

DAGER

ACT 1

CHAPTER 1

EXT. CITY ROOFTOPS - DUSK

MAIN CHARACTER 2 (MC2) journeys back home to the SLUM carrying a bag of stolen goods. The residents of MC2's HOOD are holding a funeral celebration for a deceased member of the community; MC2 is eager not to miss the festivities. On route, MC2 notices a heightened police presence and several sinisterly dressed individuals.

When MC2 arrives home, their street is packed with people. They encounter several locals as they make their way through the crowd towards GRANDMA's house. GRANDMA is cooking and interacting with the guests outside through her open kitchen window. She is loud and crass, yet good natured. Inside, MC2 hands over the stolen goods. GRANDMA assesses the value of the items acquired. MC2 tells her about the police presence and sinisterly dressed individuals. The latter seems to put GRANDMA on edge. HOOD LEADER 1 enters. Grandma dismisses MC2, giving them their payment for the loot. Exiting, MC2 overhears GRANDMA calling for a MEETING of the WATCH and HOOD LEADER 1 asking as to the whereabouts of DAD.

CHAPTER 2

INT. INSIDE GRANDMA'S HOUSE

MC2 talks to the other teenagers in GRANDMA's house. They share stories of the night's spoils. The WATCH gradually files into GRANDMA's house.

MC2 does not recognise two additional members, they over hear parts of the conversation. MC2 leaves to join the street party. Outside, MC2 grabs a drink, sit atop a high wall and listens to the musicians play. The OSTEOMANCER arrives...

CHAPTER 3

EXT. THE STREET PARTY

The music grows quiet as the OSTEOMANCER begins performing a magic show. To a backdrop of colorful displays, flashes and explosion, the OSTEOMANCER preaches about the wider world and cryptically predicts future events. MC2 feels like the oration is directed at them. Just as the show is finishing up, MC2 catches a glimpse of DAD rushing into GRANDMA's house, carrying a STRANGER (MC1). MC2 follows him in...

CHAPTER 4

INT. GRANDMA'S HOUSE

GRANDMA and the WATCH stand around DAD and the STRANGER. DAD explains that he was doing a routine after hours X retrieval in the PLANT, when a power surge occurred and the STRANGER appeared. ARTISAN, one of the two WATCH members MC2 didn't recognise, examines the STRANGER as DAD speaks. The STRANGER is alive...barely. The heightened police presence and miraculous appearance of the STRANGER, confirm the WATCHES suspicions that something is amiss. They agree to post sentries around the perimeter of the HOOD. Outside a call of "POLICE" rings out.

CHAPTER 5

INT. GRANDMA'S HOUSE

The STRANGER is quickly hidden along with as much contraband as possible. POLICE break down the door and raid GRANDMA's house. Outside, party go-ers are dispersed forcefully. Gun fights break out. Many people are killed including one police officer killed by MC2. When the dust settles, an AGENT (a suspiciously dressed individual) enters. The AGENT says they are on official government business and are searching for the whereabouts of a fugitive. The AGENT describes the STRANGER. All present deny

any knowledge of the STRANGER. DAD and AGENT have a heated standoff. The AGENT backs down and leaves not before taken some contraband and threatening to expose GRANDMA's human trafficking operation. As the POLICE leave, the STRANGER can be heard quietly coming round in the background...

CHAPTER 6

INT. GRANDMA'S HOUSE

Once the POLICE are gone, the ARTISAN asks the SOLDIER (the second person MC2 didn't recognise) to heal the STRANGER. In doing so, the SOLDIER senses an unusual energy emanating from the STRANGER. The SOLDIER is convinced the STRANGER was, and may well still be, infused with X, yet the STRANGER does not bare any scars. The SOLDIER recalls the exploits of MC1, a famed resistance fighter, who gave their life for the rebellion. The STRANGER fits the profile of MC1. The SOLDIER says the STRANGER must be brought to a REBEL BASE. The WATCH disregard this, saying that MC1 has been dead for over two years but agree that, whoever STRANGER is, they are a threat to the HOOD. The SOLDIER and the ARTISAN agree to take her away. DAD offers to show them to the nearest REBEL BASE and MC2 demands to come along, at least until the STATION. Plans are finalised and everyone gets some rest before embarking.

CHAPTER 7

EXT. BARREN PLAINS

MC2 experiences strange dreams. (These are the STRANGER'S
memories of Handwavia. They will increase in intensity as
STRANGER regains health)