. Look after them.
I'll be back in a day or two.
Run the routine tests. If you
need anything - message me.

MARTTA

(to Dr. Dawson)

Don't worry. Patrick's
visiting tomorrow.

Dr. Dawson smiles and hugs Martta.

MARTTA (CONT'D)

(to Evelyn and Dan)

Come on you two.

Evelyn and Dan don't respond. The Pilot unloads their
bags and cargo marked FOOD and MED EQUIP onto a robot
pallet.

ROSE

(to Evelyn and Dan)

Go on.

Martta and the Pilot head for the house with the load.
Evelyn and Dan trail behind.

ANGLE ON Dan. He turns around to look at Dr. Dawson and
Rose.

CLOSE UP: Dan's eyes.

Dan's POV: The Doctor and Rose climb into the helicopter.

CLOSE UP: Dan's eyes focus on the rotor. Dan's pupils
contract and his green irises appear to brighten.

Dan's POV: The main rotor judders around 180° and stops.
Dan smiles.

EXT. BACKDOOR - CONTINUOUS

The Pilot unloads the boxes. An awkward silence lingers
between Martta, Evelyn and Dan.

A loud BARK from behind the shut kitchen door diverts
Dan's attention. The Pilot heads back.

More BARKS.

MARTTA

That's Spike. Our dog.

INTERCUT: INT./EXT. BACKDOOR - CONTINUOUS

Spike is in the kitchen barking and wagging his tail.
Mairwen is at the window looking out.

Martta is outside the backdoor with Evelyn and Dan. She
calls out to Mairwen.

MARTTA

Mairwen, hold Spike, I'm coming
in.

CUT TO:

INT. BACKDOOR - CONTINUOUS

Mairwen holds Spike by his collar and pulls him away.

Martta barges in with the boxes. Evelyn follows with Dan.

MAIRWEN

...you're always in a hurry...
can't you wait till I...

Martta cuts in...

MARTTA

What!
(shrugs)
Listen... Dad had to leave for
PD. He'll be back tomorrow or
the day after...
(looks around the room)
Have you seen the boys?

MAIRWEN

They're still outside... I
think.

Martta leaves to get the remaining cargo.

MAIRWEN (CONT'D)
(to Evelyn and Dan)

Hi!

Spike pulls free from Mairwen's grip and bounds over to Evelyn and Dan. They hug Spike.

Mairwen smiles.

CUT TO:

INT. EVELYN AND DAN'S BEDROOM - NIGHT

Near a large window with curtains are two single beds. Placed between them, a bedside table with a soft glowing night lamp. Evelyn and Dan are awake.

There is a knock on the door. After a pause, Mairwen enters.

MAIRWEN

...you need anything?

DAN

Are we going to be sent back to Porton Down?

MAIRWEN

Umm... why?

EVELYN

It's the tests...

MAIRWEN

I'm sorry...I wish...

Martta enters and stands beside Mairwen.

MARTTA

It's late, you two should be asleep...
(turns to Mairwen)
Come on Mairwen...

MAIRWEN

Sleep well.

They exit, shutting the door behind them.

Dan stares intently at the door.

CLOSE UP on the door lock. It clicks shut.

EVELYN

(wide-eyed)

How'd you do that?

DAN

Dunno... just happened...like
with Dillon.

The lamp goes off. Dan giggles in the dark.

EVELYN

Wow!

More childish giggling.

CUT TO:

INT. KITCHEN - DAY

Dan and Evelyn play with Spike on the floor. Spike yips excitedly.

Mairwen finishes clearing the breakfast table.

MAIRWEN

I'm going for a shower.

Mairwen leaves.

Martta enters the kitchen, bemused at the trio's compatibility. She opens the back door.

MARTTA

Lovely day!

Spike runs out. Dan and Evelyn follow.

EXT. BACKYARD - CONTINUOUS

Dan and Evelyn are playing with Spike. Sounds of laughter and excited barks can be heard.

INT. KITCHEN - CONTINUOUS

Martta begins to stack the cans of food brought by Rose in an overhead cabinet. Mairwen joins her at the counter.

MAIRWEN

That's a lot of food.

MARTTA

(tight-lipped)

We have extra guests!

Mairwen rolls her eyes.

Martta's wrist phone rings.

MARTTA

(into phone)

Hi... sure. I'll have it ready.

See you later Bye!

(to Mairwen)

Patrick'll be coming over this evening.

EXT. BACK YARD - CONTINUOUS

Travis watches Spencer whizz around Evelyn, Dan and Spike on a jet-powered hoverboard. Spencer cuts closer into them at each pass.

EVELYN

(to Spencer)

Watch out!

Travis chuckles.

SPENCER

(to Dan)

Run, renegade.

EVELYN

Don't!

TRAVIS

She can be the commando.

SPENCER

...she can't STUPID...she's a
GE...

(glides over to Evelyn)
Run, GE.

Spencer veers across to Dan and knocks him over. Spike by Dan's side barks incessantly at Spencer.

ANGLE ON Spencer. He skims over Spike and grazes the dog's head. Spike yelps.

ANGLE ON Evelyn. She rushes to Spike and Dan's aid.

ANGLE ON Spencer as he returns. He hovers over the three.

Dan lunges forward, grabs the board and hurls Spencer off. Evelyn and Dan hold him down.

Travis charges into the house and returns with Martta.

MARTTA

Dan... Evelyn stop it!

EVELYN

Spencer started it.

MARTTA

(at Spencer and Travis)
...put those boards away. You
two... in the front garden, NOW.

SPENCER

(to Dan through gritted
teeth)
I'll get you... you wait.

Spencer and Travis exit.

MARTTA

(icily to Evelyn and Dan)
What are you thinking, fighting!

Martta returns inside. Mairwen comes rushing out.

MAIRWEN

You two okay? Spike?

INT. EVELYN AND DAN'S BEDROOM - CONTINUOUS

Mairwen cleans Dan's and Evelyn's cuts.

CLOSE UP: A tiny topaz lamb charm dangles from Mairwen's bracelet.

ANGLE ON Evelyn as she reaches out and touches it.

MAIRWEN

(to Evelyn)

I like animals.

EVELYN

(eyes Mairwen closely)

Do you know Dillon?

MAIRWEN

No.

Evelyn pulls out an identical charm from her pocket.

CLOSE UP: A tiny topaz lamb charm rests between Evelyn's fingers.

EVELYN

Look, this is Dillon's. He
dropped it when he got caught
trying to escape.

MAIRWEN

Ah...

Spike yelps as he SCRATCHES the graze on his head.

MAIRWEN (CONT'D)

(to Evelyn and Dan)

I better clean his cut too...

She leaves with Spike.

INT. MAIRWEN'S BEDROOM - CONTINUOUS

Mairwen cleans Spike's gash.

MAIRWEN

Wait here, Spike.
(to herself)
Where's that scanner... ahh,
Dad's room.

Mairwen leaves.

Spike wriggles on his back, trying to scratch an itch.

Mairwen returns with a deactivating scanner, punches in a code and runs it over Spike's neck. It 'beeps'.

TIGHT ON screen. It registers 'CHIP DEACTIVATED'.

MAIRWEN

...that'll help the healing.

CUT TO:

EXT. FRONT GARDEN BOUNDARY WALL - DUSK

Spencer and Travis are in the garden near the boundary wall. Not far from the wall is a 10-foot-high wire electric fence. A badger is caught whilst attempting to climb under it.

CLOSE UP: The badger violently thrashes and jerks.

ANGLE ON CCTV cameras on poles.

Spencer watches the badger intently.

TRAVIS
(Crying, shouts)
Muuuuuum!

INTERCUT - EXT. MANOR/FRONT GARDEN BOUNDARY WALL -
CONTINUOUS

At one end of the garden stands the Manor, on the other, the boundary wall.

Martta and Mairwen emerge from the manor and run towards the boys.

ANGLE ON Travis. He rushes to Martta, crying.

Martta, Mairwen and Travis join Spencer at the fence.

ANGLE ON the badger caught under the electric fence.

Spencer watches the badger jerk and shake.

MAIRWEN

(to Martta)

Quick, shut it off! Get a towel.

Martta runs back to the manor with the boys.

CLOSE UP: The badger ceases to move and lies motionless.

Mairwen kneels on the grass to investigate, her back to the manor.

EXT. MANOR/FRONT GARDEN BOUNDARY WALL - CONTINUOUS

Dan and Evelyn emerge from the manor and make their way to the fence.

They stand silently behind Mairwen who is near the fence. She turns around.

MAIRWEN

(alarmed expression)

Oh! You startled me.

Mairwen stands up and looks towards the manor for Martta.

INTERCUT - EXT. FRONT GARDEN BOUNDARY WALL/CENTRE OF GARDEN - CONTINUOUS

Mairwen has her back to Dan. He crouches on his haunches. and touches the badger.

The statue of Arianrhod stands in the centre of the garden.

ANGLE ON the badger. It springs up and bolts past Mairwen, stopping at the statue of Arianrhod, then darts off again into the bushes.

Mairwen turns to Dan with a puzzled expression.

MAIRWEN

(smiles quizzically at Dan)

...I'm glad...it's okay...?

Dan and Evelyn grin at each other.

EVELYN

...the statue...who is she?

MAIRWEN

(smiling)

Funny you should ask... She's
Arianrhod... Celtic goddess of
creation, fertility and rebirth
(beat)
...they say she shapeshifts into
an owl.

Dan reaches for Mairwen's hand.

CLOSE UP: Mairwen's bracelet around her wrist with the
lamb charm.

ANGLE ON Evelyn. She touches Mairwen's charm gently.

MAIRWEN

(crouching down to their
height and whispering)

I'll tell you a secret. A
Fibonacci friend gave it to me.
I helped him once on a rescue.
Maybe Dillon has the same
friend...!

Evelyn and Dan perk up, interested.

DAN

Rescue?

EVELYN

(a quizzical look)
...who are the Fibonacci...?

DISSOLVE TO:

EXT. WELSH COUNTRY - NIGHT (FLASHBACK - BLACK AND WHITE)

A wild moorland.

MAIRWEN (V.O.)

They're friends... they help
kids escape the ward and the
barracks...

(beat)

A girl...she had escaped...she
jumped over the barrack
fence...the commandos were
looking for her...we...

MONTAGE:

- Fibonacci Man #1 and Mairwen are on an ancient burial mound. She wears a black outfit and hoodie identical to the one worn by him. They stand astride their hover quad bikes scanning the moors with night vision glasses for an escaped ADOLESCENT GE.
- Mairwen's POV: Moorland silhouettes the night sky. An 'infra-red thermal image' moves along a dry canal bed. Under the aqueduct, they pick up a signal identifying her.
- Not far away, S.O. COMMANDOS (Special Operations) patrol the area.
- The hoverbikes silently glide over the moors towards the girl.
- She leaps on the bike behind Mairwen. They disappear into the dark silently, unnoticed by the commandos.

BACK TO SCENE:

EXT. FRONT GARDEN BOUNDARY WALL - CONTINUOUS

Evelyn and Dan look up at Mairwen in awe.

MAIRWEN

...our secret.

They return with Mairwen to the manor.

INT. BASEMENT LABORATORY - CONTINUOUS

Martta scrutinises the surveillance monitor's memory card images on the computer. Spencer and Travis inquisitively look at the yellow jars on a table.

Martta rewinds and plays the images repeatedly.

MARTTA

I don't believe this...

She rewinds the images again, replaying the sequence of events.

CLOSE UP: Computer screen.

The images resume play from where Dan touches the badger to the scene where the animal regains consciousness.

Martta rewinds again.

There is a buzzing sound from the surveillance monitors. She looks up at them.

CLOSE UP: The surveillance monitors display a military jeep outside the gate. A man's hand reaches out and taps the keypad near the entry phone. The gates open. The jeep drives up the driveway. Patrick steps out of the vehicle.

MARTTA

Boys, you'll have to go up now.

SPENCER

Aaaaw...can't we stay?

MARTTA

No. Can one of you bring Patrick down here?

TRAVIS

I'll go!

MARTTA

(to Travis)

If you see Evelyn and Dan, send them down with Patrick.

Travis leaves. Spencer reluctantly moves towards the exit, alternating between observing his mother and looking for somewhere to hide.

Spencer's POV: Martta reverts her attention to her computer screen.

CLOSE UP not far from the door, he spots an armchair in a dark corner. It is placed near a counter with a few glass jars of formaldehyde, and a closed shuttered window.

Spencer slinks behind the armchair.

CUT TO:

INT. STAIRS HALLWAY - CONTINUOUS

Mairwen, Evelyn and Dan remove their shoes near the bottom of the stairs and are about to make their way up to their rooms.

The doorbell rings.

INTERCUT - INT. BASEMENT DOOR HALLWAY/STAIRS HALLWAY - CONTINUOUS

The basement laboratory door below the stairs flings open into the hallway. Mairwen, Evelyn and Dan, at the bottom of the stairs, are surprised to see Travis appear and rush towards the front door.

TRAVIS

(to Mairwen, Evelyn and Dan)

I've got it! That's Patrick.

(looking at Evelyn and Dan)

Mum wants you both to go down with Patrick.

MAIRWEN

Why?

Travis shrugs.

EVELYN

Do we have to?

MAIRWEN

No, let's go up.

INTERCUT - INT. FRONT DOOR/STAIRS HALLWAY - CONTINUOUS

Travis opens the front door. Patrick enters and ruffles Travis's hair, smiling.

Mairwen, Evelyn and Dan, at the bottom of the stairs, start to make their way up. Patrick walks over to them.

PATRICK

Hello Mairwen...
(to Evelyn and Dan)
Martta never said you two were
here?

Evelyn and Dan cling to Mairwen's hands. They remain silent.

MAIRWEN

Uh...Hi...Martta mentioned you'd
be coming.

PATRICK

Yeah...where is she?

MAIRWEN

She's in the laboratory.

TRAVIS

Mum wants Evelyn and Dan to go
down!

MAIRWEN

We'll come down later.

INTERCUT - INT. BASEMENT DOOR HALLWAY/STAIRS HALLWAY -
CONTINUOUS

The basement laboratory door opens. Martta emerges from the lab.

MARTTA

Hi Patrick
(to Evelyn and Dan)
Come on you two.

MAIRWEN

Later, Martta.

Martta darts a glance at Patrick.

Patrick walks up to Mairwen and whispers into her ear. He places his hands on Evelyn and Dan's shoulder and nudges them towards the basement laboratory. Patrick turns and gives Mairwen a cold warning look. Mairwen stares, helpless.

CUT TO:

INT. BASEMENT LABORATORY - CONTINUOUS

Spencer hides behind the armchair near the closed shuttered window and counter with a few glass jars of formaldehyde.

Martta, Patrick, Evelyn and Dan are seated at the computer. Martta interrogates Dan and Evelyn while Patrick watches.

INT. MARTTA'S DESK BASEMENT LABORATORY - CONTINUOUS

Martta replays repeatedly the sequence of images of the badger to Dan and Evelyn.

MARTTA

Dan, come on...how did you do this?

Dan remains sullenly silent. Martta rewinds and plays the images again.

MARTTA

Evelyn, can you tell me?

Evelyn remains tight-lipped.

PATRICK

Come on... we don't have all day.

CUT TO:

INTERCUT - INT. SHUTTERED WINDOW/ARMCHAIR/MARTTA'S DESK-
BASEMENT LABORATORY - CONTINUOUS

Patrick walks across to the basement window.

He opens it, lights a cigarette, and looks out. Next to the window is the counter with the formaldehyde jars and the armchair behind which Spencer is hiding.

PATRICK
(to Evelyn and Dan)
You know the rules...

CLOSE UP: Spencer's face. He watches from behind the armchair beside the window where Patrick stands smoking...

Evelyn and Dan stand beside Martta at her desk.

EVELYN

We don't know... it just got up
and ran...

Patrick reaches for his gun, withdraws it from the holster and places it down on top of the counter. He glares at Evelyn and Dan.

PATRICK
(to Evelyn)
You can do better than that.

Evelyn and Dan remain silent.

PATRICK (CONT'D)

Uh... I haven't got time for
this.

MARTTA

Perhaps we can get it sorted out
later...Look at this.

Patrick joins Martta. They both look through a few papers on her desk.

Evelyn grabs Dan's hand and bolts for the exit at the top of the basement stairs.

INT. STAIRS BASEMENT LABORATORY - CONTINUOUS

Evelyn and Dan run up the stairs. The door at the top of the stairs opens. Travis enters and shuts the door behind him. He is between the door and Evelyn.

Evelyn nudges him aside. He falls.

INTERCUT - INT. KITCHEN/BASEMENT LABORATORY - CONTINUOUS

Mairwen is sitting at the table in the kitchen, sipping her wine and reading.

CLOSE UP: Spencer eyes the gun on the table in the basement laboratory.

ANGLE ON Spencer and the jars with formaldehyde. He lunges for the gun and knocks some jars over. The jars roll and crash to the ground. Broken glass and formaldehyde cover the floor where he stands.

ANGLE ON Mairwen as she puts down her book on the kitchen table. Another crash. She rushes out of the kitchen.

INT. BASEMENT LABORATORY - CONTINUOUS

Spencer has the gun. He unlocks the safety lock from the trigger and aims it at Evelyn and Dan at the top of the stairs. Travis is lying on a step below them.

SPENCER
(to Evelyn and Dan)

Stop!

AREA OF ROOM WITH MARTTA'S DESK

Martta and Patrick who are seated behind the desk come around to the front. They look at Spencer nervously and shout at him.

PATRICK

MARTTA

Put the gun down. Put it down.

INT. BASEMENT LABORATORY STAIRS - CONTINUOUS

Evelyn reaches for the door handle with Dan by her side. Travis, who is lying on a step below them stands up and rubs his elbow.

INT. BASEMENT LABORATORY - CONTINUOUS

Spencer moves towards the stairs with the gun. He attempts to step over some broken glass on the floor and slips on the formaldehyde. As he drops the gun it goes off. A shot rings out.

CLOSE UP: Spencer's terrified face.

INT. BASEMENT STAIRS - CONTINUOUS

Travis falls, his legs buckling beneath him.

Evelyn flings the basement door open. Evelyn and Dan rush out into the hallway. The door bangs shut behind them.

CUT TO:

INT. HALLWAY - CONTINUOUS

Mairwen is in the hallway and sees Evelyn and Dan near the shut basement door.

MAIRWEN

What happened?

EVELYN

I'm not sure...

DAN

Spencer slipped. The gun went off.

MAIRWEN

...gun?

EVELYN

Patrick's gun... he left it on the table...

DAN

...the bullet hit Travis.

EVELYN

...I think it him in the leg.

MAIRWEN

Oh my god... You both must get
out of here.

Mairwen covers Dan with her white shawl.

MAIRWEN

Go to the back door, wait for
me.

CUT TO:

INT. KITCHEN BACK DOOR - CONTINUOUS

Evelyn and Dan are at the back door.

Mairwen returns with the deactivating scanner and punches
in a code. She runs it over the back of Dan and Evelyn's
neck. It BEEPS.

CLOSE UP: The screen registers 'CHIP DEACTIVATED'.

MAIRWEN

You can't be tracked now.
Hurry...to the back gate.

INT. BASEMENT LABORATORY - CONTINUOUS

Patrick is on his phone.

Travis on the floor, blood everywhere. A belt is tight
around his thigh. Martta frantically performs CPR.
Spencer sits by his brother, dazed.

PATRICK

The medics will be here in a few
minutes.

MARTTA

...and dad?

PATRICK

Him too.

CUT TO:

EXT. BACK GATE - CONTINUOUS

It's dark. Dan and Evelyn are with Mairwen near the edge of the forest. Mairwen points at the conifers.

MAIRWEN

Go straight through towards the river, till you come to a clearing. To its left, after about a mile, along the cliff edge, you will find a burial mound. Behind it, a path leads down to the riverbank. Cross the river. The other side is off-grid. You'll be safe there.

CLOSE UP on the Fern leaf patch on the white shawl draped around Dan.

Mairwen strips off the patch. She points at the insignia.

CLOSE UP on the red 'J' insignia.

MAIRWEN (CONT'D)

...they'll help you.
(glancing at Evelyn and Dan's feet)
...your shoes...?

EVELYN

...we're faster without.

A helicopter can be heard approaching.

MARWIN

Go!

She hands Evelyn a rod-shaped glass torch.

MARWIN (CONT'D)

GO!

Evelyn and Dan run into the woods.

CUT TO:

INTERCUT - EXT. BACK YARD/INT. KITCHEN - CONTINUOUS

A helicopter lands in the back yard. PARAMEDICS disembark. Mairwen talks to them. She leads them in through the kitchen towards the basement laboratory.

The hum of another helicopter landing can be heard.

EXT. KITCHEN - CONTINUOUS

Mairwen steps out from the kitchen into the backyard.

EXT. BACK YARD FOREST EDGE - CONTINUOUS

Dr. Dawson and the commandos disembark from the helicopter. The doctor heads for the Manor. Commando #1, Commando #2 and Commando #3 head for the forest.

EXT. KITCHEN - CONTINUOUS

Mairwen is in the backyard and follows Commando #1, Commando #2 and Commando #3 heading for the forest.

ANGLE ON Spike running behind her, struggling to keep up on his short legs.

CUT TO:

EXT. DEEP FOREST - NIGHT

Evelyn and Dan stop to catch their breath. Evelyn slips out of her thick woollen dress; beneath, she wears a white camisole. She turns on the torch.

The sound of crashing boots unnerves Evelyn. She drops the torch.

CUT TO:

EXT. FOREST FLOOR - CONTINUOUS

CLOSE UP on torch. It splutters in the forest undergrowth, then dies. Near darkness.

CUT TO:

INTERCUT - EXT. DEEP FOREST/WATERLOGGED FOREST FLOOR -
CONTINUOUS

Grabbing Dan, Evelyn half-carries, half-drags him across the forest.

CLOSE UP on a fallen branch on the wet muddy forest floor.

ANGLE ON Evelyn: She trips over the branch and falls onto the marshy ground with Dan.

The sound of thudding boots becomes louder.

CUT TO:

EXT. DENSE FOREST - CONTINUOUS

A scanning searchlight sweeps over the trees. The hum of the helicopter recedes. Evelyn hauls them both up.

CUT TO:

EXT. FOREST CLEARING - CONTINUOUS

They stumble into a narrow forest clearing, which ends abruptly in a precipice.

EXT. CLIFF EDGE - CONTINUOUS

Evelyn and Dan stop at the unstable cliff edge.

CUT TO:

EXT. FOREST CLEARING - CONTINUOUS

A few yards behind, Commando #1, Commando #2 and Commando #3 emerge from the forest with Mairwen behind them. She runs towards Evelyn.

MAIRWEN

Evelyn...run.

CUT TO:

EXT. CLIFF EDGE - CONTINUOUS

Evelyn clutches Dan's hand and peers into the deep chasm. Sounds of rushing water can be heard.

CLOSE UP: The cliff edge beneath Evelyn and Dan's bare feet give way. Evelyn falls with Dan, over the edge into the gorge and fast-moving water.

MAIRWEN (O.S.)

...Evelyn!

CUT TO PRESENT.

EXT. CHASM - CONTINUOUS

Evelyn and Dan plummet to the bottom of the chasm.

SUPERIMPOSE: PRESENT DAY

LOW ANGLE. Evelyn and Dan hit the water and disappear under the roiling surface.

CUT TO:

EXT. CLIFF EDGE - CONTINUOUS

Mairwen clambers to the edge and looks over. It's too dark to see. The sound of gushing water can be heard echoing through the air. She rushes along the verge.

CLOSE UP: Tangled tree roots.

Mairwen trips over the tree roots. Her head smashes against a rock. She lies lifeless.

CUT TO:

INT. HELICOPTER AIR AMBULANCE - CONTINUOUS

Paramedics, Dr. Dawson, Patrick, Martta and Spencer are alongside Travis. He is strapped into a stretcher and attached to an IVF drip.

CLOSE UP: Martta shudders as she rubs her temple.

CUT TO:

EXT. CLIFF EDGE - CONTINUOUS

Commando #1 examines Mairwen. He talks into his wrist phone, reporting the incident.

CUT TO:

INT. HELICOPTER AIR AMBULANCE - CONTINUOUS

CLOSE UP: The doctor's wrist pod vibrates. He presses receive and listens to the voice on the other end.

CLOSE UP: The Doctor winces.

MARTTA

Dad, what's wrong?

DR. DAWSON

(swallows hard closing his eyes)

Mairwen. She fell and hit her head.

(beat)

Dan and Evelyn... they're missing...

(sobs)

...I shouldn't have left you alone...

Trembling, Martta buries her face into Patrick's shoulder. He puts his arm around her.

CUT TO:

EXT. RAPIDS BETWEEN STEEP CLIFF SIDES - CONTINUOUS

Gushing water. A roaring sound. Pine branches jut out from the lower cliff walls over the rapids.

ANGLE ON Evelyn. She tries to keep herself and Dan above the water surface. She grabs a branch. The current tugs her and Dan into the centre.

EXT. MIDDLE RAPIDS - CONTINUOUS

Evelyn looks upriver.

Evelyn's POV: A log heads towards them.

ANGLE ON Evelyn and Dan: Evelyn, choking on heavy spray, lunges forward, grabbing the log as it passes her and Dan. He reaches for the log as well and hangs on to it. The log speeds up. He gently presses his head against Evelyn as they move into faster water.

EXT. FASTER WATER - CONTINUOUS

The flow of the current becomes stronger. Evelyn tries to steer the log by kicking hard. Out of control, she crashes against a rock, partially shattering the log. She desperately holds on, exhaustion overtaking her. Dan tries to grab her.

EVELYN

Don't...it'll flip... we'll both
be dragged under.

They are swept further downstream.

CLOSE UP on Evelyn's fatigued fingers. They slip.

ANGLE ON Evelyn as she goes underwater...

DAN (O.S.)

Evelyn!

CLOSE UP: Dan's relieved face. Evelyn's head bobs up, but she goes under again.

CLOSE UP: Dan's eyes as he scans the river.

Dan's POV: A seemingly endless expanse of the wide river. Evelyn doesn't surface.

CLOSE UP: Dan's face. Tears spill.

He sobs.

EXT. DOWNSTREAM - CONTINUOUS

A few miles downstream the land is flatter and the river changes to an even flow, carrying Dan into calmer water.

CLOSE UP: Dan's face. He drifts in and out of consciousness.

CUT TO:

EXT. CLIFF EDGE - CONTINUOUS

Mairwen lies near the cliff edge with Spike. He snuffles and licks her face, trying to wake her.

CUT TO:

EXT. BADGER HOLE - CONTINUOUS

A badger enters a hole under a tree stump near the cliff edge.

EXT. CLIFF EDGE - CONTINUOUS

Spike sniffs the air, hesitates before he bounds towards the badger hole.

EXT. BADGER HOLE - CONTINUOUS

Spike peers into the hole and struggles, pushing his large head and body into the gap. As he wriggles, he slides further in.

INT. BADGER HOLE - CONTINUOUS

ANGLE ON Spike's large head and lodged body. The earth loosens as he struggles. The tunnel widens and collapses. He slides through the badger hole which opens onto a ridge.

EXT. NARROW CLIFFSIDE RIDGE ABOVE THE RAPIDS - CONTINUOUS

Spike is on the narrow ridge. A path leads down to the riverbank. He shakes himself and looks around.

CUT TO:

EXT. OPPOSITE RIVERBANK OFFGRID - SHALLOW WATERS - DAWN

LOW ANGLE: Driftwood, caught in the tall reeds, collects on the water surface.

Two women, WOMAN #1 and WOMAN #2, trudge through the knee-deep water. They are Fibonacci supporters. They push aside vegetation, collecting the driftwood.

WOMAN #1
(in Welsh, English SUBTITLES)
You said this was a good place?

Splashing SOUNDS startle Woman #2. Curious, she wades towards the noise.

WOMAN #1 (CONT'D)
(in Welsh, English SUBTITLES)
Don't go in too deep!

END OF SUBTITLES.

The women break into English with a Welsh accent.

WOMAN #1 (CONT'D)

What are you doing?

WOMAN #2

Follow me...

She separates the long reeds as she moves forward. Woman #1 follows behind.

WOMAN #2 (CONT'D)

Oh God, no!

WOMAN #1

What is it...?

Woman #2's POV: A young boy clings to a log caught in the reeds. He is motionless; a soaked white cloth covers his face.

Woman #1 joins Woman #2.

CLOSE UP: Their alarmed faces.

Pushing against the flow, they reach him.

They anxiously lift the wet shawl off his face. The boy is Dan. They don't recognise him.

They steer the log and Dan's apparently lifeless body towards the riverbank.

CLOSE UP: Dan's face. He opens his eyes.

Dan's POV: The women's faces merge in and out of focus.

Dan stares at them. He remains silent. The women quickly guide the log on to the riverbank. They smile in relief.

EXT. BEHIND A HEDGEROW OPPOSITE RIVERBANK OFFGRID -
CONTINUOUS

The women cover Dan in a crimson blanket they retrieve from a bag behind a hedgerow.

CUT TO:

INTERCUT - EXT. RIDGE ABOVE RAPIDS/OPPOSITE RIVERBANK
OFFGRID - CONTINUOUS

Spike sniffs the air on the narrow ridge above the rapids. He trundles along towards the riverbank. He stops and sniffs the air again.

CLOSE UP: Spike's eyes.

Spike's POV: Dan is in the distance on the opposite bank below.

CUT TO:

EXT. BEHIND A HEDGEROW OPPOSITE RIVERBANK OFFGRID -
CONTINUOUS

The women observe Dan.

WOMAN #1

What should we do?

WOMAN #2

He's cold as ice...

Dan panics. He grasps the second woman close.

WOMAN #2 (CONT'D)

(to Dan)

What's wrong? What is it?

CLOSE UP: Dan's face. His fearful eyes turn towards the river. The sound of commandos searching for Dan echoes through from the other side.

COMMANDO #2 (O.S.)

We've lost them.

COMMANDO #3 (O.S.)

...probably drowned!

The commandos continue to move further downstream, their voices diminishing.

Woman #1 spreads out Dan's white shawl on the rocks to dry behind the hedge.

WOMAN #1
(gesturing at the insignia)
Look!

CLOSE UP: A red 'J' insignia on the shawl

WOMAN #2

I think we should take him
home...

Woman #2 lifts Dan onto her back.

Splashing sounds are heard again. The women sink to their haunches and freeze behind the hedge.

LOW ANGLE: Woman #1's hand reaches out and parts the leaves. The three of them peer through the gap.

CUT TO:

EXT. RIVER BETWEEN THE BANKS - CONTINUOUS

Spike is struggling to swim across to them from the opposite bank on the manor side.

DAN (O.S.)
(whisper)
It's Spike...

Pulled by the current, Spike's head goes under the water but then re-emerges.

DAN (O.S.)
(hushed)
...you can do it.

EXT. RIVERBANK OFF GRID - CONTINUOUS

Spike reaches the Off-Grid bank. He shakes himself, sniffs the air, then waddles towards the hedge to where Dan and the two women are.

EXT. BEHIND THE HEDGEROW - CONTINUOUS

Spike looks up at Dan and the two women, his tail wagging. They fuss over him. The sound of commandos can be heard approaching.

WOMAN #2
(peeks through the hedge)
...let's get out of here...

CUT TO:

EXT. OFF-GRID RIVERSIDE - CONTINUOUS

The women, with Dan on Woman #2's back, silently walk into the forest, Spike following.

CUT TO:

EXT. FOREST OFF-GRID - CONTINUOUS

The women trudge uphill along a forest path which runs parallel to the river. Sound of gushing water echoes as they move towards the source of the rapids. High bramble separates the footpath from the riverbank.

CUT TO:

EXT. RIVERBANK OFF-GRID - CONTINUOUS

Evelyn lies semiconscious, slumped against a boulder on the same off-grid side of the riverbank.

CUT TO:

EXT. FOREST OFF-GRID - CONTINUOUS

The women continue to trudge along the forest path. Spike runs up ahead and disappears through a gap in the brambles, which opens onto the riverbank.

DAN
(anxious whisper)
Spike come back!

CUT TO:

EXT. RIVERBANK OFF-GRID - CONTINUOUS

Spike appears through the gap in the brambles.

ANGLE ON Evelyn slumped up against a boulder.

Spike waddles up to her wagging his tail. He licks Evelyn's face. She reaches out for him.

Sounds of scuffling feet are heard. She looks up.

Evelyn's POV: The two Fibonacci women and Dan appear through the gap in the bramble and rush towards her.

She smiles.

PULL BACK as Dan and Evelyn embrace. The group huddle together behind the boulder with Spike.

FADE OUT:

THE END

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APPENDIX 1

LOG LINE

When a viral pandemic decimates the population, the catastrophe empowers scientists to create children through embryo genome editing. A genetically engineered boy and his sister accept help from the head geneticist's daughter in evading the experts, despite knowing the system will stop at nothing to prevent them from escaping.

SYNOPSIS

Fibonacci's Children is a Dystopian narrative about geneticist-led manipulation of DNA sequencing to create a new generation of disease-free humans with enhanced positive traits.

The story focuses on a widowed geneticist family's perspective.

The nation's Embryo Genome Project became reality after a cataclysmic disease drastically reduced the world's population. To fill the void in a nation short of people, Dr. Nick Dawson and other British geneticists worked relentlessly at Porton Down, Britain's Secret Scientific Institution. Experimenting with DNA sequencing and gene editing, Dawson orchestrated the birth of Evelyn and Dan using his and his deceased wife's DNA. Like everyone else, the genetically modified children are initially unaware of their special abilities.

When Evelyn and Dan are sent from Porton Down to live with Dr. Dawson's family at Arianrhod Manor, they are not readily accepted by his daughter Martta and her two sons Spencer and Travis. Dr. Dawson's other daughter Mairwen, unknown to him, is a Fibonacci supporter. She backs their activities against genetic manipulation. After Evelyn and Dan arrive at the mansion, Dawson returns to Porton Down to deal with an emergency. In the doctor's absence a terrifying incident takes place at the manor. Despite the risk to her own life Mairwen decides to help Evelyn and Dan escape.

APPENDIX 2

Image Bibliography

Figure 1: Angelo, Michael, 'The Creation of Adam Sistine Chapel Ceiling Renaissance' *Clean png* < <https://www.cleanpng.com/png-the-creation-of-adam-sistine-chapel-ceiling-renais-1429814/> > [Accessed 02 April 2020]

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