



FRESH BLOOD SELECTS

YULE CATS

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FADE IN:

EXT. JAKOBHAVN GLACIER - DAY

Struggling through a horrendous snowstorm in the middle of the Jakobshavn Glacier, Greenland, eight scientists, in extreme winter gear, advance in a straight line.

Behind them, barely visible due to the storm, is their output camp.

With their global warming lab equipment in-tow, the scientists trudge along treacherous ice cliffs, jutting out from every angle. An EXTREME WIDE reveals the entirety of this "Tim Burton" like nightmare-ish landscape.

Pushing against the wind, the group turns a large glacier bluff to find themselves upon a big open area.

LEONARD WOLFE, late 40s and ruggedly handsome, motions everyone to halt.

He speaks into a headset.

LEONARD

(points down)

We'll start by taking samples from Alpha,
(points further out)

Beta,

(points next to the bluff)

And Gamma.

(beat)

Alright guys, let's get the tents
up. Get warm and start working.

The group takes their cue and head in different directions while a couple stay behind to set up a makeshift work tent.

I/E. FIELD WORK TENT - LATER

Leonard and his assistant, JONES TAYLOR, 30s tall and skinny, are standing in front of a table with an array of equipment.

They're studying a freshly cut cylinder section of the glacier, putting chemicals and contraptions into the melting ice and noting the reactions.

Amongst all of the equipment, are large thermal-freezing glass tubes. Inside a couple of the jars are different levels of ice.

LEONARD

Is there any chance the kit's been contaminated?

JONES

Absolutely not, Dr. Wolfe.

LEONARD

Weird... it showing high levels of -

-

A fellow female scientist bursts in.

FEMALE SCIENTIST

Dr. Wolfe, you have to see this!

They rush out of the tent, throwing on their gear as they go.

EXT. JAKOBHAVN GLACIER - ICE BLUFF - DAY

Two workers are looking at the partly covered block of ice protruding from the base of the bluff.

Leonard effortlessly scales the bluff, joining the discovery team as Jones trails awkwardly in his wake.

With his glove, Leonard brushes away the snow, revealing what appears to be a perfectly preserved large house cat. The cat resembles a small mountain lion. However, this creature is like no cat we've ever seen! It's grotesque, with "saber tooth tiger" like fangs, oversized paws and bright yellow eyes.

Despite its size, it holds an attack stance and the sense-of-threat that only a scorpion or poisonous snake possesses.

We've just met the YULE CAT.

We hold on the frozen Yule Cat. Its gaze is fixed directly at the camera, as we...

MATCH CUT TO:

A dead rabbit looks directly at the camera, from a cutting board, before a cook's hand brings the butcher knife down with a thud and the head falls out of view.

PULL BACK to find us in --

INT. OUTPUT CAMP - MESS HALL - NIGHT

A cat lazily walks around the legs of the chef. The scientists sit around a couple of long tables, talking shit.

They complain about the food, the cold and the entertainment.

Leonard does not engage. He sits alone taking notes on a small laptop, which has a "There's no Planet B" sticker on it with a picture of the earth under the writing.

CUT TO:

INT. OUTPUT CAMP - MOBILE SCIENCE LAB - SAME

The Yule Cat sits on the table, inside a thermal-freezing tube. Unlike the other tubes, water has pooled around the base and is slowly dipping off the side of the table.

BACK TO:

INT. OUTPUT CAMP - MESS HALL - SAME

SCIENTIST 1

(scoffing)

Come to save the planet, leave discoverers of a new cat.

SCIENTIST 2

Can't say we didn't get any pussy while we were here!

The group roars with laughter as Leonard exits.

INT. OUTPUT CAMP - MOBILE SCIENCE LAB - SAME

Leonard observes the frozen cat and notices the drops of water.

Confused and concerned, he places the tube in a freezer.

BLACK

INT. OUTPUT CAMP - SLEEPING QUARTERS - NIGHT

Leonard is jolted awake as emergency fog horns ring out.

He jumps up and sprints to the adjoining tent's opening.

Gazing out into the dim, battery lit hallway, he hears screams and unidentifiable commotion.

LEONARD
What's going on??

SCIENTIST 3
Bear!!!

Leonard runs back to his bunk, throws on his jacket and boots, then reaches under his bed to pull out a shot gun.

He walks to a cabinet and grabs a flare.

INT. OUTPUT CAMP - CAMP HALLWAY - SAME

The hallway is a massacre.

LEONARD
My god...

Leonard slowly follows the blood of a few colleagues out to the frozen wilderness.

EXT. OUTPUT CAMP - NIGHT

Leonard sees his colleagues' bodies. Their organs and blood decorate the icy terrain. He rushes over, but they're obviously dead.

Leonard, visibly in shock, gets up. He holds the gun at the ready.

A small electrical explosion goes off behind him, sending sparks into the air. He spins around, but nothing is there.

He turns to walk a little further, as he does, he hears something in the darkness.

Panicked, he lights the flare. Blinded and disorientated by its light, he stumbles.

Just as he begins to regain sight, something we can't quite make out with piercing yellow eyes, attacks him.

Leonard's screams fill the air, as we cut to -

BLACK

EXT. THE WOLFE RESIDENCE - BACKYARD - DAY

A hand-drawn sign that reads, 'Young Explorers Association,' hangs loosely over a rudimentary fort.

A group of three young girls play with basic science kits as though they are archeologist. A beautiful golden retriever, PERSE, wanders around the yard. The scene mimics the opening, but in a child-like manner.

We see for the first time, ISABELLE WOLFE, 13, with dark hair and a china doll complexion (think Winona Ryder in Beetle Juice). GINNY ROBERTS, 12 1/2 and socially awkward (think Woody Allen's estranged daughter). Her hair is a frizzy mess and she wears thick glass. And CLARA CARLYLE (of the Carlyle Iron Mill), 13 pretty and normal looking, exactly what you'd expect in the mid-west.

INT. THE WOLFE RESIDENCE - KITCHEN - SAME

The girls continue playing outside as Isabelle's aunt - MARGARET WOLFE, early-40s, watches them from the kitchen sink in a brown, farm-house style kitchen. She's a stern lady, very plain with mousy brown hair and no make-up. She wears a cross pendant necklace around her neck.

The doorbell rings and she makes her way to the door.

EXT. THE WOLFE RESIDENCE - BACKYARD - SAME

Isabella hears the doorbell. Excited, she runs to the house, leaving her friends behind.

On the porch, she sees Margaret's cat, CLEO, a furry black princess of an animal, playing catch-and-release with a poor little mouse.

Isabelle stops the cat in one quick motion and the mouse breaks free.

ISABELLE

Ugh, leave it alone!

She rips the door open, wide, and --

INT. THE WOLFE RESIDENCE - SAME

-- Runs into the house, passing a calendar on the wall with days crossed out and several pictures of her and her father on adventures.

ISABELLE

Daddy!

Isabelle stops dead as she sees her dad's assistant, Jones, with the two men dressed in black, the Funeral Director and MR. DAWSON, a lawyer, standing with her Aunt in the hallway.

Jones is holding the freezer box.

EXT. THE WOLFE RESIDENCE - BACKYARD - SAME

The other two girls watch through the window as their friend falls to the ground.

Margaret firmly puts her hand on Isabelle's back to console her. Jones shuffles around awkwardly.

INT. THE WOLFE RESIDENCE - ENTRYWAY - SAME

Ginny and Clara come rushing in. Jones puts the box on the dinning room table.

JONES

(to Isabelle)

He wanted you to have this.

Isabella is crying uncontrollably.

GINNY

Izzy?

JONES

I'm very sorry...

MARGARET

(emotionless)

Thank you, for coming over.

Margaret walks the men to the door.

JONES

(to Margaret)

May we have a moment outside?

Margaret nods and walks outside with Jones and the two men.

EXT. THE WOLFE RESIDENCE - FRONT PORCH - SAME

Jones is anxious and visibly unsure how to handle the situation. Mr. Dawson looms, ominously.

JONES

Mr. Dawson has some logistical issues he needs to talk about.

MARGARET

Now?

MR. DAWSON

Not right now, but these things need to be resolved fairly quick. Specifically, the legalities around Isabelle's custody.

MARGARET

Oh, I see. Give us a couple of days.

MR. DAWSON

Of course. It'll need to be by the end of the week, but for now, you can speak to Frazer about any funeral arrangements.

Margaret nods formally and heads back inside.

INT. THE WOLFE RESIDENCE - ENTRYWAY - SAME

Margaret enters. Isabelle gets up and runs to her room, slamming the door.

Ginny and Clara are left, standing in shock.

MARGARET

You girls should head on home now.

GINNY

Is Izzy okay?

CLARA

What happened?

MARGARET

Isabelle's father, Leonard, won't be coming home this time.

A wave of realization washes over the girls' faces.

EXT. THE WOLFE RESIDENCE - FRONT YARD - DAY

The girls collect their bikes from the front yard as the two men pull off in their car.

GINNY

I can't believe it.

CLARA

I know. What do ya think happened?

CUT TO:

INT. INTERCUT THE WOLFE'S HALLWAY/ISABELLE'S BEDROOM - NIGHT

Margaret knocks twice on Isabelle's, door holding a plate of food.

Isabelle is laying on her twin bed, crying into her dark paisley sheets. She doesn't respond.

The room is decorated with all kinds of strange old taxidermy animals, dried bugs and different types of skeletons.

MARGARET

(puts the plate down)

You have to eat.

(touches her cross)

You might not see it now, but
there's a plan for us ALL.

Isabelle hikes the volume of her music to drown out her aunt.

OS: We hear Margaret's footsteps leaving down the hallway.

Isabelle turns over and looks up to the ceiling. Her eyes are puffy.

She gets up and goes to collect a photo of her and her father. Holding it to her chest a tear falls from her face.

BLACK

INT. DULUTH MIDDLE SCHOOL - CLASSROOM - MORNING

An array of kids sit at wooden desks. They're the usual mix of awkward pre-teens. Among them are Ginny and Clara.

Two bullies, CHAD and BRAD, read aloud the morning's paper. They're both pimply 13-year-olds who are a little bigger than the rest of the kids. Brad is taller and Chad is a little fatter and not so bright.

CHAD

(struggling to read)

Duluth scientist, Leonard Wolfe,
along with five other colllll-
leagues were attacked and killed by
what was belived, believed, to be a
polar bear wa, wa, wa...

BRAD

Whilst!

CHAD

(embarrassed)

Whilst in Greenland studying the
effects of global warming.

BRAD

What if Izzy's dad didn't actually
die and faked his death so he
didn't have to live with that
weirdo anymore!

The bullies laugh.

GINNY

Shut up! You can't even read!

CHAD

(flips off Ginny)

Read this, freak!

TEACHER

Let's calm down, everyone!

Without words, Clara marches over to Chad and Brad's desks.

She grabs the paper and shoves it down the front of Chad's T-shirt.

BRAD

Ohhh! So scary!

Clara shoots him a look and he stands, as if to fight, but Clara quickly pushes him over.

Within a blink of an eye, Ginny, Clara, Brad and Chad are in a dog pile on the floor, fighting each other.

TEACHER

That's enough! The four of you,
principal's office, now!

Huffing and angry, the kids pick up their stuff and exit.

CUT TO:

INT. THE WOLFE RESIDENCE - HALLWAY/DINING ROOM - AFTERNOON

Isabelle, puffy-eyed, walks down the hallway to the dining room. All the curtains are still closed, leaving the room in near darkness.

She walks over to the box.

Feeling like someone else is in the room, her eyes are drawn up to see Margaret, sitting in the dark staring off, petting Cleo. Isabelle is startled.

ISABELLE

Margaret?

Margaret doesn't reply. Isabelle walks closer.

ISABELLE (CONT'D)

Auntie Margaret?

Still nothing.

Isabelle walks over and touches her Aunt on her shoulder. Margaret jumps, scaring both of them.

ISABELLE (CONT'D)

You okay?

Margaret nods.

MARGARET

(mumbles incoherently)
You have go to school tomorrow. I
can't have you--

ISABELLE

Okay?

Isabelle grabs the box and hurries to her room.

CUT TO:

EXT. DULUTH - SUBURBAN STREETS - EVENING

Ginny and Clara bike down a typical suburban street. Each girl has a large Slurpy in hand.

CLARA

I can't believe he gave us Saturday school the day after we start Christmas break! Is that legal?

They pass an old cat lady in a night gown, DOLORES, chasing a dog and his owner away from her house.

The girls both laugh.

Suddenly, from behind a mound of snow Chad, Brad and their friends jump out.

BRAD

Look who it is? The nerd brigade!

CHAD

Good one!

CLARA

Hey, Brad!

Brad looks. Clara throws her slurpy, hitting him square in the face.

The girls speed off, laughing.

BRAD

Get 'em!

The guys chase after them.

The girls turn the corner, barely missing the wall of snowballs coming their way.

Chad and Brad stop.

BRAD (CONT'D)

You're dead! You hear me? Dead!

CUT TO:

INT. THE WOLFE RESIDENCE - ISABELLE'S BEDROOM - LATER

Isabelle sits on her bed, hesitating to open the box.

She builds the courage, approaches and opens it.

Letting the lid falls heavily against the table, she sees the label in her father's handwriting.

She pulls it aside, to see for the first time the frozen Yule Cat looking directly at her.

CUT TO:

INT. THE ROBERTS RESIDENCE - DINING ROOM - LATER

Ginny is sitting down to eat dinner, in a drab Raymour & Flanigan style dining room, with her mother, PATTI ROBERTS - mid-40s, a homely mid-west housewife, father, JOHN ROBERTS JR. - mid-40s, an overweight, under-educated fisherman, and older brother, JOHN *JOHNNY* ROBERTS III - 19, ex-high school football star going to the local junior college and living out his glory days.

JOHN JR.

A polar bear! How's that for luck?!

PATTI

Aren't they extinct?

GINNY

NO! There's, like, 20,000 left. They're just in trouble 'cos of global warming. The ice is melting and they don't have anywhere to live...

JOHNNY

Nerd...

GINNY

Idiot!

JOHN JR.

That's enough!

Ginny's phone rings and she goes to answer it.

GINNY'S MOM

No phones at the table.

GINNY

It's Izzy!

Ginny's dad nods his head and she runs into the kitchen to answer the phone.

INT. INTERCUT THE ROBERTS' KITCHEN/ISABELLE'S BEDROOM - SAME

Ginny picks up the phone to a face-time video call.

GINNY

We wanted to come by earlier, but -

ISABELLE

(interrupts)

You have to see this!

Isabelle flips the camera to show Ginny what was in the box.

GINNY

What is that?

ISABELLE

Ask your parents if you can spend the night.

GINNY

Okay! What about Clara?

ISABELLE

Get her on the way over!

Ginny hangs up and runs to her room.

She grabs her school bag and dashes past her family who are still eating dinner.

Just as she makes it to the front door -

JOHN JR.

Where do you think you're going, young lady?

GINNY

Izzy asked Clara and me to come over. She needs us...

PATTI

Think again, Missy!

GINNY

MOM?!?

JOHN JR.

This time.

Patti shoots John Jr. a death look, but before her father can reconsider, Ginny is out the door.

CUT TO:

INT. THE CARLYLE RESIDENCE - LIVING ROOM - EVENING

Clara lays on a couch, in a castle-like living room, while reading a teen-magazine.

Her 9-year-old brother, NATHAN CARLYLE, nerdy but confident, tests a homemade laser pointer out of the window with gadgets and tools on the floor next to him.

It catches the attention of a local cat and he playfully guides it back and forth.

His robot, SAMUEL THE ROBOT, sits next to him. Samuel is a very basic medium sized, metal robot who talks and acts like a simple-minded butler and can complete tasks just the same (ie carry a drink on a tray, pick something up off the ground and answer the door).

There are NO adults in sight and it seems like a kid's dream come true - a giant house with a lot of toys and no parents to tell you what to do!

The door bell rings and Samuel goes to answer it.

Samuel walks back in with Ginny.

SAMUEL THE ROBOT
Introducing Miss Ginny Roberts.

GINNY
I will never get used to that!

CLARA
Super annoying, right?!

NATHAN
Hi, Ginny!

Nathan stands up, with a big grin and waves to her.

GINNY
(to Nathan)
Hi.
(to Clara)
Izzy wants us to spend the night.

CLARA
You talked to her?

GINNY
Yeah.

CLARA
Ugh! She didn't call me!

GINNY
So, you coming?

CLARA
Obviously.

NATHAN
Can I come?

CLARA
No way.

NATHAN
Just for a bit?

CLARA
NO!

Nathan grunts at his sister and walks off, sad.

GINNY
Do you need to ask your parents?

CLARA
(looks around)
They won't notice.

CUT TO:

INT. THE WOLFE RESIDENCE - ISABELLE'S BEDROOM - EVENING

Isabelle sits at her desk with the door closed, but not latched, inspecting the Yule Cat. She notices a small crack in the tube.

Out of nowhere, Cleo, jumps on her desk, and hisses at her.

ISABELLE
Go away!

She pushes Cleo out of the room and closes the door.

As Isabelle settles back down, she hears tapping on her window.

She goes over and sees, Ginny and Clara, already on the roof.

She opens the window and lets them in.

CLARA
You okay??

ISABELLE

I've gotta show you this!

Isabelle hurries over to her desk, picks up the Yule Cat and holds it for her friends to see.

Their jaws hit the floor.

CLARA

What the hell is that??

ISABELLE

I have no idea.

Isabelle looks to Ginny for answers.

Ginny shrugs and reaches for the tube to inspect it.

Isabelle hesitates, but hands it over.

Ginny rotates it as Clara looks over her shoulder.

CLARA

Whatever it is, I'd throw it out!
It's gross!

GINNY

(to Isabelle)

Did you try looking it up online?

ISABELLE

Not yet.

Ginny and Isabelle ignore Clara and pull up chairs in front of Isabelle's lap-top.

ENERGETIC MONTAGE OF THE GIRLS ON THE COMPUTER LOOKING UP DIFFERENT THINGS. THEY LOOK UP ICE AGE CATS. NOTHING. THEY LOOK UP GREENLAND CATS. NOTHING. THEY LOOK UP PREHISTORIC CATS. NOTHING. AT SOME POINT PORN COMES UP, BUT NOTHING THEY SEE LOOKS ANYTHING LIKE THE YULE CAT. THEY'RE LOSING HOPE.

FADE TO:

INT. ISABELLE'S BEDROOM/BATHROOM - LATE NIGHT

Isabelle, Ginny and Clara are in their PJs, laying out sleeping bags and getting ready for bed.

Isabelle is visibly upset.

GINNY
It's just weird.

ISABELLE
I know!...
(upbeat)
Wait! Maybe my dad's assistant
could help!

GINNY
Do you think he'll know.

ISABELLE
Not sure, but...

All of a sudden, Clara's attention is spiked.

CLARA
Let's go tomorrow!

GINNY
What about school??

ISABELLE
(ignoring Ginny)
Yeah, we can bike to the science
center.

GINNY
But we're already in trouble!

Ginny looks nervous.

ISABELLE AND CLARA
Pleeeaaaasssseeee!

GINNY
Fine.

Isabelle's mood has done a 180. She puts the Yule Cat on her
desk and goes to turn off the lights.

CLARA
Umm. What do you think you're
doing?

ISABELLE
What?

CLARA
I'm not sleeping in the same room
as that thing!

GINNY
Who's the tough girl now?

Clara makes a face at Ginny and looks to Isabelle pleadingly.

ISABELLE
Alright, alright!

INT. THE WOLFE RESIDENCE - HALLWAY/DINING ROOM - NIGHT

Isabelle places the Yule Cat on the dining room table.

She sees Perse laying on the floor, pets him -

ISABELLE
Night, Pers.

Isabelle leaves and heads back to her room.

She passes her aunt's door and notices light spilling from the seams.

Feeling like something is wrong, she stops and puts her ear to the door.

Silence.

As she backs away, she almost steps on Cleo, who hisses, making Isabelle jump.

Isabelle makes a face at Cleo, then walks back to her room.

CUT TO:

INT. THE WOLFE RESIDENCE - DINING ROOM - LATE NIGHT

The house is quiet. Everyone is asleep.

Moonlight pulls through the curtains, illuminating the tube, as melted ice drips lightly from the crack in the glass.

Cleo sits on a chair, watching the Yule Cat tube.

All of a sudden, the tube moves very slightly.

CUT TO:

INT. INTERCUT HALLWAY/ISABELLE'S BEDROOM - MORNING

There's a loud banging on the door.

MARGARET (O.S.)
Isabelle! You're going to be late!

The girls jump up as Margaret's banging gets more intense.

ISABELLE
The alarm!

CLARA
(whispers)
Not like it matters.

ISABELLE
(to margaret)
Coming!

CLARA
Can we make a quick stop on the
way?

They get out of bed, change clothes and gather their stuff in a flash.

Moments later, they run out of Isabelle's room.

CUT TO:

INT. RILEY'S DEPARTMENT STORE - MORNING

The girls are in a medium size clothing store in the middle of the town square.

Clara's pretending to sift through the clothes on a round rack while starring at one of the employees, STEVE - the 21-year-old guitar player of the terrible local band: HXPELESS, with long, messy brown hair, think Paul Rudd with long hair. His blue employee vest drapes lazily over his grungy clothes.

Ginny and Isabelle try not to be seen.

GINNY
Are you kidding! This was your
"quick stop"??

Clara hushes Ginny and moves on to the next rack, never taking her eyes off of Steve.

ISABELLE

Let's go! You're never gonna talk to him!

GINNY

Yeah! And he's, like, 40!

CLARA

Shut up! He's cute.

ISABELLE AND GINNY

Gross!

Just then, another employee, JENNIFER - 19-years-old, cute, blonde, but no common sense - comes over to talk to Steve. They're out of earshot of the girls.

CLARA

Who's that?

ISABELLE

(holds up her back pack)

Are you serious?! Do you even care about this?

CLARA

Of course I do.

GINNY

OH MY GOD! That's my brother's girlfriend!

Both Ginny and Isabelle duck. Isabelle is fuming!

CLARA

What do you think they're talking about?

Clara starts to move closer to the employees. Ginny and Isabelle grab her arms to stop her.

GINNY

We have to go!

ISABELLE

NOW!

Steve walks away from Jennifer, puts his vest behind one of the registers and walks to the front door.

CLARA

Okay.

Clara follows Steve. Ginny and Isabelle creep toward the exit.

The girls leave through the front door, shortly after Steve.

EXT. RILEY'S DEPARTMENT STORE - SAME

Steve is standing against the wall, smoking a joint with sunglasses on, when the girls walk outside.

CLARA
(pulls a lighter from her
pocket)
Can I bum a drag?

STEVE
What?

CLARA
You know... a smoke?

STEVE
What? No, you're a kid!

CLARA
Would a kid cut school?

STEVE
Yeah, Probably.

Ginny and Isabelle laugh. They get on their bikes and begin to ride off.

Clara is crushed.

CLARA
I was joking anyway...

Steve notices and reaches into his back pocket. He hands Clara a battle of the bands flyer.

STEVE
You know? My band's playing battle
of the bands next Friday. You
should come! We're awesome, but can
always have more fans!

CLARA
Yeah, that sounds cool! I mean, if
I'm not already busy.

STEVE
(laughs)
Yeah, alright cool.

Clara jumps on her bike and speeds off to catch up with the girls. She looks back at Steve as she goes.

EXT. DULUTH - TOWN SQUARE - SAME

Clara catches up as they exit the town square.

GINNY
You are SOOO selfish!

ISABELLE
He's not even into you.

CLARA
Shut up...

Ginny and Isabelle bike off.

CUT TO:

INT. THE WOLFE RESIDENCE - KITCHEN - MORNING

Cleo sits in the same place, starring at the Yule Cat tube.

Mr. Dawson has laid out papers, outlining Leonard's assets.

MR. DAWSON
I'm afraid your brother didn't take
the necessary precautions for this,
which leaves us in a bit of a, err,
mess...

MARGARET
(to Cleo)
What are you looking at?

Mr. Dawson looks at the cat confused.

MR. DAWSON
Furthermore... We need to discuss
the issue of Isabelle's custody.

MARGARET
Cleo? Cleo?!

Margaret claps her hands and tries to break Cleo's attention.

MR. DAWSON
Mrs. Wolfe, is any of this making sense?

MARGARET
Yes, can we continue later?

Margaret walks over to Cleo

MR. DAWSON
Let me know when is a more convenient time.
(beat)
I'll see myself out.

Mr. Dawson gets up and exits.

Margaret picks up Cleo, who's eyes don't drift away from the Yule Cat, and sits down with her.

CUT TO:

EXT. CARLYLE IRON MILL - PARKING LOT - MORNING

TY - late-30s, tall and solid - walks out of a brick building with the sign that reads: "Carlyle Iron Mill. Est. 1924."

He makes his way to his old, beat-up pick up truck when --

CLARA
Ty!

Clara rides up to Ty. They give each other a secret handshake.

TY
What's up, little lady? Aren't you supposed to be in school?

CLARA
We're on a... field trip!

Clara looks at the other girls.

ISABELLE AND GINNY
YEAH!

TY
Field trip... uh?

CLARA
My parents in there?

TY

I think so, but I haven't seen them all morning. You know how it is.

CLARA

Yeah...

TY

Did you like 1984? Didn't I tell you, it's amazing?

CLARA

Yeah, it was really good...

TY

You didn't read it...

CLARA

No, no, I did. I just haven't finished it.

TY

(yawns)

Okay... Well I gotta get on home. Gotta be back here tonight. You don't want to see me without my beauty sleep!

Ty makes an ugly face, to make the girls laugh, but it doesn't work.

CLARA

You're a dork!

Ty gets into his car.

TY

Say hi to your folks, if you see 'em.

The girls chase his truck as he drives off on the same path.

EXT. DULUTH SCIENCE RESEARCH CENTER - ENTRANCE - NOON

The girls pull up to a once futuristic, but slightly run down building. The sign out front reads: Duluth Science Research Center.

They leave their bikes on the side of the building and walk to the front entrance.

They try the doors, but they are sealed by the automatic locks.

CLARA

Now what?

GINNY

(pointing at the buzzer on
the door)

We can try calling him.

ISABELLE

Nah, I have a plan.

They wait, casually, by the doors for someone to leave.

When someone does, Isabelle throws her backpack in front of the closing door, lodging it open.

The three girls run into the building, grabbing the backpack.

INT. DULUTH SCIENCE RESEARCH CENTER - LOBBY - SAME

The door locks behind them as they find themselves in a large open lobby.

They look around in awe and notice a vacant security desk in front of them.

GINNY

(points to the computer)

They'll have to have a directory!

The girls run up and Ginny jumps in front of the computer.

ISABELLE

I think his last name is Taylor.

Ginny nods, searching the directory.

Two security guards approach from around the corner.

SECURITY GUARD 1

What do you girls think you're
doing?

GINNY

Got it!

ISABELLE

Go!

The girls run, following Ginny. The guards chase them.

SECURITY GUARD 1

Come back here!

The girls turn the corner and jump into an open elevator.

INT. DULUTH SCIENCE RESEARCH CENTER - ELEVATOR - SAME

Ginny pushes button 4 several times.

The elevator closes right on the guards' faces.

CLARA

This is SOOO much better than
school!

The excitement from the chase subsides and Isabelle, Clara and Ginny stand in silence - looking at one another.

Typical elevator music takes over the scene, think Girl From Ipanema.

The ride seems to take forever. The girls look at each other, awkwardly. They shuffle about comically.

The elevator stops. The door opens, to find the guards there, ready to grab the them.

CLARA (CONT'D)

Let go of us! I'll have you
arrested!

The guards pull the girls through the doors into the stairway.

As the doors close, Jones' walks past, completely oblivious, with a cart full of papers, books and articles.

EXT. DULUTH SCIENCE RESEARCH CENTER - ENTRANCE - SAME

The security guard pushes the girls out the front doors and closes it behind them, locking them out.

Clara hits the glass door.

CLARA

Wait till my parents hear about
this!

GINNY

Shut up! You're making it worse.

Isabelle storm off toward their bikes.

Ginny and Clara chase after Isabelle.

CLARA

Wait up.

ISABELLE

(to Clara)

No! This is all you fault!!

Isabelle picks up her bike, but before Ginny and Clara can put on their helmets, Isabelle is gone - out of sight.

Clara and Ginny try to follow, but to no avail.

EXT. DULUTH - SUBURBAN STREETS - AFTERNOON

Ginny and Clara ride their bikes, looking for Isabelle.

CLARA

I don't get it. What happened?

The girls ride in silence for a second, before --

GINNY

I know where she went!

Ginny speeds off. Clara follows.

EXT. DULUTH DOCKS - SECRET HIDEOUT - AFTERNOON

Hidden by the docks, Isabelle sits alone in a small sandy outcrop, over looking the water. It looks like she's been there for hours as she hugs her backpack and cries.

Behind Isabelle is a tree with each of the girl's initials carved into it.

ISABELLE

(crying)

Why...

Ginny and Clara climb around the corner of the dock to find Isabelle.

The girls sit on either side of Isabelle and, without a word wrap their arms around her.

ISABELLE (CONT'D)

I miss him so much!

Ginny and Clara nod their heads.

FADE TO:

INT. THE WOLFE RESIDENCE - LEONARD'S HOME OFFICE - EVENING

Isabelle enters her dad's office and closes the door.

She walks to the desk, starts opening the different drawers and goes through them.

At first, all she finds are a lot of useless files, old magazines and article clippings.

Then, she opens the bottom drawer and sees an old photo album.

Awestruck, she sits down, pulls the album out and opens it.

In front of her, are photos from her early childhood.

She flips through it to see photos of: Herself as a baby, dressed up like an alligator, for Halloween with her Mom and Dad. Her Mom and Dad hiking with her strapped to her Dad's back. Her playing with baby Ginny and Clara. And finally, as she flips through the rest of the photos, she lands on a few of her Mom in the hospital, clearly ill, with her in her Mom's arms.

Isabelle wipes her tears away and looks back into the drawer, trying to collect herself.

Inside, she sees a small black pocket address book.

She grab it, flips to the "T's" and there it is Jones' home address and phone number!

ISABELLE

Yes!

CUT TO:

INT. THE WOLFE RESIDENCE - DINING ROOM - LATE NIGHT

The house is asleep as Cleo ventures closer to the Yule Cat.

She jumps up on the table and walks around coyly, before moving toward the tube.

She pats at it, lightly moving it an inch, but gets bored.

Cleo walks around the tube again and paws at the water, which has pooled at the base.

She shakes and licks her paw dry, disgusted by being wet.

As she does, her eyes become a piercing bright yellow, exactly like the Yule Cat's.

Perse, with hair standing on end, gets up from where he was laying and starts growling at Cleo.

Cleo hisses at Perse and pats the tube again, but this time Perse jumps at Cleo, knocking over the tube.

Unfazed, Cleo pushes the tube on more time, sending it crashing to the ground, before she jumps off the table.

Perse chases her around the living and dining rooms.

They knock over lamps, vases and break a potted plant, covering Perse's back in potting soil.

Finally, Perse chases Cleo out the pet door into the garage.

C.U. On the Yule Cat sitting bathed in moonlight. The broken Tube lays scattered about as water begins to pool beneath it.

WE THINK WE SEE A SLIGHT MOVEMENT FROM THE CAT, BUT IT MUST BE OUR EYES OR JUST THE MELTING ICE...

BLACK

INT. THE WOLFE RESIDENCE - ISABELLE'S BEDROOM - MORNING

Isabelle wakes up groggy and preoccupied in thought.

She yawns, stretches a little and exits the room.

We see the address book on her desk as she passes.

INT. THE WOLFE RESIDENCE - HALLWAY/KITCHEN - SAME

Isabelle walks into the kitchen, but doesn't notice the mess around the house.

She opens the fridge and pulls out a carton of orange juice. She grabs a glass and pours herself some.

All of a sudden, Margaret, visibly upset, drags Perse out of the garage by his collar.

Isabelle drops her juice and runs over.

ISABELLE
Aunty, stop! What are you doing?

MARGARET
I've had enough of this beast!

ISABELLE
Why? What happened?

Isabelle looks around, noticing the mess for the first time. She grabs Perse's collar and tries to break Margaret's grip.

MARGARET
Look at this mess! It'll not be tolerated. He's going to the pound.

ISABELLE
He is not! You can't!

Isabelle pulls the dog's collar one last time, breaking the hold her aunt has and rushes Perse into the backyard.

MARGARET
Isabelle Diane Wolfe, you get back here right now!

Margaret begins to follow but stops, turns around and storms out.

EXT. THE WOLFE RESIDENCE - BACKYARD - SAME

Isabelle takes Perse to the dog house and chains him to the stake in the ground. The dog whimpers softly

ISABELLE
I'm sorry, boy! It's just for now.

Isabelle walks back to the house.

INT. THE WOLFE RESIDENCE - DINING ROOM - SAME

Isabelle enters as Margaret storms around the house. Isabelle looks at the mess and then over to the table.

The tube is gone...

MARGARET

You better do something about that
dog! I will NOT be cleaning up
after it!

Isabelle ignores her raving aunt and walks closer.

We see, at the same time as Isabelle, the tube broken on the
ground and a path of muddy paw prints heading to the garage.

The Yule Cat is gone!

ISABELLE

What?...
(to Margaret)
Where is it?!

MARGARET

Where's what?

ISABELLE

The cat! Where is it??

Isabelle rushes around the room, searching. She notices paw
prints that lead to the garage door.

MARGARET

Your stupid dog scared her off. I
haven't seen her all morning!

ISABELLE

Not Cleo...

Confused, she takes a few photos with her phone and texts
them to Ginny and Clara via their group text.

CUT TO:

INT. DULUTH MIDDLE SCHOOL - CLASSROOM - MORNING

Clara, Ginny, Chad and Brad sit in their Saturday school
classroom, with a couple other classic "bad kids", when their
phones go off.

VICE PRINCIPAL CRAMER

No phones please!

GINNY AND CLARA

Sorry.

Both girls look at each other, put their phones on silent and then open the text thread to see the photos.

GINNY
(whispers)
What?!

She shows her phone to Clara.

CLARA
I know!

VICE PRINCIPAL CRAMER
No talking!

INT. INTERCUT WOLFE'S DINING ROOM/CLASSROOM - SAME

*The conversation happens via the girls text thread and uses emoji and acronyms.

GINNY (TEXT)
OMG! WTF!!!!

ISABELLE (TEXT)
IDK. HELP!!!

CLARA (TEXT)
We're stuck here... FML

Clara's text is accompanied by a photo of the vice principal with the acronym, BUFF (Big Ugly Fat Fuck), in big letters down the side.

ISABELLE (TEXT)
(Laugh/crying emoji x3)
Can you break out?

GINNY (TEXT)
? How

CLARA (TEXT)
Girl problems?

Clara takes out a tampon from her backpack and motions for Ginny to follow her.

ISABELLE (TEXT)
OMG! YESSSSSSS!!! Dead.

Clara and Ginny walk up to the front of the classroom.

VICE PRINCIPAL CRAMER
You girls need to go sit down!

CLARA
But Mr. Cramer, Ginny needs to go
to the bathroom.
(beat)
Girl problems, you know?

Clara shakes the tampon slightly.

VICE PRINCIPAL CRAMER
She can go alone.

GINNY
(blurts)
No, I can't!

CLARA
(laughs slightly)
Yeah, it's her, err, first time...?

The Vice Principal is taken aback and not sure how to handle this situation.

VICE PRINCIPAL CRAMER
Okay. Quickly!

The girls hurry out the door. Clara snaps a photos of the two of them giving the peace sign and sends it off.

ISABELLE (TEXT)
OMG! That worked???

CLARA (TEXT)
Yep. SYS.

FADE TO:

INT. THE WOLFE RESIDENCE - LIVIING ROOM/KITCHEN - NOON

Isabelle, now dressed for the day, is cleaning the house when the door bells rings.

She runs for it, leaving behind the dust pan full of a broken vase.

INT. THE WOLFE RESIDENCE - ENTRYWAY - SAME

Before Isabelle can open the door Ginny and Clara pile in.

CLARA

Oh my God! You should have seen Mr. Cramer's face. He looked like he was going to have a heart attack!

They laugh.

GINNY

What happened??

ISABELLE

I'm really not sure, but Cleo's prints go that way.

All three girls look over at the garage door.

INT. THE WOLFE RESIDENCE - GARAGE - SAME

The girls cautiously walk into the garage. It's dark, ominous and full of all types of science equipment and an old car covered in a dusty tarp.

The door closes loudly behind them ,causing them to scream and huddle together.

Isabelle picks up a hammer from the work station and holds it in front of her as they walk further into the garage.

There's movement behind the car, as a broom falls to the floor.

A blur passes in front of the camera, then disappears.

Isabelle points the hammer in the direction of where the broom fell and they walk toward it.

Getting to the broom, nothing happens.

The girls drop their guards as they scout around the garage.

ISABELLE

Nothing.

GINNY

Me either.

INT. THE WOLFE RESIDENCE - LIVING ROOM - SAME

Back in the living room they see Perse outside, barking non-stop.

CLARA

What's gotten into him?

ISABELLE

I don't know. He's been acting weird all day!

Isabelle walks over to the broken glass tube and starts collecting it into a bag.

GINNY

So, are we going back...?

CLARA

The science center? On a Saturday?!

ISABELLE

Maybe, but look at what I found!

Isabelle pulls out the address book, puts on the table and opens to Jones' address. It reads: Jones Taylor - 1400 Woodland Ave. Apt 2B Duluth, MN, 55803. The phone number is too blurry to read.

GINNY

Does he still live there?

ISABELLE

Only one way to find out!

The girls grab their stuff and run out the door for their bikes.

Through the window, we see them ride off.

EXT. INTERCUT SUBURBAN STREET/CHAD'S FRONT YARD - DAY

Cleo, looking crazed and disheveled, slinks along the side of the street, away from her house, as Isabelle, Ginny and Clara turn the corner and are out of sight.

About one hundred yards ahead, we see Chad playing with a little kitten. His childish amazement resembles Lenny from "Of Mice and Men. The kitten is an adorable little thing that hops around the snow laced grass without a care in the world.

Cleo hunches down and creeps her way forward - stalking, like a predator would its prey.

Chad leaves towards his house.

CHAD
NO, MOM! I told you I didn't want
pepperoni.

Cleo seizes the moment and runs full sprint at the kitten.

The kitten looks up with friendly naivety, just as Cleo
tackles it to the ground.

Hearing the commotion, Chad comes running out.

CHAD (CONT'D)
Get out of here!

Chad picks up the kitten as Cleo runs off, but the damage is
already done. The kittens eyes turn the same bright yellow.

CUT TO:

INT. JONES' APARTMENT - KITCHEN/LIVING ROOM - DAY

Jones is finishing making a very basic sandwich with pre-
sliced turkey in his beige apartment. There's old tweed
furniture and barely anything on the walls. It's reeks of
despair.

Next to Jones is a large stack of articles. While reading
one, he takes a bite of the sandwich.

There's a knock on the door.

Article in hand, he walks to the door to find --

JONES
Isabelle...
(chokes on the sandwich)
What are you girls doing here?

Isabelle, Clara and Ginny barge into his apartment.

ISABELLE
We went to the science center yesterday to find you.

JONES (CONT'D)
Come on in...

CLARA
But security kicked us out.

JONES
You guys should have called. I was
there all day.

Ginny looks around like "I told you so!"

ISABELLE

You know the cat my father gave me?

JONES

Yeah! I've been thinking about it a lot.

ISABELLE

It's gone!

JONES

What do you mean it's gone?

Isabelle pulls the bag with the broken tube from her backpack to show Jones.

ISABELLE

Gone! Like, not here!

JONES

I don't get it?

ISABELLE

We don't either, which is why we thought you might be able to help?

Ginny notices an article in Jones' hand.

GINNY

What's that?

JONES

Just an article. I pulled some literature on prehistoric cats and the region itself.

ISABELLE

Could we possibly see the research you've found?

JONES

Most of the it is back at the office, but, I mean, I don't see why not.

CUT TO:

INT. INTERCUT WOLFE'S GARAGE/MARGARET'S BEDROOM - SAME

Cleo is back in the garage and looks very sick. She is retching extremely loudly as if she's going to throw up.

Margaret sits in an EZ-chair, dressed in a worn-out pink robe, with her hair everywhere, and the bible on her lap.

OS we hear the cat retching.

Margaret doesn't notice at first, but after a couple seconds, the sound draws her attention.

Worried, she gets out of the chair and walks to her door.

MARGARET

Cleo?

INT. THE WOLFE RESIDENCE - HALLWAY/LIVING ROOM - SAME

Margaret walks down the hall and into the living room.

The sounds coming from Cleo get closer. She follows them to the garage.

INT. THE WOLFE RESIDENCE - GARAGE - SAME

The door opens and Margaret steps in. In front of her is Cleo, doubled over and retching non-stop.

Cleo notices Margaret, hisses and backs away slightly.

Scared for her cat, Margaret rushes over to Cleo, who darts under the car, leaving chunks of fur in the frame.

Margaret pulls the fur from the car and looks at it.

MARGARET

My baby...

She lays on the ground and looks under the car.

MARGARET (CONT'D)

Cleo, come here, girl.

Margaret reaches her hand under the car, but can't find Cleo.

She scoots a little closer and puts her arm deeper.

All of a sudden, Cleo attacks Margaret's arm and darts through the pet door back into the house.

MARGARET (CONT'D)

Oh Lord!

Margaret pulls her arm out to show a cut up and bloody arm, but no serious damage.

Margaret wraps her arm in one side of the robe.

CUT TO:

EXT. DULUTH SCIENCE RESEARCH CENTER - ENTRANCE/LOBBY - DAY

Jones and the girls walk up to the science center.

Jones uses his key card to unlock the doors and let them in.

The same security guards sit at their desk and look at the girls suspiciously as they walk by.

JONES

They're with me.

SECURITY GUARD 1

Okay, Mr. Taylor.

The girls giggle to themselves and Clara sticks her tongue out at them!

INT. DULUTH SCIENCE RESEARCH CENTER - HALLWAY - SAME

The group walks down the hallway.

They pass sterile looking labs and testing rooms.

Jones points to a sign reads ahead that reads: "Environmental Science."

JONES

This way.

INT. D.S.R.C. - ENVIRONMENTAL SCIENCE ROOM - SAME

The girls are strangely quiet as Jones opens the door for the them.

They enter a sparse room with graphs and maps covering all the walls.

All the work stations are empty.

JONES

It's down in the back.

He points to a small closed office door with a nameplate that reads: Leonard Wolfe.

Isabelle stops in her tracks for a moment.

Ginny grabs her hand and the girls walk towards the office.

INT. D.S.R.C - LEONARD'S OFFICE - SAME

Isabelle opens the door to a dark room, with a single light coming from a laptop.

The girls enter.

Jones walks in behind them and flips on the lights.

On the desk is Leonard's laptop, distinguishable by the stickers. Next to the computer, already set up, is the same equipment Leonard and Jones worked with in Greenland.

JONES

I was thinking of stopping by. I'd wanted to run some tests, but I didn't want to intrude.

(beat)

You really have no idea what happened?

ISABELLE

Not really. Maybe Margaret, but --

Jones goes over to the desk and starts going through some of the papers.

JONES

Well, let's see what we can get from what's left.

Isabelle takes the box out of her backpack and hands it to Jones.

ISABELLE

What are you hoping to find?

JONES

I can't say specifically, but your father found high levels of Plasma in the ice.

The girls look confused.

CLARA

Whatma?

JONES

Plasma. I ran some tests earlier from what little I had and the results showed prehistoric molecules.

GINNY

Like a dinosaur?

JONES

Yeah, which obviously can't be right.

(beat)

Whatever it is, though, seems to be something very special.

CUT TO:

INT. DR. HANSON'S VET OFFICE - EMERGENCY ROOM - AFTERNOON

C.U. On Cleo in a crate acting unhinged.

PULL BACK to see Margaret and Cleo in a fancy Vet's office with DR. HANSON - female, mid-30s, with gentle, kind eyes. The place is nicer than any human hospital any of us have visited.

DR. HANSON

(looking into the crate)

And you said the dog spooked her?

Cleo growls and lurches towards the vet.

MARGARET

YES! She's always been prone to stress...

DR. HANSON

This doesn't seem common for stress. Have there been any other changes in her environment? Has she come in contact with any stray animals?

MARGARET

Not that I know of!? Are you suggesting rabies?

DR. HANSON

I'm not suggesting anything yet,
but I would, however, like to keep
her overnight for observation. Just
to make sure everything is okay.

CUT TO:

INT. CHAD'S HOUSE - LIVING ROOM - AFTERNOON

Chad puts the kitten down in the living room next to two
other adult cats, who are sleeping.

CHAD

You'll be safe in here, Fetty Cat!

The kitten wanders over to each of the cats and playfully
messes with them.

Both cats jump up as their eyes transform into the same
bright yellow.

One of the cats hisses at the kitten.

The kitten, scared, sprints out the pet door and outside.

The older cats chase after it.

CUT TO:

INT. D.S.R.C. - LEONARD'S OFFICE - EVENING

Jones is putting the remainder of the tube into a large
testing machine.

He keys some instructions into Leonard's computer and then
presses a button.

The machine laser scans the tube.

Isabelle and Ginny stop from going through the stacks of
files to watch in amazement.

ISABELLE

You think you'll get anything?

JONES

Maybe. We need to find the cat, if
we're going to confirm my theories.

(beat)

(MORE)

Jones looks out at the girls getting settled with the stacks of articles.

Making sure they aren't paying attention, he closes the door, picks up the phone and dials.

It rings a couple times before --

JONES (CONT'D)

Hi, John?

(beat)

No, you have to hear me this time.

It's incredible. Like something

I've never seen before.

(beat)

It might be a new species.

(beat)

Monday? Perfect!

Jones hangs up

JONES (CONT'D)

(to a pretend person)

A genius? NOOOO! The Nobel Prize...

Oh, stop it! It was just the right place at the right time!

ISABELLE (O.S.)

Did you say something?

JONES

Oh, no! Thinking out loud...

CUT TO:

EXT. CHAD'S FRONT YARD - GIANT TREE - DAY

Chad's adorably cute kitten sits on a high branch in an extremely tall tree in his front yard.

Chad is climbing up to save the scared kitten as the two other house cats slink off in different directions.

CHAD

Hey, Fetty Cat! Come here.

Chad reaches the kitten and tries to take it into his hands, but as soon as he does, the kitten jumps at Chad, knocking him off balance.

The kitten lands back on the branch, almost with a smile, as Chad falls on his arm with a scream.

CLARA

(bursts into laughter)
 You have got to be kidding! That is
 the most ridiculous thing I've ever
 heard.

ISABELLE

Is there anything else?

GINNY

Only something about the story
 being originally used as incentive
 to get workers to finish the autumn
 wool before the holidays.

CLARA

You guys can't actually believe
 this!

Ginny and Isabelle both shrug.

ISABELLE

What else could it be?

She gets up with the paper and walks into her dad's office.

INT. D.S.R.C. - LEONARD'S OFFICE - SAME

Jones is in front of the computer, while things bubble in the
 background.

Isabelle enters followed by Ginny and Clara.

ISABELLE

Jones, we--

JONES

(excitedly talking to
 himself more than the
 girls)
 It's adapting and regenerating,
 right in front of me!

ISABELLE

What is?

JONES

The hair and dander from the tube!
 It creates hormonal abnormalities
 causing increased levels of
 aggression and mass in high
 temperatures.

GINNY

Are you saying, if it thawed
enough, it could come back to life?

JONES

And possible increase in size, but
err, that's highly improbable.

ISABELLE

What about it's dander? Could it
effect other cats?

JONES

Hard to say, but by the looks of
this, it could be extremely
transmittable!

Ginny and Izzy look at each other.

GINNY

Cleo!

ISABELLE

Cleo!

JONES

Cleo?

The girls keep the article, grab their stuff and sprint out
of the office, leaving Jones alone.

CUT TO:

INT. DR. HANSON'S VET OFFICE - ANIMAL HOLDING - EVENING

Dr. Hanson gives Cleo a shot to calm her, then puts her in a
metal holding crate, next to 20+ other identical crates with
cats in them.

DR. HANSON

Poor thing. Don't worry, we'll
figure out what's wrong with you!

Dr. Hanson leaves and we hold on the unfriendly room.

Pull in to a Macro shot of pet dander flying off Cleo and
floating through the air into the crates with the other cats
and into their nose. As soon as it does, the cats' eyes turn
the same bright, demonic yellow.

CUT TO:

EXT. DULUTH SCIENCE RESEARCH CENTER - ENTRANCE - EVENING

The girls blast out of the research center.

They get on their bikes and disappear into the night.

INT. CARLYLE IRON MILL - LOADING DOCK - EVENING

The iron mill is closing down for the night.

ROSIE - dainty, but solid muscle - shuts down the machines and implements other safety protocols with her colleague, JAMES. They both wear blue overalls.

As her and James head to the exit, we see a large cat-like shadow cross the path behind them. It momentarily casts darkness upon them.

Rosie swings around.

ROSIE
What was that?

JAMES
Uh? I didn't see nothin'.

Rosie turns back around and trips over a cat bowl with half finished food in it.

ROSIE
Jesus, Ty!

Rosie kicks the bowl away as James opens the door to leave.

EXT. CARLYLE IRON MILL - PARKING/LOADING DOCK - EVENING

The door swings open to a scattering of stray cats milling around. They're clearly waiting to be fed.

JAMES
This a shelter now?

ROSIE
I preferred the rats!

James chuckles as they walk through the cats, all with bright yellow eyes, who strangely do not move out of their way.

Rosie makes a hissing noises to a few of them.

CUT TO:

INT. RILEY'S DEPARTMENT STORE - EVENING

Steve walks around a nearly empty store.

There are a couple of other employees fixing things up and talking to the very few costumers they have.

INTERCOM

Hello, Shoppers, Riley's Department Store will be closing in 10 minutes. Please gather your items and make your way to the registers. Thank you again for shopping with us and y'all have a blessed night.

Jennifer is straightening up the window display, when she notices there are 10 cats approaching the front of the store.

JENNIFER

Hey Steve? You have to see this.

Steve is at the register helping a costumer.

STEVE

What is it?

JENNIFER

Just come here.

Reluctantly, Steve walks to the window and looks outside.

STEVE

(disinterested)
Cats?

JENNIFER

Cute, right?!

STEVE

What's with their eyes?

The costumers walk over to see the cats walking toward the store.

HOLD ON the cats.

CUT TO:

EXT. DULUTH - SUBURBAN STREETS - EVENING

Izzy, Ginny and Clara race along on their bikes.

ISABELLE

How do we catch Cleo without
Margaret knowing?

CLARA

I'll handle the witch.

EXT. DULUTH TOWN SQUARE/RILEY'S DEPARTMENT STORE - EVENING

The clothing store is a blaze.

The firemen try to calm the fire, but it's fighting back.

The employees and costumers are covered in soot as paramedics
take care of them.

OFFICER CLIVE

So, what happened again?

STEVE

I already told you, Dad. We were
watching these cats outside and all
of sudden we smelled smoke from the
back. Before we knew what was
happening, it was too late!

The policeman, OFFICER CLIVE, nods his head skeptically and
takes down a few notes.

OFFICER CLIVE

(puts to fingers to his
mouth like he was smoking
a joint)

Any chance you were... distracted?

STEVE

No!

OFFICER CLIVE

So, you wouldn't have noticed if
someone, say, forgot to turn off a
heater?

STEVE

Dad! You're so frustrating! Not
everything is my fault!

The girls pull up on their bikes as the roof of the store caves in and lands in a pile of rubble.

Everyone jumps back and firemen attack the rubble.

CLARA

Oh my God, Steve!

GINNY

(holding Clara back)

Don't be stupid. He's fine!

Isabelle notices a few cats around the square.

ISABELLE

Something weird's going on.

Isabelle pulls at Clara and they pull off.

The cats slyly follow.

EXT. DULUTH - SUBURBAN STREETS - EVENING

Chad's Mom walks him to her car, as he holds his arm, crying.

Isabelle and the girls pull up to a little kid watching.

ISABELLE

What happened?

KID

Chad fell outta that tree.

CLARA

Karma!

Ginny and Clara laugh and give each other a sly five.

ISABELLE

Why was he up there?

KID

Trying to get his kitten.

The girls look at each other. They notice several neighborhood cats on the prowl around them. Their eyes are toxic yellow.

ISABELLE

This can't be a coincidence!

They race off on their bikes.

Slinky cats follow the girls along the telephone lines, sniffing the air as if they can smell the Yule Cat on them.

CUT TO:

INT. THE WOLFE RESIDENCE - KITCHEN - NIGHT

Margaret sits reading the paperwork Dawson left. She's completely unaware of the world outside, except for Perse, who is barking louder and than ever.

Margaret tries to ignore the dog, but then --

MARGARET

Enough!

Margaret throws the papers down and storms out, covering her ears.

EXT. THE WOLFE RESIDENCE - BACKYARD - SAME

All around Perse cats are gathering, slinking along the fence, the rooftop and the power lines.

He barks left and right, pulling tight against the chain.

CUT TO:

INT. DR. HANSON'S VET OFFICE - DR. HANSON'S OFFICE - NIGHT

The Dr. Hanson is running an array of different tests on Cleo's samples.

She crunches her face with confusion - something isn't right.

She pauses and then checks the results again. They're the same.

OS: there are a lot of cat noises coming from the holding area. It sounds as though they've all gone rabid!

Dr. Hanson looks up and then continues - trying to ignore the noise.

Suddenly, the animal sounds get more violent.

She gets up, and nervously makes her way to the holding area.

INT. DR. HANSON'S VET OFFICE - ANIMAL HOLDING - SAME

Dr. Hanson cautiously enters to find all the cats manic.

They're clawing, scratching, hissing and growling.

One runs in tiny circles in its crate.

Others launch themselves repeatedly at their crate door.

Dr. Hanson slowly backs out of the room and briskly walks back to her office.

We continue to hear the cats in the distance.

INT. DR. HANSON'S VET OFFICE - DR. HANSON'S OFFICE - SAME

Dr. Hanson picks up the phone and dials the number on a card that reads: Margaret Wolfe.

It rings a couple times and then goes to voice-mail.

INT. INTERCUT THE WOLFE RESIDENCE/DR. HANSON'S OFFICE - SAME

Isabelle's house sits still and empty.

We see each room of the house as the phone rings and finally find Margaret in the extremely steamy bathroom, taking a shower. She's unaware of the phone.

Perse is still in the backyard barking incessantly.

ISABELLE AND LEONARD

Hi, you've reached the Wolfe residence.

(Leonard howls)

We aren't home right now, but we'll get back to you, if you leave a message after the...

The message machine beeps.

DR. HANSON

(frantic)

Hi Ms. Wolfe, this is Dr. Hanson. I've started running a few tests on Cleo over here, but I'm afraid things are a little worse than we originally thought.

(MORE)

DR. HANSON (CONT'D)
 I would be grateful if you could
 make it down to the office as soon
 as you can.

OS: the sound of the cats breaking through the metal bars and running down the hallways can be heard getting closer and louder.

DR. HANSON (CONT'D)
 It seems Cleo is infectious and...
 Oh My God! NO! NOO! NOOOOO!!!!!!

OS: we hear Dr. Hanson screaming as she gets attacked and killed by the demonic cats.

EXT. DR. HANSON'S VET OFFICE - NIGHT

The infected cats bust out of the vet's hospital and disappear into the night.

CUT TO:

INT. CARLYLE IRON MILL - CONTROL OFFICE - NIGHT

Ty sits alone in his post station. There's credible literature and half finished math puzzles on his desk.

There is a control panel with a giant red button, which reads: 'CAUTION'

Through his window, we see industrial cylinders labelled 'Liquid Nitrogen' inhabit the entirely monochrome space.

We hear the soft, helpless meows of a cat coming from outside his office.

Ty gets up and heads to a small fridge as the cat noises get louder.

TY
 Alright, alright!

Ty pulls a bottle of cream from the fridge and opens his door.

TY (CONT'D)
 Othello! Here, kitty, kitty.

Ty exits the office, in search of the cat.

INT. CARLYLE IRON MILL - LOADING DOCK - SAME

Ty searches the industrial space for Othello.

TY
Come here, little guy!

He follows the meows in one direction.

As he does, they disappear and reappear coming from another. Each time the meows become more disturbing and broken.

TY (CONT'D)
(confused)
Othello, is that you?

Making kissing sounds with his mouth, Ty looks under machinery as the sounds of cats increase. It sounds as though there are 20 cats surrounding him in all different angles.

The area is dark, all apart from the office, which is now above him.

TY (CONT'D)
You make friends?

In the background, we see the same massive cat-like shadow from earlier pass unnoticed.

Ty looks up to the ceiling of the mill.

There is heavy chain, hook machinery and what seem to be the silhouettes of cats, jumping between the metal pillars.

The echoing, eerie meows continue from every direction as Ty spins around, trying to locate them.

Suddenly feeling very uneasy, Ty freezes and looks up to his illuminated office.

INT. INTERCUT LOADING DOCK/CONTROL OFFICE - SAME

OTHELLO, a ginger tom cat, struts across Ty's desk.

TY
There you are!

Othello gets casually closer to the big red button.

TY (CONT'D)
Careful, kitty.

Othello stops just before walking over the button.

Ty gives a sign of relief, just when, Othello collapses down onto the button with utter disregard.

As he does, several giant chains with hooks fall from the ceiling to the mill's floor.

Ty looks up, just as one crashes down upon he - splatting his blood everywhere and crushing his bones.

Othello lies on the button, purring and licking his ass.

CUT TO:

INT. THE WOLFE RESIDENCE - KITCHEN - SAME

Margaret is drying off her hair, when she notices the answering machine is flashing. She heads over to check it.

INT. THE WOLFE RESIDENCE - HALLWAY - SAME

Izzy, Clara and Ginny burst in.

Clara heads to the kitchen.

Ginny and Izzy search the house for the cat.

They search under beds, on top of wardrobes, in cabinets, in closets, in the different rooms... anywhere a cat might hide.

INT. THE WOLFE RESIDENCE - KITCHEN - SAME

Clara ambles around the kitchen.

Margaret looks up - distracted from listening to her message.

Izzy and Ginny rush in.

ISABELLE
Where's Cleo?

MARGARET
The vets, thanks to your dog!

ISABELLE
You let her out?! She's infected!

MARGARET
Infected?

GINNY
By the Yule Cat.

MARGARET
The what?

ISABELLE
It's a demonic cat, who kills at
Christmas.

MARGARET
That is enough!
(beat)
I realize you're grieving, but this
is too much!

ISABELLE
NO LISTEN! It's...

The doorbell rings and Margaret leaves to the door.

MARGARET
Stay here!

The girls look hopeless. Isabelle sees the light still
flashing on the message machine and presses play.

VOICE MACHINE
Hi Ms. Wolfe, this is Dr. Hanson...

I/E. THE WOLFE RESIDENCE - ENTRYWAY - SAME

Margaret opens the door to find Mr. Dawson standing in the
opening.

A tear falls from Margaret's cheek as she sees him.

MR. DAWSON
Evening, Mrs. Wolfe. Did you have a
chance to review the paperwork?

Margaret breaks down, falling into Mr. Dawson's arms.

MARGARET
This wasn't supposed to be
permanent.

MR. DAWSON
Don't worry. It's going to be okay.

INT. THE WOLFE RESIDENCE - KITCHEN - SAME

The girls finish the message and look stunned!

ISABELLE

If Cleo could infect them, then the store, Chad... Oh my god, every cat in town...

Margaret and Mr. Dawson walk into the kitchen.

MARGARET

Isabelle, you need to go with Mr. Dawson.

What?

ISABELLE

Why?

CLARA

MARGARET

He's going to take you somewhere you can be properly looked after.

ISABELLE

You don't get it! We all NEED to get out of here!

MR. DAWSON

I know this sounds scary, but, I promise, it'll be alright.

Mr. Dawson reaches for Isabelle's hand.

CLARA

(Grabs Isabelle's hand)
Screw you!

Clara leads the girls out the back door, into the night.

MARGARET (O.S.)

Isabelle Wolfe, get back here!

Margaret and Mr. Dawson follow them out.

EXT. THE WOLFE RESIDENCE - BACKYARD - SAME

It's dark outside as Clara leads the girls to the fence gate.

Perse is still barking at the cats around the house. Isabelle stops.

ISABELLE
I'm not leaving him!

Isabelle runs over to Perse.

GINNY
Izzy!!

Isabelle unhooks Perse as Clara opens the fence door. They all run out.

Margaret and Mr. Dawson stumble around in the shadowy backyard, looking for the girls.

MARGARET
You see what I'm dealing with!?

All of a sudden, bright yellow eyes surround them from all side.

Cleo walks slowly into the light, ahead of the rest of the cats.

MARGARET (CONT'D)
Cleo?

MR. DAWSON
What the!?

Before they can react, the cats are on them, ripping them to pieces.

CUT TO:

EXT. DULUTH - SUBURBAN STREETS - SAME

The girls grab their bikes. They hear Margaret and Mr. Dawson screaming, as they begin peddling.

Perse follows.

Margaret and Mr. Dawson's screams cease.

Isabelle stops as the pain of loss crosses her face, but melts back to fear just as quick.

ISABELLE
Margaret...

CLARA
Isabelle, we know! But right now we need to go!

Cats' yellow eyes approach them.

Clara pulls Isabelle one last time and they take off.

INT. THE CARLYLE RESIDENCE - ENTRYWAY/LIVING ROOM - NIGHT

Clara, Isabelle and Ginny burst in the front door.

Perse runs ahead and sniffs everything to make sure they're safe.

Nathan's robot, Samuel, is there to greet them.

Clara trips over it and lands in a pile on the floor.

CLARA

Get out of my way, you glorified vacuum cleaner!

SAMUEL THE ROBOT

Sorry, Miss Clara. I did not mean to inconvenience you.

Clara grabs the robot by a limb and drags it down the hallway.

INT. THE CARLYLE RESIDENCE - STAIRWAY - SAME

Clara pulls Samuel down some stairs.

Its metallic body slams on every step - bouncing as it goes.

INT. INTERCUT STAIRWAY/NATHAN'S GARAGE WORKSHOP - SAME

Clara bangs on Nathan's workshop door with her spare hand.

On the other side of the door, we see bolts and chains, locking everyone out.

Nathan is on a dolly, working under his electric go cart. The machine is bulky and unattractive, but impressive.

Inside the workshop, is an array of electronic equipment - both old and new.

There are mismatching machine and auto parts, as well as tools.

At the back, are large garage style doors, which lead outside.

In the corner is what looks like armor for Samuel and the makings of any gadget you might want or need.

NATHAN

What?

CLARA

Let me in - NOW!

NATHAN

What's the password?

CLARA

The password is, if you don't let me in, Samuel goes in the trash compactor!

Nathan rolls out from under the car and rushes to the door.

Unbolting and removing the chains, Nathan swings the door open to see Samuel bent and beaten.

NATHAN

What'd you do?

Clara throws Samuel into the workshop.

He lands with a painful crash.

CLARA

I need you to stay inside tonight.

NATHAN

Why?

CLARA

Because I'm older and I make the rules, okay!?

Clara storms up the stairs to the main house.

Nathan rushes over to pick up Samuel off the ground and put him on his wheels.

SAMUEL THE ROBOT

Thank you, Nathan!

NATHAN

I'm sorry she's so mean.

Nathan walks Samuel over to his work desk.

He begins to fix him up.

CUT TO:

INT. THE CARLYLE RESIDENCE - KITCHEN - SAME

Isabelle sits at the island counter, staring vacantly.

ISABELLE
(to herself)
They're gone...

Ginny opens the fridge to see it's packed full of take out, as a note falls from the fridge to Isabelle's feet.

Broken from her trance, Isabelle collects it from the floor.

Clara enters - obviously still annoyed.

CLARA
Seriously! What is going on!!

Ginny and Clara look over to Isabelle. She's speechless.

GINNY
Izzy?

ISABELLE
(reads)
Be back late, emergency at the
mill. M&D

GINNY
You don't think...?

The girls all look at each other.

They grab there stuff and bolt out of the door.

INT. THE CARLYLE RESIDENCE - NATHAN'S GARAGE WORKSHOP - SAME

Nathan watches from the garage window as the girls mount their bikes and race down the street.

Nathan and Samuel look at each other.

NATHAN
Where do you think they're going?

In the background, an old vampire movie plays from his old projector against the garage wall.

CUT TO:

INT. DOLORES' HOUSE - LIVING ROOM - NIGHT

The crazy old cat lady, DOLORES, 70s, knits, as an old jazz record plays in her cosy house.

An overweight, long haired grey cat, SNOWBALL, sits poised on her the arm of her chair, staring out of the window.

The other cats - all various colors, sizes and shapes - wearing uniquely knitted sweaters - inhabit every surface in her house. They look out the same window as Snowball. The whole scene has an Alfred Hitchcock feel.

Dolores waves her hand in front of Snowball's face.

Snowball doesn't move - just stares intensely forward.

DOLORES
Whatcha looking at, Snowball?

Snowball jumps to the floor and trots over to the window ledge.

He continues to be transfixed on something outside the window.

Dolores gets up and follows all her cats' gaze out the window.

DOLORES (CONT'D)
Is that dog giving y'all trouble again?

She walks to the door and unlocks it.

I/E. DOLORES HOUSE' - LIVING ROOM/PORCH - SAME

Dolores stands on her porch, takes off her slippers and bangs them together.

DOLORES
You get out of here! You hear me - away!!

As she defends her cat, we see Snowball in the glass door behind her.

All the other cats have lined up next to him.

Dolores, unsettled, walks back up the porch steps.

DOLORES (CONT'D)
You're safe now, babies.

Measuredly, Snowball's paw extends towards the door's lock.

DOLORES (CONT'D)
Snowball - noooo!

We hear the subtle sound of the lock click closed.

Snowball brings his paw back, gives it a quick lick and then proceeds to stare at the same point.

Dolores grasps the door, but it's locked. She shakes the lock with increasing frustration and bangs on the window.

Snowball does not break his hypnosis.

DOLORES (CONT'D)
Snowball Junior The Fourth, you
open that door right now!!

We hear a rustle from the bushes and Dolores turns to see a mass of yellow eyes glowing back at her.

Scared, she drops her slippers and runs at a painful, frail pace.

CUT TO:

EXT. DULUTH - SUBURBAN STREET - NIGHT

A mass of cats make their way down a dimly lit street toward the iron mill, passing some whom are transfixed on a spot in the same direction.

Shadows cast an eeriness to their movement.

EXT. CARLYLE IRON MILL - WOODS/LOADING DOCK - SAME

The three girls bike up to the woods surrounding the Iron Mill.

Clara, eager to reach their destination, leads the girls through the woods.

Eerie purring sounds follow them and we see yellow eye-like glares coming from the trees.

They hide behind a few bushes, where they have a clear view of the police and a few patrol cars.

The area is cordoned off with yellow tape that reads, "Crime Scene." Inside are men, in white jackets, who look like forensics.

CLARA

We need to get closer!

Clara approaches the scene slightly and hears --

OFFICER 1

Tragic really - day before Christmas!

OFFICER 2

I know. His poor family! I hear he had a little'un, too.

Realization washes over Clara's face.

CLARA

No, no! It can't...

Clara lurches forward to run towards the iron mill, but Ginny and Isabelle restrain her.

GINNY

It's not safe.

OFFICER 1

(to Officer 2)

You hear that?

Officer 2 nods and pulls his gun as they head towards the bushes. Officer 1 follows.

The bushes behind the girls start to rustle.

Isabelle turns to see a pair of vicious yellow eyes.

She grabs Clara's chin and draws her attention to the eyes.

ISABELLE

We need to go NOW!

Just as the officers get close, the girls take off running - followed by a couple vicious cats.

They jump on their bikes and speed off.

OFFICER 2
It was just kids.

Officer 2 turns back.

The firey yellow eyes emerge from the bushes to reveal several rabid looking cats.

OFFICER 1
What the hell!?

Before Officer 1 can turn, the cats are upon him.

He shoots his gun wildly, but they take him down and are feasting on his neck. He shrieks in pain.

A larger mass of cats run toward the mill and take down Officer 2 on their way.

In one swift motion, they kill everyone in sight!

CUT TO:

EXT. DULUTH - SUBURBAN STREET - SAME

Izzy, Ginny and Clara speed away on their bikes.

The sound of gunfire and the officers screams bellow towards them.

Clara slows and looks back.

ISABELLE
Clara!!!

CUT TO:

INT. DULUTH POLICE STATION - COMMON ROOM - NIGHT

Inside, games consoles, board games and other big-kid toys lay messily around. It's obvious not much real police work is done here in this normally sleepy town's station.

The police radio in the back screams for help, but is drowned out by music playing from a little speaker.

Two officers, Clive and PENNY, play table tennis.

A third, DON, flicks through a garden shed catalogue - he's marking pages and making notes about dimensions / materials / prices.

Clive hits the ball and it whizzes by Penny.

CLIVE

I can't believe my useless kid! How gullible does he think I am?

From the attic above, through a small latch door, we hear the erratic sounds of something moving.

PENNY

What's that noise?

CLIVE

Probably those squirrels again.

Penny looks up as the noise increases.

PENNY

Doesn't sound like 'em.

Penny gets the ball, trying to ignore the sound.

INT. DULUTH POLICE STATION - ATTIC - SAME

Three identical cats with yellow eyes walk back and forth along a black water pipe as if in a trance.

Below their paws, we can see them cutting holes in the pipe causing trickles of water to emerge.

INT. DULUTH POLICE STATION - COMMON ROOM - SAME

Clive hits the ping pong ball to Penny.

Penny, distracted by the noise, misses again.

Clive punches the air to celebrate his point.

Don's eyes do not leave his catalogue.

DON

(to Penny)

Look sweetheart, you gotta learn, not everything that happens is a case. Most of the time, it's just--

Water comes crashing down from the attic's hatch, bursting it open.

The three officers are drenched.

They stand in an inch of water as more continues to fall.

DON (CONT'D)
What the hell!

Penny raises her eyebrows - considering this a victory.

CUT TO:

I/E. DULITH DRIVE-IN THEATER - JOHNNY'S CAR - NIGHT

A Vampire movie plays on the drive-in screen. Johnny and Jennifer sit in the front seat of Johnny's shitty car - making out.

JENNIFER
Johnny... What about the movie?

They are surrounded by 20 other couples in cars doing the same thing.

Demonic cats with yellow eyes slink around outside of the cars, unnoticed.

CUT TO:

EXT. DULUTH - SUBURBAN STREET - NIGHT

Dolores staggers down the street as a pair of demonic yellow cat-like eyes approach quickly behind her.

She turns and braces, ready to give up --

As a truck approaches.

Relieved, she stands in the middle of the road waving her arms.

DOLORES
Stop!!!

The truck screeches to a halt.

Dolores grabs the door and hikes it open.

INT. PICK-UP TRUCK - SAME

DOLORES

Drive! Now!

The truck jolts and then drives off.

Dolores sighs with relief and takes her first look towards her savior.

She gulps... He's the embodiment of a serial killer: Trucker hat, straw like hair, missing teeth, face tattoos, weathered, alcohol damaged skin, scars. Gun casually poking out of his pocket.

Dolores shifts again, uncomfortable.

TRUCK DRIVER

Don't be scared, sweetie.

CUT TO:

INT. RAY'S DINER - ENTRANCE/BOOTH - NIGHT

Clara pushes open the stiff door of the classic looking diner. Her face is red and there are tear marks on her cheeks.

Ginny and Izzy follow.

Nervously, the girls hide, head low, in a booth.

Their server, ERIC, comes over to greet them.

ERIC

The usual?

CLARA

Eric, do you know what's been happening in town?

Eric, a man who could be anywhere between 30 and 60 and who has no filter, nor internal monologue. He'll talk to a baby, the same way he'll address a date or bank clerk.

Eric gets Clara a Shirley temple with a cherry in it.

ERIC

Still having my way with Marcella.
Dat asses lika peach. I was saying
just the other day--

CLARA

NO! The other stuff. Ty!? The mill?

Clara's sadness has manifested into anger. She sips her drink intensely and exaggeratedly.

ERIC

Oh, he got done in.

(mimes something falling)

Splat! Blood everywhere, I heard!

Clara slams her fists on the table, knocking over her drink, and buries her face in her hands.

Ginny and Izzy try to comfort her.

ISABELLE

(to Eric)

Really!?!

Eric looks apologetic.

CUT TO:

I/E. CARLYLE IRON MILL - NIGHT

Hundreds of cats wander inside and outside of the Mill, jumping over and walking around the skeletons of the fallen officers.

Behind them, we catch a glimpse of a extremely large cat tail and the giant shadow of the Yule Cat.

CUT TO:

INT. PICK-UP TRUCK - NIGHT

The truck driver guides his vehicle along a dimly lit road. Dolores sits nervously in the passenger seat.

The driver pulls out a cigarette and puts it in his mouth. He holds out the pack, offering one to Dolores.

Dolores takes one and puts it in her mouth.

DOLORES

Thank you.

The driver pulls a lighter.

Lights his and then turns to Dolores to light hers.

They look at each other for a beat.

As they turn back towards the road - there's a line of around 50 cats, with yellow eyes, barricading it!

TRUCK DRIVER
What the hell!?

In confused-panic, the driver throws the steering wheel to the right in an attempt to miss the cats. It veers off road.

Dolores screams!

We see yet more cats lined up. It's as if they're guiding the truck to its destruction.

The driver tries again to correct the vehicle, but it's too late. They plummet downhill, directly towards the police station.

Smash!

The truck hits a power line, crushing it.

I/E. DULUTH POLICE STATION - COMMON ROOM - SAME

The truck smashes right through the side of the station - engulfing Clive and Penny, clearly killing them and the truck's passengers.

The street's lights go out. Complete darkness.

THE LIGHT GOES OUT ALL OVER TOWN. THE TOWN SQUARE FALLS INTO UTTER DARKNESS. THE SCIENCE CENTER AND THE ROOM JONES IS IN GO DARK. AND THE DRIVE-IN MOVIE --

I/E. DULITH DRIVE-IN THEATER - JOHNNY'S CAR - NIGHT

Johnny is attempting to put his hand down Jennifer's pants as the movie cuts out.

Jennifer stops him as the parking lot fills with "boos" from the other cars.

Johnny tries again with Jennifer, but she pushes him away.

JENNIFER
What happened?

JOHNNY
(mumbles)
Idonknow. Come on, babe!

Suddenly, there's a slight noise behind them.

They look at each other. Something is in the car.

Johnny looks behind them for a second, but doesn't see --

JENNIFER
Anything?

JOHNNY
Doesn't seem like it. I'm gonna go
see what's up with the movie.

Johnny goes to leave the car when there's another noise.

Jennifer, scared, stops him.

They look at each other and then slowly up to the rearview mirror.

Suddenly, a cat with yellow eyes sticks its head up.

Confused at what they see in the mirror we hold for a beat and then --

It launches at them.

Their screams ring out as blood splatters the inside windows.

Their screams are joined by the other couples at the drive-in as the cats attack each car.

CUT TO:

INT. DULUTH POLICE STATION - COMMON ROOM - NIGHT

The truck still sits in the wall.

Sparks fly from the electric wire dangling from the ceiling.

Don carefully tries to make his way out of the building.

Above, one of the cats bats at the wire a few times.

With each hit the wire come closer to the edge.

Suddenly, it whips down into the deep water, frying everything in the station, including Don.

DON
NOOOOOO!

EXT. DULUTH POLICE STATION - STREET - SAME

We watch the chaos from over the shoulders of a cat that casually walks down the dark street.

The building is practically demolished.

Out of nowhere, there's a huge electrical explosion! No one could have survived.

CUT TO:

INT. RAY'S DINER - BOOTH - SAME

The diner sits in darkness.

DINER MANAGER
Everyone remain calm!

It lights up with blue and red flashes as an ambulance and fire truck rushes past with sirens blaring.

ERIC
What the hell is going on!?

ISABELLE
Let's go!

The girls rush out of the diner.

EXT. RAY'S DINER - SAME

They grab their bikes and follow the emergency vehicles.

EXT. DULUTH POLICE STATION - SAME

The girls arrive at the police station, but don't dismount their bikes.

The main source of light comes from the station ablaze.

Three fire fighters, in full gear, enter the building cautiously.

As they do, the entire thing collapses, crushing them.

The two paramedics rush to the rubble. Then back away, unable to tolerate the heat.

The girls are lost for words.

They scan the area and notice the sea of yellow eyes, now pointed at them.

ISABELLE

We need to find Jones!

The cats run towards them as the girls take off.

CUT TO:

EXT. DULUTH SCIENCE RESEARCH CENTER - ENTRANCE - NIGHT

The girls jump off their bikes, while still moving.

The bikes land haphazardly, a little way from the entrance, as they run for the front door.

The doors are locked, but there's a tiny light coming from the security guard station.

The guard sits behind the desk with his eyes close, headphones in, listening to music and playing air drums. He hasn't noticed the power outage or anything else going on outside.

The girls bang on the glass doors - trying to get his attention, but he doesn't hear them.

Clara runs off, leaving Ginny and Isabelle banging.

GINNY

Where are you going?

CLARA

To get his attention.

With some effort, Clara drags an industrial sized trash cans on wheels in front of the glass front doors.

She pulls the lighter from her pocket - flicks it open and throws it in the trash.

Instantaneously, the can explodes into flames.

CLARA (CONT'D)

Wow, that worked even better than expected!

Isabelle runs over the other trash can.

ISABELLE

Help me!

GINNY

(pointing)

Izzy, behind you...

Isabelle swings around to see multiple yellow eyes approaching from the darkness.

Ginny and Clara rush to help her with the second trash can.

All three push the can with all their might and ram it into the glass doors.

Upon impact, there's a loud bang and the doors shakes.

Clara, Ginny and Isabelle are thrown backwards as trash flies out the top of the container.

The girls land, covered in trash.

ISABELLE

Ugh... You okay?

GINNY AND CLARA

Yeah.

From the ground, they see a semi circle of cats with yellow eyes slowly closing in on them.

Just then, the security guard bursts open the doors angrily.

SECURITY GUARD 1

What the hell!?

GINNY

Let us in!

SECURITY GUARD 1

Jesus! Not you girls again!!

The security guard looks towards the cats and walks in front of the girls to shoo them away.

SECURITY GUARD 1 (CONT'D)
Get out of here! Shoo!

One cat meows, a course, broken sound.

The rest follow with a similarly eerie sound.

Suddenly the cats attack the guard.

One uses its claw to slash the guard's Achilles heel and he drops to his knees in pain.

The rest of the cats close in, like a pack of lions.

INT. DULUTH SCIENCE RESEARCH CENTER - LOBBY - SAME

Ginny runs inside the research center as Clara and Isabelle watch the guard's attack with horror.

GINNY
Get in!

Clara and Isabelle follow.

Ginny slams the door behind them.

The girls back up, watching as the security guard's body becomes completely covered by cats.

Finishing with the guard, the cats move towards the glass doors to reveal only the bones left.

The cats line up again at the doors, obscuring the guard's skeleton.

They scratch the doors, as if they're trying to chip away at the glass.

The girls hear a noise behind them and swing around --

JONES
Did you find Cleo?

ISABELLE
It's too late! She's infected.

CLARA
They're all infected!

JONES
(sniggering)
Calm down, calm down...
(MORE)

JONES (CONT'D)
(noticing the cats)
Let's not be dramatic.

ISABELLE
No! You gotta help us!

Jones walks past the girls towards the door.

They jump on his legs, trying to stop him.

GINNY
Please! You have to believe us.
Don't let them in!

JONES
What do you mean? They're perfect!

Powerless against Jones' determination he breaks free and the girls cautiously back away.

Jones unlock on the door and holds it wide.

CLARA
RUN!!

The girls take off running as the cats approach Jones.

JONES
Come on! They're just little --

The cats set upon Jones, taking him down. He screams as they rip into his flesh!

INT. DULUTH SCIENCE RESEARCH CENTER - HALLWAYS - SAME

The disturbing sounds of Jones' being attacked can be heard, as the girls run through the hallway, slamming doors behind them as they pass.

EXT. DULUTH SCIENCE RESEARCH CENTER - SAME

Out of breath Isabelle, Ginny and Clara burst out of the fire exit.

They plaster their backs to the wall and sneak carefully around the building.

Arriving at the corner, the girls peek around to see --

Several cats still feasting on Jones' body, while some are prowling around the lobby as if they were Raptors from Jurassic Park.

One cat bats around Jones' eyeball.

Ginny gages and doubles over.

GINNY

I'm going to throw up!

Isabelle spots their bikes laying on the ground a few yards away from one of the trash cans.

ISABELLE

We have to get to our bikes.

CLARA

That's suicide! We'll never make it!

ISABELLE

And we would walking?

GINNY

Izzy's right. We won't be safe.

CLARA

Fine.

ISABELLE

We go on three!

Isabelle holds up her fingers and signals 1, 2, 3.

The girls nervously run toward their bikes, hidden behind the trash cans.

They mount them hastily and push with all their strength.

Slam!

All three go crashing to the hard ground.

The commotion catches the attention of the cats and they begin exiting the research center to inspect the noise.

Isabelle examines her bike. The tires have claws marks all over them.

GINNY

Slashed?

Clara holds her leg in pain.

CLARA
I can't move my knee!

ISABELLE
Think you can walk on it?

Clara shakes her head no.

Ginny looks under the trash cans and she sees close to ten cats approaching.

GINNY
Now's the time to find out!

Ginny and Izzy jump up and grab Clara's arms to help her up, but her knee buckles.

The sounds of the creatures approaching push Ginny and Isabelle forward, as they struggle to keep Clara upright.

Clara turns and sees the cats in hot pursuit --

CLARA
We're not going to make it together.

ISABELLE
Don't be stupid! We're not going anywhere without you!

Isabelle looks back - the amount of animals have increased and are approaching fast!

At the edge of the parking lot, a pair of head lights and the sound of screeching tires fill the air.

We see a go-cart swoop in - It's Nathan with Samuel in the passenger seat.

They pull up and --

NATHAN
Get on!

Ginny and Izzy make one last sprint, while holding Clara up.

They throw Clara in the front, smashing Samuel in the middle, and jump on the back.

ISABELLE
Go! Go! Go! Go! Go! Go! Go!

The go cart speeds off leaving the cats' shadowy figures in the distance.

CLARA

I told you not to leave the house!

NATHAN

You're welcome!

EXT. DULUTH - SUBURBAN STREETS - SAME

The group, huddled on Nathan's go-cart, speeds through the now ghost town.

Christmas decorations, Christmas trees, and strands of lights litter the streets.

CLARA

This is insane!

In the distance, the girls see some commotion at the docks.

They slow just enough to see a couple of the cats --

Nathan directs the go-cart towards the dock.

EXT. DULUTH DOCKS - SAME

Four cats inhabit a boat.

One cat pushes the throttle and it moves, as if they're commandeering it.

Three jump off onto the pontoon at the last minute, but one stays on.

The girls pull up and Nathan shines the go-cart's lights towards the boat.

A white cat looks directly at them and they see the blood around its jaws.

Behind the cat, we see human remains.

ISABELLE

Drive! Drive!

The group races off as the cats chase after them.

EXT. BRAD'S HOUSE - NIGHT

The group race down the street on the cart to see Brad running out of his house, followed by a group of cats, who leave sooty paw-prints.

Behind him, like shadows puppets, through the closed curtains, we see cats taking down his Christmas tree and attacking the rest of his family.

Nathan serves to avoid an oncoming car, which is covered inside and out with cats.

The car slams into a tree.

CUT TO:

I/E. RAY'S DINER - NIGHT

Eric fights off four cats, 'diner style', as his patrons run out screaming.

He hits one of the cats with a frying pan and throws another in the deep fat fryer.

His efforts are futile, the number of cats keep increasing.

Partially concealed by the counter, we see him taken down - screaming.

EXT. DULUTH - NIGHT

PULL OUT TO A WIDE ARIEL SHOT showing the entire town under siege.

There are fires, commotion and the sounds of people screaming from all directions.

CUT TO:

EXT. THE CARLYLE RESIDENCE - NATHAN'S GARAGE WORKSHOP - NIGHT

Isabelle looks back to see they've lost the cats.

ISABELLE
We're clear!

Nathan drives up to the garage, hits a button on his go-cart and the doors snaps open like this was his bat cave.

Driving inside, he presses the same button again safely shutting them in.

INT. THE CARLYLE RESIDENCE - NATHAN'S GARAGE WORKSHOP - SAME

The lights are on. We hear the mechanical hum of a generator.

Metal lays around on the floor next to a large laser pointer looking piece on a stand.

In the corner, the radio buzzes with static.

The girls jump off the go-cart frantically.

GINNY

What are we going to do? There's gotta be someone who can help!!

Clara pulls out her phones to see there's no service.

CLARA

GODDAMNIT!

Clara slams the phone on the table.

NATHAN

What about my CB radio? We might be able to reach someone outside - the military?

GINNY

Try!

Nathan runs over to his homemade CB radio and goes through a few different signals. They're all static.

Between each Nathan tries --

NATHAN

Mayday, Mayday! If anyone can hear us, our town is under attack. There has been a viral outbreak. I repeat we are under attack.

Reluctantly Nathan gives up and puts the mic down.

CLARA

Keep trying. Someone has to be out there.

The group looks at each other than to Clara.

ISABELLE

There's not... We're alone...

CLARA

That's not true! We can't!

Isabelle grabs two large bags and passes one to Ginny.

ISABELLE

Ginny, let's go. We need weapons.
If we're going to make it, we're
going to have to fight.

The group is full of melancholy as Ginny and Isabelle take the bags and exit.

Nathan stays with Clara and Perse to begins to work on Samuel's armor and weapons.

INT. THE CARLYLE RESIDENCE - INDOOR POOL - LATER

Ginny walks around the dark in-door pool.

Seeing a super soaker on a table, near a few large floaties, she runs over to grab it.

CUT TO:

INT. THE CARLYLE RESIDENCE - CLARA'S PARENT'S OFFICE - LATER

Isabelle, with a full bag, enters Clara's parent's office.

She points her flashlight at a display cabinet to see local city awards and expensive ornaments on display.

Behind the desk is an oil painting of Clara's family - the first and only time we see Clara's parents.

She walks to their desk and starts to go through the draws.

She finds chunks of cash, files and tax documents - all of which are not helpful.

Frustrated, she stands up and rests the flashlight on the desk, illuminating a police file with today's date on it.

She opens the file, pausing briefly as she sees a photo that strikes her attention.

Isabelle grabs the file and rushes out.

INT. THE CARLYLE RESIDENCE - NATHAN'S GARAGE WORKSHOP - LATER

Nathan is nearly finished with the armor.

Isabelle and Ginny come running in with their bags full of comical weapons.

The girls dump the bags on the ground and --

ISABELLE
I found something!

Isabelle slams the file on the counter and opens it.

The group crowds around to see a collection of photos from the security footage showing Ty's death and frames before and after. Along with the photos is a blueprint of the iron mill.

CLARA
Jesus... I don't wanna see that!

Clara turns away as the others shuffle through the photos.

Isabelle holds one up.

They see a large cat shadow, and --

ISABELLE
It's at the Mill!

Ginny looks a little deeper into the photo.

GINNY
Oh my God! Look how big it's shadow is?! It must be at least seven feet...
(points at the photo)
Is that liquid nitrogen?

NATHAN
Yeah, the mill uses it all the time.

ISABELLE
So, what are we gonna do?

CLARA
"WE" aren't going to do anything!
This isn't our problem. We need to leave town.

The mood is tense. The group is getting angry.

NATHAN

Where'd we go? This has to have spread by now and you'll never make it like that.

GINNY

We have to make this our bunker and wait whatever is happening out.

ISABELLE

That won't work... You've seen these things.

GINNY

We could lure them all to the zoo and trap them in a cage!

CLARA

Even if we didn't get ourselves kill, how would that work??

ISABELLE

Do you have a better idea??

CLARA

Yeah! Not be the goddamn hero!

ISABELLE

How can you --

NATHAN

(calmly)

You said it was frozen, right? So, why don't we re-freeze it with the liquid nitrogen?

Silence as the group moles over the idea.

ISABELLE

That could actually work.

GINNY

Do you think that would stop them all?

NATHAN

If vampire movies have taught me anything, it could!

ISABELLE

Yeah, I mean, everything was OK when it was frozen.

CLARA
Okay, but, like, how?

EXT. THE CARLYLE RESIDENCE - NIGHT

Clara's house is dark and silent.

A few cats wander the street.

INT. THE CARLYLE RESIDENCE - NATHAN'S GARAGE WORKSHOP - LATER

Isabelle, Ginny and Clara sit around, deep in thought.

Nathan gathers the laser from the corner and attaches it to Samuel's shoulder.

ISABELLE
We could... No, that wouldn't work.

CLARA
How about we bulldoze the whole mill - that'd spill the tanks?

GINNY
And where are you finding this gigantic bulldozer!?

CLARA
Umm.

Nathan presses a button on the laser and a thick red line shoots across the wall.

Perse gets excited and begins jumping at the moving red dot.

NATHAN
What if we use this?

CLARA
OK, that's really stupid.

NATHAN
Why? All the neighbors cats chase it like it was god!

ISABELLE
Wait, no, this could actually work.

Isabelle pulls the iron mill's blueprint onto Nathan's work table and scans it with her eyes.

ISABELLE (CONT'D)
Nathan, where are the nitrogen
tanks?

Nathan points to a few tanks at the back of the building.

NATHAN
Here.

ISABELLE
(draws an x)
OK, so we have to enter here.

NATHAN
We'd have to get through the first
two furnaces and back to the
cooling pit.

Isabelle draws their route.

ISABELLE
OK.

NATHAN
Then climb to the upper level.

GINNY
Where would we put Samuel?

NATHAN
We'd have to set him up here, get
the cats attention and then have
him go this way to the tanks.

GINNY
What about Clara?

CLARA
What about me? I'll be fine!

ISABELLE
She's right. We can't take you, but
you also won't be safe here.

GINNY
What about the pool? Cats hate
water!

CLARA
What?

INT. THE CARLYLE RESIDENCE - KITCHEN - EARLY MORNING

Ginny, Isabelle and Nathan roll Clara through the pitch black house on the dolly.

Samuel and Perse follow.

It is eerily quiet outside of their motion.

INT. THE CARLYLE RESIDENCE - INDOOR POOL - EARLY MORNING

Nathan and Ginny grab a novelty floatie of a giant swan from the pool-side and puts it close to Clara.

Isabelle helps Clara down onto it.

Nathan grabs the pole used to close the pool cover and hands it to Clara.

They push Clara onto the middle water.

CLARA

This is really dumb!

GINNY

Have you never seen a cat with water? Just stay in the middle and you'll be totally safe!

CLARA

Sure.

The group turns to leave, but just before they do, Isabelle grabs another floatie and drops it in the water.

ISABELLE

Perse, come.

Perse comes.

Isabelle points for him to get on the floatie. He does.

ISABELLE (CONT'D)

Lay. Good boy. Stay, stay. Good boy.

Isabelle pushes the confused dog out into the pool.

ISABELLE (CONT'D)

You two look after each other!

NATHAN

Love you!

CLARA

Just go kick that thing's ass
already!

Ginny, Isabelle and Nathan run back to the workshop.

INT. THE CARLYLE RESIDENCE - NATHAN'S GARAGE WORKSHOP - NIGHT

It's still dark outside as Isabelle, Ginny and Nathan slap on every piece of protective gear and pick up anything that could be used as a weapon.

C.U. Nathan puts on elbow and knee pads, hockey shoulder pads and a hockey helmet.

He grabs a hockey stick and a pucks. Think Rambo if he played hockey.

C.U. Isabelle puts on an ill-fitting bike helmet, a large motorcycle racing jacket and leather pants.

She grabs a super soaker and fills it with flammable alcohol and a nail gun with 100s of nails.

C.U. Ginny puts on football pads and helmet, floaties as elbow pads and shin guards.

She grabs a bat she'd made with a few nails through the end and a few baseballs.

C.U. Samuel spins around with his new, giant laser pointer resting on his shoulders.

EXT. THE CARLYLE RESIDENCE - NATHAN'S GARAGE WORKSHOP - NIGHT

The garage door opens.

The four stand in a straight line. They're silhouetted by the light from the garage.

The light fills in, revealing how much of a disaster their outfits look.

They look at each other and begin laughing uncontrollably. Even Samuel is able to find the humor in this!

OS: we hear Perse start to bark.

The four look at each other with concern.

GINNY
They're here...

ISABELLE
Let's do this!

They make a run for the go-cart, jump on and blast off into the night.

EXT. DULUTH - SUBURBAN STREETS - SAME

Dim headlights guide the way as the team races down the dark and deserted, misty streets.

Izzy points at flashlight around, making sure they aren't being followed.

ISABELLE
Stop!

Nathan slams on the breaks, bolting Samuel out of the vehicle and onto the ground.

Izzy points to a ramshackle store front with broken windows and sign that reads: "Lucky's Pet Supplies."

GINNY
No way! I'm not going in there!

ISABELLE
Fine, I'll go by myself.

Isabelle is already off the go-cart cautiously walking to the store. Ginny, huffing, jumps off and reluctantly follows.

Nathan runs over to collect on Samuel.

NATHAN
You okay, buddy?

Nathan notices one of Samuel's eye has popped out and he pushes it back into place.

SAMUEL THE ROBOT
Thank you, Sir!

INT. LUCKY'S PET SUPPLIES STORE - SAME

Izzy and Ginny, weapons in hand, climb in through broken windows.

They find a looted, destroyed pet store with a trail of dead reptiles on the floor.

The girls scan the area to make sure it's safe.

ISABELLE

Get catnip, flea spray and anything else that might slow them down!

The girls go in different directions in search of items in the store.

CUT TO:

INT. THE CARLYLE RESIDENCE - INDOOR POOL - LATER

Everything is calm and quiet as Clara sits on the swan with her hand lightly playing with the water.

Perse floats nearby, looking around anxiously.

CLARA

Where'd you think they are now?

Perse struggles to stand on the floatie and begins to bark furiously.

Clara looks through the glass windows, which incase the pool.

Suddenly a few piercing yellow eyes appear and slowly approach the windows.

More and more come out from the darkness until Clara is completely surrounded.

CLARA (CONT'D)

It's you and me, Pers!

Clara pulls the two floaties closer together as Perse barks in every direction.

CUT TO:

INT. LUCKY'S PET SUPPLIES STORE - SAME

The girls are on different isles.

Ginny fills her pockets with toy mice and flea spray.

Izzy grabs all the cat nip she can hold.

Suddenly, they hear an odd voice.

ODD VOICE

Hello.

(pause)

Hello.

The girls jump - Izzy points her flashlight and walks closer.

SQUAWK!

It's an old parrot in a large cage.

The girls shake it off and Isabelle approaches the cage.

ISABELLE

Want out?

The bird squawks as Isabelle reaches out and opens the cage, setting the bird free.

Ginny turns back to the shop's toy rack to see a yellow-eyed cat slowly emerging from behind the toys in front of her!

They lock eyes and Ginny carefully backs up.

GINNY

(whispers)

Izzy. Izzy!

Ginny backs into Isabelle and taps her lightly without taking her eyes off the cat.

Isabelle turns around to see there are now three cats slowly stalking toward them.

ISABELLE

Run!!!

The girls sprint out of the shop through the windows.

The bird follows them and flies away.

EXT. DULUTH - SUBURBAN STREET - SAME

Nathan is wiping dirt off Samuel as he sees the girls running toward him.

Ginny and Isabelle jump on the go-cart and --

ISABELLE
Go! Goooo!!!

Nathan looks back at the store to see the cats hopping out the same window.

He turns the key on the go-cart, but it doesn't start.

GINNY
What's wrong?!

NATHAN
I don't know!

Nathan turns the key again and pushes the gas peddle.

The cats are slowly stalking closer to the cart in a V-shape.

ISABELLE
Nathan.

NATHAN
COOMMMEEEEEE OOOOONNNNN!!!!!!

Nathan turns the key one more time.

The go-cart comes to life.

He slams on the peddle and they speed off - wheels spinning.

The cats watch them take off, left in their dust.

A couple of cat toys are left in the distance. The cats approach and sniff at them, as if to get the team's scent.

CUT TO:

INT. THE CARLYLE RESIDENCE - INDOOR POOL - LATER

The Cats are clawing and throwing themselves against the windows. It's claustrophobic and the sound is deafening.

Perse's movements are erratic as he barks and growls in every direction.

CLARA

It's okay. We're okay in here.

Perse's claws puncture a hole in his raft and he awkwardly hops off the floatie as it begins to deflate.

He swims around close to a frightened Clara.

CUT TO:

EXT. CARLYLE IRON MILL - ENTRANCE - EARLY MORNING

The team pulls up to the iron mill and stop before entering.

Nathan turns off the engine.

They see a massacre of destruction. Blood and body parts litter the grounds.

ISABELLE

Dear God...

GINNY

This can't be real.

They see cat silhouettes walking around the building and some perched on the roof in the distance as if patrolling the grounds.

Four yellow-eyed cats turn the corner. They stop as they notice the group.

Both groups lock eyes.

The cats begin to approach.

Nathan looks at the others --

NATHAN

Ready?

Isabelle pulls a lighter from her pocket and pumps the super soaker a few times.

ISABELLE

As I'll ever be!

Isabelle, Nathan and Ginny glare at the cats. There's a tense moment, then --

Both groups run at each other.

Isabelle sprays two of the cats. Before she can light the lighter, they --

Jump at her, hissing and wincing.

The super soaker falls to the ground as the cats launch at her - protected by her pads, she brushes them off.

As the cats hit the ground Ginny swings her bat and knocks each one out of view.

Isabelle kicks the super soaker to the side and grabs the nail gun strapped to her side.

The other two cats ready their attack.

GINNY

This is so messed up. I used to
love cats!

Isabelle shoots one of the cats directly in the forehead with the nail gun and it falls dead.

ISABELLE

I'm a dog person!

Ginny bats the last cat into the darkness - splattering her face a little with blood.

She looks at Isabelle with a bloody smile of relief.

GINNY

I've converted.

The group runs to the iron mills with a new confidence.

Nathan takes his hockey stick and slap-shots an advancing cat with one violent hit.

CUT TO:

INT. THE CARLYLE RESIDENCE - INDOOR POOL - SAME

Perse doggy paddles around the pool close to Clara.

Suddenly the noises stop.

The pool room is completely silent.

Clara looks around, unsettled.

The cats are gone. Not a single yellow eye can be seen.

Out of nowhere --

SMASH!!

The windows all break and glass comes crashing into the pool room, as if an explosion has gone off.

From out of the darkness walks a line of cats.

CLARA

You don't scare me!

Perse swims to the shallow end of the pool.

The cats slowly hop through the broken windows and completely surround the pool.

The cats stand patiently watching Clara.

CLARA (CONT'D)

Bring it!

She swings her pole wildly, missing all the cats, which back up slightly.

Clara stops swinging.

The cats start meowing their disturbing, broken meow. It fills and echoes through the room.

Clara covers her ears and --

SCREAMS!

BACK TO:

INT. CARLYLE IRON MILL - LOADING DOCK/FACTORY FLOOR - SAME

The team enters the eerily quiet iron mill. They're fierce and ready for war.

More blood and body parts lay scattered around.

They pass the pile of chains that killed Ty. There's a chalk outline on the ground.

GINNY

(gasping)

Ty!

Isabelle shushes Ginny as they continue to walk silent and cautious for some time.

Similar to her father in the opening scene, Isabelle communicates to the group through hand gestures and facial expressions.

She points forward, motioning everyone to walk in a straight line. She points to her eyes and then around the space - reminding the group to keep their eyes on their surroundings.

The line advances deeper into the mill, their weapons at the ready, scoping their surroundings, much like the Navy Seals would.

Above them, two cats follow the group closely along a thin landing.

The landing ends. The first cat jumps to another landing, making a little sound, as its paws touch down.

The noise catches Isabelle's attention and she stops.

ISABELLE
(whispers)
Did you hear that?

The group look around, scared.

The cats have stopped above the group, watching them.

Just as Isabelle motions for the group to continue, the cats launch themselves and attack!

One lands on Isabelle.

She throws it to the ground and shoots one in the leg with a nail gun.

It scuttles off limping.

Ginny hits the other, loudly smashing its head.

From the darkness, come more yellow eyes.

GINNY
They're everywhere!

ISABELLE
Back to back!

The group puts their backs together. Samuel is in the middle, between their legs.

They are surrounded.

ISABELLE (CONT'D)
Slowly, towards the stairs.

Isabelle struggles to reload her nail gun as they guardedly make their way toward the stairs.

The group gradually continues. Neither side makes a move to attack.

The cats intensely watch.

GINNY
This isn't going to work.

The group gets to the stairs and carefully climbs them. Samuel struggles. Nathan grabs his arm to help.

The cats watch the group's every move, following them, just out of arms-reach.

They get to the top of the stairs and --

ISABELLE
Nathan, it's time.

Nathan grabs Samuel.

NATHAN
Remember the plan?

SAMUEL THE ROBOT
Trick the cats to their death.

NATHAN
Well... Not exactly, but yeah.
That's the essence.

ISABELLE
Nathan, we don't have much time!

The girls continue to warily back up as the cats get dangerously close.

SAMUEL THE ROBOT
Goodbye, Mr. Nathan.

NATHAN
See you soon!

Nathan turns on Samuel's laser pen and the large red dot appears on the ground ten feet behind him.

Samuel takes off toward the liquid nitrogen vats.

The cats look at the large, moving red dot for a second. Then, completely disinterested, they look back at Isabelle, Ginny and Nathan.

GINNY

Why aren't they following it?

NATHAN

I don't know!

The cats continue to approach the group.

ISABELLE

RUNNNNNN!!!

Isabelle, Ginny and Nathan run - most of the cats chase them.

A few cats turn their attention to Samuel.

They circle him, pounce and attack!

Samuel spins around, trying to fend them off, but he's soon covered by a sea of cats.

CUT TO:

INT. THE CARLYLE RESIDENCE - INDOOR POOL - SAME

Clara floats in the middle of the pool. She uses the pole to keep herself away from the sides.

Perse is snapping at the cats close to the stairs on the shallow end.

The cats start to test the water. One paws at it and then recoils.

On the opposite side of the pool, several cats claw at the blue pool cover (like they would toilet paper) and notice it starts to unroll a little.

Seeing this, Clara pushes herself as far from the cover as possible while still being a safe distance from all sides.

She watches the cats claw harder at the plastic cover as it starts to draw across the water.

A couple of the cats test the cover and notice it can hold their weight.

They jump on and stalk slowly toward the end of the cover, which is moving closer to Clara.

It is getting uncomfortably close to her. She uses the pole to try and fend them away from the cover.

All the cats move toward the cover and jump on - they hone in on Clara.

Perse takes advantage of the opening and bolts out of the pool and into the night.

CLARA

Perse, NO! Goddamnit!

Clara, stuck alone in the shrinking pool, looks back to see the cats closing in on her.

CUT TO:

INT. CARLYLE IRON MILL - FACTORY FLOOR - SAME

The group run through a small opening, into a medium sized, metal tube incased, control station.

Panting, they stop and check their weapons.

They're low on ammo.

GINNY

I gotta stop. This isn't going to work!

Nathan looks around.

NATHAN

Okay, Okay. Follow me! I have an idea!

Nathan leads the group down a row of stairs at the other end of the work station.

He jumps onto the landing. Cat noises can be heard coming from the distance.

He runs to a ladder on the opposite side and begins to climb.

Isabelle and Ginny rush to follow.

They all scale the ladder.

INT. CARLYLE IRON MILL - WALKWAY - SAME

Nathan, Isabelle and Ginny reach the top of the ladder and help each other up onto a metal walkway.

NATHAN

This way!

Nathan runs toward a work station, similar to Ty's, but in a different corner of the mill.

The girls follow.

In the distance, the group sees the cats continue attacking Samuel.

They bat him around and play catch and release with him.

The group runs into the office and quickly slams the door.

INT. CARLYLE IRON MILL - CONTROL OFFICE - SAME

The group stays below the windows, as to not be seen and drop their weapons to the ground.

Isabelle and Ginny peek their heads over the side of the window to make sure they're safe.

Cats wander around outside, along the beams, walkways and flooring, but they don't seem to have noticed the group.

ISABELLE

There's no exit! We're trapped if they find us here.

GINNY

What's the plan?

Nathan points to the big button with 'Caution' written on it.

NATHAN

This releases all those chains from above in that section.

Nathan stands slightly and points down to the second loading doc.

NATHAN (CONT'D)

We can wipe them out in one go, if we get them all in the same place.

GINNY

How?

The group looks at each other, not wanting to speak what they all know.

NATHAN

Someone's going to have to be bait.

Ginny gasps.

ISABELLE

I'll go.

GINNY

No!

ISABELLE

I have to do this!

GINNY

We'll find another way. There has to be!

Ginny frantically looks between Isabelle and Nathan.

ISABELLE

Trust me.

Before Ginny can protest further, Isabelle picks up her nail gun and is out the door.

INT. CARLYLE IRON MILL - WALKWAY - SAME

Isabelle is crouched down. She slowly and carefully sneaks along the walkway - her nail gun at the ready.

A few cats pass close by. She hides behind a beam. They don't notice her.

With her back flat against the beam, breathing heavily, she peeks her head around. The cats are gone.

Five feet away is the ladder.

She takes a big breath and runs for the ladder.

She mounts it with her feet / hands on the outside and --

Slides to the bottom.

CUT TO:

INT. CARLYLE IRON MILL - CONTROL OFFICE - SAME

Ginny and Nathan look over the bottom ledge of the window, careful not to be seen by the cats stalking every part of the iron mill.

GINNY

Promise me Izzy'll be OK!

NATHAN

If anyone can do this, she can!

GINNY

I shouldn't have let her go.

NATHAN

Wait! There she is!!

Nathan sees Isabelle walk into the clearing and in the middle of loading doc.

They make eye contact.

Isabelle gives him a thumbs up.

INT. INTERCUT CONTROL OFFICE/FACTORY FLOOR - SAME

Isabelle turns in circles, holding her nail gun at the ready.

The sound of scuttling paws approaches.

NATHAN

Ginny, go to that button and when I say, press it.

GINNY

OK.

Ginny, still crouching, makes her way in front of the button.

NATHAN

Izzy, stand exactly between those two chains above you.

Cats around the iron mill have started to take notice of Nathan and Ginny in the office and Isabelle on the floor. They make their way toward them.

Nathan guides Isabelle as she shuffles to the left and then a little to the right.

Nathan gives Isabelle a thumbs up at that exact position and turns back to Ginny.

NATHAN (CONT'D)
You're good. Ready?

Ginny nods.

ISABELLE (O.S.)
Over here! Over here!

Isabelle jumps up and down, waving her arms.

All around the iron mill more and more cats ears prick up.

She stamps her feet and flails her arms.

ISABELLE (CONT'D)
Come get me!

The cats begin to stalk toward her.

Within an instant, Isabelle is surrounded by an ocean of yellow-eyed cats.

They press in, closing the circle around her.

ISABELLE (CONT'D)
Now what?

NATHAN
Run!!!

Isabelle surprised at the advancing cats.

Just before the cats attack, Isabelle takes off running at full speed, jumping over various cats as she goes.

The cats follow her in pursuit.

NATHAN (CONT'D)
Ginny, NOW!

Ginny slams the button and a pile of chains fall from the ceiling.

The chains land on the loading doc floor, wiping out all but a few cats chasing Isabelle.

Isabelle turns around and sees blood spilling from under the chains.

ISABELLE
Yeeessss!!

Isabelle groans with relief, when --

From the side a cat attacks her leg.

She falls to the ground, injured, pushing the nail gun out of reach.

She tries to crawl toward it, but the cat runs full speed at her.

She picks up a piece of wood, laying next to some bricks, and hits the cat as hard as she could.

The few other cats approach her and she picks up the bricks, throwing it at them.

She misses! The cats continue...

Slowly, getting to her feet, she picks up a three foot long piece of chain, as the last cats attacks.

She swings the chain around. It gets caught around them. She lets go, launching them into the distance.

Isabelle takes a moment to breathe. Blood has pooled through her pants.

She touches her injured leg, then wrenches in pain.

She rips a piece of her shirt off and ties it around her leg.

With a look of determination, Isabelle pick up her nail gun and limps further into the iron mill.

ISABELLE (CONT'D)
It's you and me now!

CUT TO:

INT. THE CARLYLE RESIDENCE - INDOOR POOL - SAME

The cats have clawed the cover across the pool - leaving just enough room for Clara and her floatie.

CLARA
HELP!!
(beat)
Can anyone hear me!?
(beat)
Anyone...?

The cats reach and claw at the floatie, puncturing it.

It starts to lose air immediately, as if melting into the water.

Panicking, Clara dives off and swims under the pool cover.

She looks up as she swims and sees silhouettes of cats across the whole blue cover.

The cats search, confused. There's no movement below.

Clara sits on the bottom of the pool, looking around for an exit.

She swims toward the shallow end.

The cats start to lose interest and are about to leave when --

The cover bubbles, knocking some cats off balance and jolting the others.

Below the cover, Clara stands tall, gasping for air and pushing the pool cover up over her head.

Breathing deeply, she frantically looks around for another way out.

The cats all hone in on the bulk and begin attacking and scratching away at the material to get to Clara.

Clara ducks under again, evading the her attackers.

CUT TO:

INT. CARLYLE IRON MILL - WALKWAY - EARLY MORNING

Nathan and Ginny open the door to leave the office.

Fifty yards in front of them, approaching in a V-shape with ten other cats is Cleo.

The look on Cleo's face is vindictive.

Nathan and Ginny stop dead in their tracks.

Cleo belts out the broken, infected meow.

The other cats follow in suit.

Nathan and Ginny both cover their ears out of pain.

Ginny holds her bat and Nathan his hockey as they back into the office away from the advancing cats.

CUT TO:

INT. CARLYLE IRON MILL - FACTORY FLOOR - SAME

Isabelle limps through a hot, steamy iron mill with her nail gun in hand. Sweat rolls down her dirty, fear-stricken face.

ISABELLE
Come out and fight!

Over her panting, she hears the commotion of Ginny and Nathan's fight behind her. She advances forward.

Yule Cat POV: Isabelle limps along the thin pathway.

A steam valve is releases in front of Isabelle. She jumps.

Every noise around her makes her react.

There's a flash of a giant animal to Isabelle's right. She screams and shoots her nail gun blindly in the darkness.

Yule Cat POV: The Yule Cat watches Isabelle, spinning around in circles, searching the darkness.

Isabelle continues to limp through the iron mill, scared.

We see another flash of the Yule Cat as it stalks Isabelle.

CUT TO:

INT. CARLYLE IRON MILL - WALKWAY - EARLY MORNING

Cleo and her gang are ten feet away from Nathan and Ginny.

They both swing their weapons at the advancing cats to keep them out of attack range.

NATHAN
I couldn't have asked for a better
person to die with.

Nathan grabs Ginny's hand and they look at each other.

Ginny glances tenderly and then... Scruffs up his hair.

GINNY
We're not dead yet!

Nathan looks at the cats and then at Ginny with a devilish smile.

NATHAN
No we're not!

Nathan swings his weapon with more energy than before, and the cats back up slightly.

Suddenly, Nathan and Ginny see Perse emerge on the iron mill floor.

He runs through the cats, dispersing them and grabbing in his mouth the unlucky few that didn't get out of the way in time.

Perse is like a cat lawn-mower. Fur and blood fly into the air.

Cleo and her gang are distracted momentarily as they watch the dog.

NATHAN (CONT'D)
Run!

Ginny and Nathan take the opportunity and escape out of the office towards the gang.

They hit a couple out of the way and evade the rest of the pack.

Nathan and Ginny run down the walkway and out of sight.

Cleo looks at where Nathan and Ginny went and then down at Perse. It's clear she's trying to make up her mind who to go after.

Cleo jumps down the metal structure, advancing on Perse.

Perse is still running through the mill, barking and tearing apart cats, when Cleo lands directly in front of him.

Perse and Cleo stop dead and stare at each other.

Cleo hisses.

Perse growls.

They both adopt their fighting stance with hair standing on end.

Neither of them move for a second, but then --

Launch at each other.

Perse goes for Cleo's neck.

Cleo claw's Perse's face.

Suddenly, they're a haze of fur, teeth and claws.

CUT TO:

INT. CARLYLE IRON MILL - COOLING ROOM - SAME

Isabelle walks into a large, dark room with extremely tall ceilings.

The shadows play tricks on her eyes, as she stands vulnerable and alone, on the upper decks, looking down at the vats of liquid nitrogen.

Out of nowhere, a deep, bellowing roar-like meow comes from the darkness behind her.

Isabelle spins around and slowly backs up.

Out of the gloom, come two large, yellow eyes.

The shadowy creature pauses --

Then slowly crosses the entryway.

The light spills onto the 7-foot-tall Yule Cat. For the first time, we see the monstrous, sabertooth tiger-like creature, as it comes into the light and more of it's body becomes visible.

The Yule Cat looks directly at Isabelle and whips it tail, aggressively.

Isabelle measuredly backs up, terrified.

ISABELLE

Oh my God --

The Yule Cat lets out another awful meow and slowly makes his way toward Isabelle.

Isabelle backs up and shoots her nail gun.

The nail sinks into the shoulder of the Yule Cat, but has no effect.

Isabelle shoots again several times.

Again nails sinks into the Yule Cat, but doesn't stop it from advancing.

She empties the nail gun.

ISABELLE (CONT'D)

DIE!!

Still nothing!

Isabelle drops the nail gun and runs.

The Yule Cat prowls after her, menacingly.

CUT TO:

INT. CARLYLE IRON MILL - OUTCROP - SAME

Nathan and Ginny hide silently in the small outcropping, blocked from the view of anything outside.

They watch Cleo and Perse, both bloody and in bad shape, face off as if about to start another round.

In the distance, OS they can hear Isabelle screaming.

Ginny shuffles restlessly.

GINNY

We have to help her!

Nathan shushes Ginny and holds her back from leaving.

CUT TO:

INT. CARLYLE IRON MILL - COOLING ROOM - SAME

Isabelle screams, running from the Yule Cat.

She picks up a metal fire poker from a nearby furnace.

With one swift movement, the Yule Cat pounces, landing directly in front of Isabelle.

She stops and swings the poker wildly.

It hits the Yule Cat's side, but it's barely effected. It bats the poker away.

Isabelle swings again. This time, the Yule Cat knocks the poker out of her hands.

Isabelle turns to run, but --

The Yule cat jumps on Isabelle, knocking her over and pinning her to the ground.

Isabelle grunts and struggles, as the Yule Cat increases its hold. It bring its face down to sniff her.

The Yule Cat and Isabelle are face to face as it breathes onto her.

She wrenches in fear and struggles. Finally, she admits defeat, gives up and lies still, as if she's dead.

The Yule Cat notices and nudges her. She doesn't move.

He nudges her again, but again she doesn't move.

With the lack of movement, the cat loses interest and backs off.

Isabelle lays still for a moment with her eyes closed, waiting for the Yule Cat to come back.

Nothing happens.

Isabelle opens her eyes and sees the Yule Cat about eight feet away.

She jumps up and sprints towards the entryway of the room.

ISABELLE
Ginny! Nathan!

Behind her the Yule Cat notices and is upon her again.

Slam!

It pins her again to the ground, only feet from where the fire poker landed.

This time, he's on her back.

Isabelle again lies still, as if dead.

CUT TO:

INT. CARLYLE IRON MILL - OUTCROP - SAME

Ginny and Nathan hear Isabelle's cries for help in the distance.

Nathan tries to hold Ginny back again, but --

GINNY
She's my best friend.

Nathan lets go of Ginny.

They both emerge from the outcrop and run toward where they heard the screams.

CUT TO:

INT. CARLYLE IRON MILL - COOLING ROOM - SAME

The Yule Cat presses down on the back of Isabelle, sniffing her hair.

In the distance, on the level below them, Isabelle sees a sign that reads "Cooling Area" and large tanks of nitrogen oxide.

The Yule Cat pats her several times, trying to provoke movement.

She doesn't move.

The Yule Cat hits her one more time. Bored, he releases his grip.

Isabelle takes a few quiet, deep breaths, waiting to see if the Yule Cat notices.

It doesn't.

She jumps up, runs and grabs the fire poker.

The Yule Cat is distracted by other noises and doesn't notice. Isabelle runs toward the ledge, above the nitrogen tanks.

ISABELLE
Over here!

She stands bloody and scratched near the tank's ledge. She bangs the poker on the metal floor - facing the Yule Cat.

The Yule Cat sees Isabelle and runs at her.

Isabelle tries to fight him off with the fire poker, but he slams her to the ground, knocking the fire poker from her hands, again.

Izzy's eyes are open.

She reaches toward the fire poker as far as she can, but it's too far.

The Yule Cat is still on top of her, pushing heavily against her chest.

She can feel the cat's hot, sticky breath on her face and neck.

The Yule Cat prepares to attack and feast upon her neck as --

Isabelle reaches into her pockets and grabs two large bags of cat nip and shoves them down its throat.

Temporarily stunned, the Yule Cat stumbles back.

Isabelle grabs the fire poker and hits the cat as hard as she can towards the tank.

It falls back slightly and tries to regain its balance.

The Yule Cat launches forward, but Isabelle hits it again - harder!

Isabelle is finally getting the upper hand. She hits the Yule Cat with all her might!

The Yule Cat backs up with each hit, closer and closer to the ledge.

Isabelle hits the Yule Cat with one more heavy blow and it's back legs fall over the side of the nitrogen tank.

Isabelle looks at the Yule Cat for a moment, then --

ISABELLE (CONT'D)
Go back to hell, you monster!!

She hits it one last time, harder than ever before.

The Yule Cat claws the sides of the ledge for a moment, before falling deep into the pool of liquid nitrogen.

Crying out in pain and trashing in the pool, we see the Yule Cat shrink in size and disappear into the liquid.

The sound of its course, distressed meow echoes.

Then, silence.

Isabelle stumbles backwards and sits heavily against the wall, exhausted.

She lets out cries of relief, sadness, pain and everything else she's been holding onto.

CUT TO:

INT. THE CARLYLE RESIDENCE - INDOOR POOL - SAME

The cats attack the new spot Clara stands under.

One succeeds to rip through and dives at her.

The demonic cat rips at Clara's skin as she tries to fight it off.

Clara grabs it by the head and holds it under the water.

Blood fills the water around them.

Clara looks up to see the rest of the cats primed to set upon her.

Clara squeezes her eyes closed, accepting the inevitable.

Nothing happens.

Clara opens her eyes again to see the cats acting completely normal.

She realizes she's still holding a cat's head underwater and lets go.

It floats down to the bottom of the pool.

Clara stands panting with scratch marks covering her face and arms as the cats scuttle off, in different directions, dazed and confused.

CUT TO:

INT. CARLYLE IRON MILL - FACTORY FLOOR - SAME

Noticing the cats have stopped chasing them, Ginny and Nathan stop running and look around confused.

GINNY
We need to find Izzy!

Perse limps up to them. He licks his wounds.

We see Cleo dead on the ground next to them.

NATHAN
I don't hear her.

From the distance, comes a beaten up and disheveled figure, carrying something in its arms.

Nathan and Ginny brace themselves to run as --

They see a Isabelle, bloody and limping, coming closer, carrying Samuel the Robot in her arms.

Perse runs and jumps on her, knocking them both to the ground.

Isabelle pushes him away as he frantically tries to lick her face.

ISABELLE
Okay, okay! Stop!

Nathan runs to collect a battered Samuel from the floor.

NATHAN
You alright, buddy?

SAMUEL THE ROBOT
Seen better days.

NATHAN
Don't worry, we'll fix you up!

Ginny gives Isabelle a bear hug.

CUT TO:

EXT. IRON MILL - MORNING

The group exit the iron mill. The sun hasn't come up yet, but there's a little color to the dark night sky.

Holding each other up, they see the war-like landscape in front of them.

GINNY
Do you think anyone else made it?

ISABELLE

I don't know.

They turn and painfully walk back to the go-cart.

NATHAN

Clara has to be OK!

Arriving at the go-cart, Nathan straps Samuel into the front seat, as the group mount the vehicle.

GINNY

What happened back there?

ISABELLE

I'll tell you another time.

Nathan starts the go-cart and they speeds off.

CUT TO:

INT. THE CARLYLE RESIDENCE - KITCHEN/LIVING ROOM - MORNING

Clara, soaking wet, limps through the messy house, completely dazed.

As Clara enters, there's a random cat sitting on the kitchen table, cleaning itself.

Scared, Clara walks around the cat with her back against the wall, carefully watching it.

The cat doesn't move or even notice Clara.

She rushes out of the kitchen and into the living room toward the front door.

EXT. THE CARLYLE RESIDENCE - SAME

Clara exits her house.

She walks through the lawn to the street.

Just as she gets to the street, she sees the go-cart, around the corner, in the distance.

Excited, Clara hobbles over, as it pulls up.

NATHAN

Clara!!

Isabelle, Ginny and Clara, laugh, smile and cry with relief.

CLARA
You guys did it! You really did!

GINNY
Where're you going?

CLARA
To find you!

ISABELLE
Not looking for Steve?

CLARA
Shut up!

GINNY
Your knee!

CLARA
I'm fine...

ISABELLE
Get on!

Clara hobbles onto the go cart.

NATHAN
Now that we saved you, does that
mean I get to make the rules?

Nathan turns the go-cart around and they speed off.

CUT TO:

EXT. DULUTH - SUBURBAN STREETS - LATER

The group rides the go-cart through town.

It looks like a bomb has gone off. Buildings lay burned out and wasted. Cars are turned over. Christmas decorations lay across every street. It's a ghost town. It doesn't seem like anyone is left alive.

ISABELLE
This is terrible.

They continue through town and start to pass the regulars.

They pass Brad and his family, cleaning up their house and taping plastic over their broken windows.

They pass Steve coming out of his old, blue van in the town square. He's looking around lost and a cut up, but okay.

Clara waves at him. He nods back.

They drive to the docks.

Ginny's dad is alive and well, with her brother and his girlfriend, Jennifer. They are cleaning up.

GINNY
DADDYYYYYYY!!!

Ginny jumps off the moving go-cart and runs to her dad.

She jumps in his arms and he wrenches in pain.

JOHN JR.
Careful, baby!
(beat)
Are you okay?

Her dad puts her down, checks her out and hugs her tight.

GINNY
Yeah, I'm fine. Everything was so
crazy!

ISABELLE
Ginny?

Ginny looks at the group.

GINNY
I'll be right back, dad.

Ginny runs over to the go-cart and they all ride off.

EXT. DULTUH DOCKS - SECERT HIDEOUT - LATER

Isabelle, Ginny, Clara, Nathan and Samuel the Robot all stand in a straight line, with their arms around each other, watching the sunrise.

The group couldn't look more tired or run down.

Perse runs up and down the beach.

GINNY
It's over, right?

A cat comes up and rubs itself, lovingly, on Clara's leg.
Clara pushes the cat away with her foot.

CLARA
(to the cat)
Get outta here.

ISABELLE
Seems like it.

Perse jumps on Clara lovingly.

CLARA
You can get away from me, too!

NATHAN
Merry Christmas, guys...

They group shake their heads and then give an ironic laugh.

Hold on them.

PULL OUT to see the town waking up from the disaster and
starting to put their lives back together.

EXT. DULUTH - MORNING

ARIEL VIEW of Duluth, Minnesota, as a large amount of
military vehicles flood into the middle of town to take over
the situation and help re-build.

PULL OUT further.

FADE TO BLACK.

THE END.