

Scene #: 10

Sheet #: 11

Script Page: 12

# Breakdown Sheet

Int/Ext: INT

Page Count: 6/8

Day/Night: Day

Scene Description: Deputy Alison wakes up in the morning

Settings: Bedroom Florence Residence

Location:

Sequence:

Script Day:

<b>Cast Members</b> 1. Deputy Alison 21. Neil	<b>Background Actors</b> children	<b>Props</b> gun & holster
		<b>Vehicles</b> sheriff's car
	<b>Wardrobe</b> underwear	
<b>Set Dressing</b> desk duvet old fashioned alarm clock well organized bedroom		

<b>Sound</b> alarm clock sound crows cawing
---

Scene #: 11  
Script Page: 13-15  
Page Count: 2 7/8

# Breakdown Sheet

Sheet #: 12  
Int/Ext: INT  
Day/Night: Day

Scene Description: Deputy Alison leaves for the day in a hurry without completing breakfast

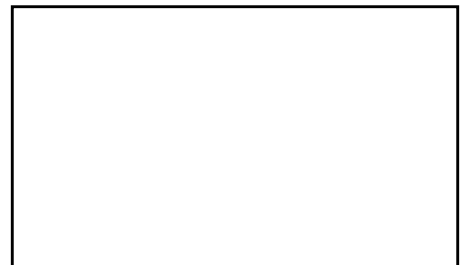
Settings: Living Room Florence Residence

Location:

Sequence:

Script Day:

<b>Cast Members</b> 1. Deputy Alison 21. Neil		<b>Props</b> breakfast coffee coffee mug gun & holster keys radio
		<b>Vehicles</b> patrol car
	<b>Wardrobe</b> jacket unbuttoned police shirt vest	
<b>Set Dressing</b> creaky floorboards old fashioned tv stove		



Scene #: 52

Sheet #: 53

Script Page: 71

# Breakdown Sheet

Int/Ext: EXT

Page Count: 7/8

Day/Night: Night

Scene Description: Everyone hop in Alison's pickup truck

Settings: Florence Residence

Location:

Sequence:

Script Day:

<b>Cast Members</b> 1. Deputy Alison 4. Caroline 5. Andrew 8. Deputy Gavin	<b>Background Actors</b> corpses	
		<b>Vehicles</b> pickup truck

**Sound**  
country music

Scene #: 49  
Script Page: 65-67  
Page Count: 2 1/8

# Breakdown Sheet

Sheet #: 50  
Int/Ext: EXT  
Day/Night: Night

Scene Description: Deputy shoots the corpse

Settings: Florence Residence

Location:

Sequence: Script Day:

<b>Cast Members</b> 1. Deputy Alison 8. Deputy Gavin 6. Donna 13. Brandon 23. Nicholas	<b>Background Actors</b> corpses zombies	<b>Props</b> guns torch
		<b>Vehicles</b> cop car
<b>Special Effects</b> zombies shot at		

<b>Sound</b> radio beep
----------------------------

Scene #: 51  
Script Page: 68-71  
Page Count: 2 2/8

# Breakdown Sheet

Sheet #: 52  
Int/Ext: INT  
Day/Night: Night

Scene Description: Alison shows her daughter the zombie bite

Settings: Bathroom Florence Residence

Location:

Sequence:

Script Day:

<b>Cast Members</b> 1. Deputy Alison 8. Deputy Gavin 23. Nicholas	<b>Background Actors</b> zombies	<b>Props</b> first aid kit guns
<b>Special Effects</b> cut up zombies	<b>Wardrobe</b> jacket	<b>Makeup/Hair</b> bite wound green rash

<b>Sound</b> groaning sound
--------------------------------

Scene #: 26

Sheet #: 29

Script Page: 37

# Breakdown Sheet

Int/Ext: INT

Page Count: 2/8

Day/Night: Day

Scene Description: The backpacker girls manage to reach the hotel

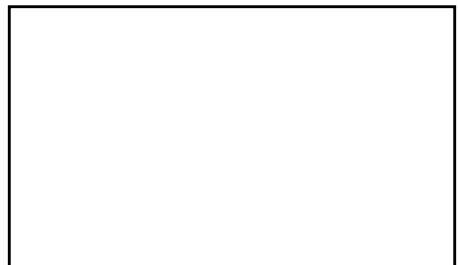
Settings: Cook County Inn

Location:

Sequence:

Script Day:

<b>Cast Members</b> 4. Caroline 5. Andrew		<b>Props</b> backpacks
<b>Set Dressing</b> neon vacancy sign		



Scene #: 27  
Script Page: 37-39  
Page Count: 1 2/8

# Breakdown Sheet

Sheet #: 27  
Int/Ext: INT  
Day/Night: Day

Scene Description: The backpacker girls check into a hotel

Settings: Cook County Inn

Location:

Sequence:

Script Day:

<b>Cast Members</b> 4. Caroline 5. Andrew 8. Deputy Gavin 26. Check in Lady		<b>Props</b> book cash old fashioned dime telephone room key
<b>Set Dressing</b> vintage interior		



Scene #: 1  
Script Page: 2-3  
Page Count: 4/8

# Breakdown Sheet

Sheet #: 2  
Int/Ext: INT  
Day/Night: Night

Scene Description: Hotel Clerk hands over the keys to the Agent

Settings: Lobby Hotel

Location:

Sequence:

Script Day:

<b>Cast Members</b> 3.Alexander	<b>Background Actors</b> Clerk	<b>Props</b> black leather bag check-in book keys
<b>Set Dressing</b> dusty looking lobby front desk pot plants TV		

<b>Sound</b> bell jingling
-------------------------------



Scene #: 4

Sheet #: 5

Script Page: 4-5

# Breakdown Sheet

Int/Ext: EXT

Page Count: 6/8

Day/Night: Night

Scene Description: Alexander instructs Agent to get in the abandoned black car

Settings: Hotel Parking Lot

Location:

Sequence:

Script Day:

<b>Cast Members</b> 3.Alexander		<b>Props</b> black leather bag cellphone coffee cup
		<b>Vehicles</b> black car
	<b>Wardrobe</b> heels	
<b>Set Dressing</b> CCTV cameras		



Scene #: 28  
Script Page: 39-40  
Page Count: 1 2/8

# Breakdown Sheet

Sheet #: 28  
Int/Ext: INT  
Day/Night: Day

Scene Description: They get ready at their hotel room

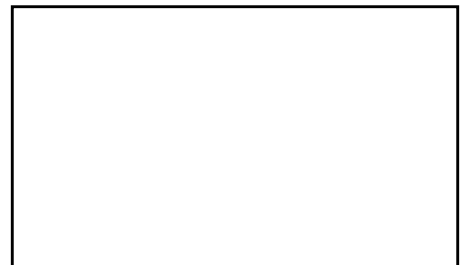
Settings: 123 Cook County Inn

Location:

Sequence:

Script Day:

<b>Cast Members</b> 4. Caroline 5. Andrew		<b>Props</b> backpack cellphone remote
	<b>Wardrobe</b> bra top	
<b>Set Dressing</b> beds lamps old fashioned tv vintage interior		



Scene #: 2  
Script Page: 3-4  
Page Count: 1 2/8

# Breakdown Sheet

Sheet #: 3  
Int/Ext: INT  
Day/Night: Night

Scene Description: Agent enters the hotel room

Settings: Room 200

Location:

Sequence:

Script Day:

<b>Cast Members</b> 3.Alexander		<b>Props</b> black leather bag
<b>Set Dressing</b> old fashioned bed retro clock		

<b>Sound</b> loud beep on phone loud clicking cell phone sound static hiss then a click
---

Scene #: 3  
Script Page: 4  
Page Count: 2/8

# Breakdown Sheet

Sheet #: 4  
Int/Ext: INT  
Day/Night: Night

Scene Description: Agent takes a shower in her hotel bathroom

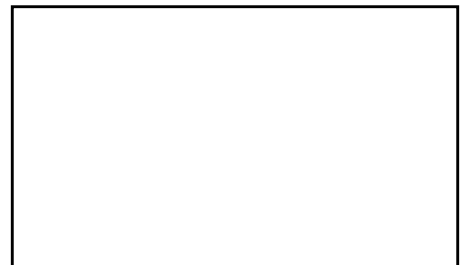
Settings: Bathroom. Room 200

Location:

Sequence:

Script Day:

<b>Cast Members</b> 3.Alexander		<b>Props</b> 9mm gun
	<b>Wardrobe</b> bra & panties	
<b>Set Dressing</b> dimly lit bathroom sink shower		



Scene #: 15  
Script Page: 19-20  
Page Count: 1 1/8

# Breakdown Sheet

Sheet #: 16  
Int/Ext: INT  
Day/Night: Day

Scene Description: Dr. Evan gets frustrated by his blade while performing autopsy

Settings: Garage Lab

Location:

Sequence:

Script Day:

<b>Cast Members</b> 9. Dr. Evan		<b>Props</b> blade magnifying glass plastic body sheet scalpel
	<b>Wardrobe</b> gloves	<b>Makeup/Hair</b> pus & dried blood dripping
<b>Set Dressing</b> a strip light blood stains on wall cabinets dictaphone jar with dead animals litter on wall metal door		

<b>Sound</b> 1930s dance hall music radio
--

**Set Dressing**

metal slab

shelves

tables

tape player

Scene #: 22

Sheet #: 23

Script Page: 34

# Breakdown Sheet

Int/Ext: EXT

Page Count: 2/8

Day/Night: Day

Scene Description: Brandon's body starts moving in the lab

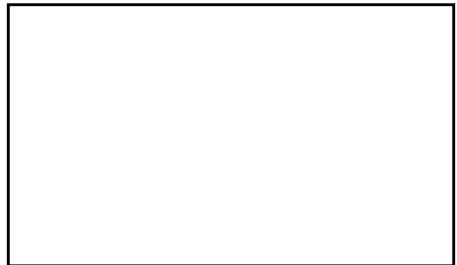
Settings: Georgia Residence

Location:

Sequence:

Script Day:

<b>Cast Members</b> 13.Brandon		<b>Props</b> white sheet



Scene #: 46  
Script Page: 62-63  
Page Count: 4/8

# Breakdown Sheet

Sheet #: 47  
Int/Ext: EXT  
Day/Night: Night

Scene Description: Deputy Alison finally reaches Dr's lab

Settings: Georgia's Residence

Location:

Sequence:

Script Day:

<b>Cast Members</b> 1. Deputy Alison 3. Alexander 9. Dr. Evan 11. Dylan		<b>Props</b> metal pipe weapons
	<b>Wardrobe</b> lab coat	
<b>Set Dressing</b> blue light		





Scene #: 47  
Script Page: 63-64  
Page Count: 1 3/8

# Breakdown Sheet

Sheet #: 48  
Int/Ext: INT  
Day/Night: Night

Scene Description: Dylan recalls who Harold was

Settings: Georgia Residence

Location:

Sequence:

Script Day:

<b>Cast Members</b> 1. Deputy Alison 3. Alexander 9. Dr. Evan 11. Dylan 16. Evan		<b>Props</b> cat sheet of plastic
		<b>Makeup/Hair</b> chewed dead body makeup

Scene #: 16  
Script Page: 20-23  
Page Count: 3 1/8

# Breakdown Sheet

Sheet #: 17  
Int/Ext: INT  
Day/Night: Day

Scene Description: Dr's wife orders him to report to Sheriff's office

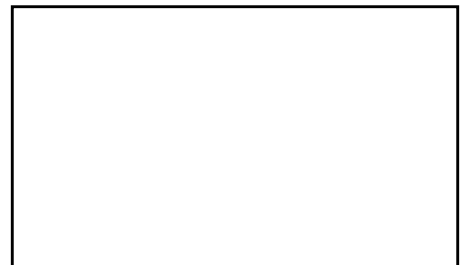
Settings: Living Room Georgia Residence

Location:

Sequence:

Script Day:

<b>Cast Members</b> 9.Dr. Evan 13.Brandon 16.Evan		<b>Props</b> blanket bourbon
	<b>Stunts</b> Floyd dunk the shattered	
	<b>Wardrobe</b> lab coat	
<b>Set Dressing</b> chair clock crucifix jesus portraits old photographs thick layers of dust		



Scene #: 23  
Script Page: 34-35  
Page Count: 7/8

# Breakdown Sheet

Sheet #: 24  
Int/Ext: INT  
Day/Night: Day

Scene Description: Brandon gets up to make coffee

Settings: Living Room Georgia Residence

Location:

Sequence:

Script Day:

<b>Cast Members</b> 13.Brandon 16.Evan		<b>Props</b> smashed vase
<b>Set Dressing</b> empty spirit bottles smashed glasses stained rug trashed livivng room		

<b>Sound</b> meow
----------------------

Scene #: 24

Sheet #: 25

Script Page: 35

# Breakdown Sheet

Int/Ext: EXT

Page Count: 5/8

Day/Night: Day

Scene Description: The corpse attacks

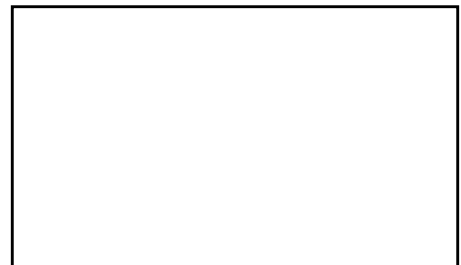
Settings: Abilene Residence

Location:

Sequence:

Script Day:

<b>Cast Members</b> 13.Brandon 16.Evan		<b>Props</b> black cat rotting meat
	<b>Stunts</b> zombie lunges Mrs. Haywood	
		<b>Makeup/Hair</b> dark blood
<b>Set Dressing</b> trash cans		



Scene #: 13

Sheet #: 14

Script Page: 16

# Breakdown Sheet

Int/Ext: EXT

Page Count: 2/8

Day/Night: Day

Scene Description: The backpacker girls walk towards the town's diner

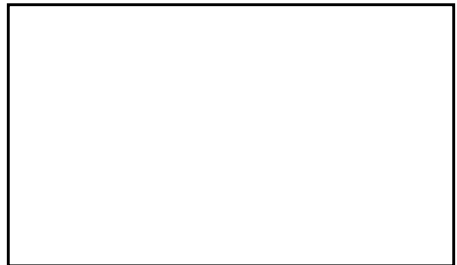
Settings: Hope's Diner

Location:

Sequence:

Script Day:

<b>Cast Members</b> 4. Caroline 5. Andrew		<b>Props</b> cigarette



Scene #: 14  
Script Page: 16-19  
Page Count: 2 5/8

# Breakdown Sheet

Sheet #: 15  
Int/Ext: INT  
Day/Night: Day

Scene Description: Owner of the Diner insults the backpacker girls

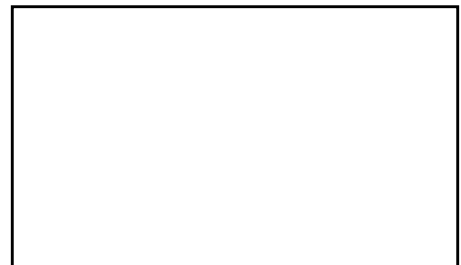
Settings: Hope's Diner

Location:

Sequence:

Script Day:

<b>Cast Members</b> 1. Deputy Alison 4. Caroline 5. Andrew 27. Owner of diner 32. Paul	<b>Background Actors</b> customers	<b>Props</b> cigarette couple of mugs foggy glasses food plastic milk capsules pot of black coffee
	<b>Wardrobe</b> greasy apron	
<b>Set Dressing</b> glass missing people posters tables		



Scene #: 57  
Script Page: 76-78  
Page Count: 1 5/8

# Breakdown Sheet

Sheet #: 58  
Int/Ext: INT  
Day/Night: Night

Scene Description: The group fights with zombies inside the diner

Settings: Hope's Diner

Location:

Sequence:

Script Day:

<b>Cast Members</b> 1. Deputy Alison 4. Caroline 5. Andrew 2. Sheriff Bella 8. Deputy Gavin 9. Dr. Evan 7. Adam 10. Deputy Zoe 11. Dylan	<b>Background Actors</b> civilians dead bodies	<b>Props</b> chainsaw guns shells shotgun
	<b>Stunts</b> fight sequence	
<b>Special Effects</b> zombies shot at bloodbath scene molly sprays blood		
<b>Set Dressing</b> tables		

<b>Sound</b> screams gunshot sounds
---

Scene #: 44

Sheet #: 45

Script Page: 61

# Breakdown Sheet

Int/Ext: INT

Page Count: 5/8

Day/Night: Night

Scene Description: Deputy Gavin hides at the Diner

Settings: Hope's Diner

Location:

Sequence:

Script Day:

<b>Cast Members</b> 8. Deputy Gavin	<b>Background Actors</b> customers waitresses zombies	<b>Props</b> guns radio





Scene #: 55  
Script Page: 74-76  
Page Count: 2 6/8

# Breakdown Sheet

Sheet #: 56  
Int/Ext: INT  
Day/Night: Night

Scene Description: Dr. thinks of connection between the missing girl & zombie attack

Settings: Hope's Diner

Location:

Sequence: Script Day:

<b>Cast Members</b> 1. Deputy Alison 3. Alexander 2. Sheriff Bella 9. Dr. Evan 10. Deputy Zoe	<b>Background Actors</b> civilians zombies	<b>Props</b> beer food photo page torch weapons
<b>Special Effects</b> light bulb flickering		
<b>Set Dressing</b> billboard of missing people light bulb		

<b>Sound</b> groaning sound
--------------------------------

Scene #: 53

Sheet #: 54

Script Page: 72

# Breakdown Sheet

Int/Ext: EXT

Page Count: 1

Day/Night: Night

Scene Description: Everyone is reunited at Diner's parking lot

Settings: Parking Lot Junoy's Diner

Location:

Sequence:

Script Day:

<b>Cast Members</b> 1. Deputy Alison 4. Caroline 3. Alexander 5. Andrew 2. Sheriff Bella 8. Deputy Gavin 9. Dr. Evan 7. Adam 10. Deputy Zoe 11. Dylan	<b>Background Actors</b> armed civilians zombies	<b>Props</b> cigar weapons
		<b>Vehicles</b> cop car



Scene #: 54  
Script Page: 73-74  
Page Count: 1 1/8

# Breakdown Sheet

Sheet #: 55  
Int/Ext: EXT  
Day/Night: Night

Scene Description: Dr. sees a fuzzy shape of a little girl

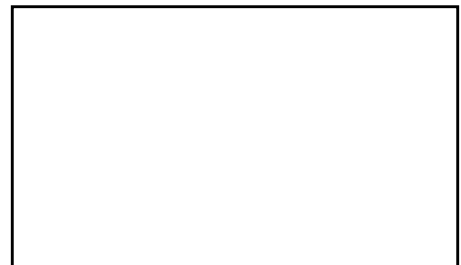
Settings: Juno's Diner

Location:

Sequence:

Script Day:

<b>Cast Members</b>	<b>Background Actors</b>	<b>Props</b>
1. Deputy Alison 4. Caroline 5. Andrew 2. Sheriff Bella 8. Deputy Gavin 6. Donna 9. Dr. Evan 11. Dylan	civilians zombies	slung rifle
<b>Set Dressing</b> heavy drawers stacks of table trash cans		



Scene #: 56

Sheet #: 57

Script Page: 76

# Breakdown Sheet

Int/Ext: INT

Page Count: 5/8

Day/Night: Evening

Scene Description: Agent heads to towns limit to find dead soldiers there

Settings: Lucy's Diner Back Door

Location:

Sequence:

Script Day:

<b>Cast Members</b> 3.Alexander 17.Eric 20.Soldier(2)	<b>Background Actors</b> soldiers zombies	<b>Props</b> ammo guns
		<b>Vehicles</b> sheriff's car hummer
<b>Special Effects</b> zombies shot at		



Scene #: 35  
Script Page: 50-51  
Page Count: 5/8

# Breakdown Sheet

Sheet #: 36  
Int/Ext: INT  
Day/Night: Day

Scene Description: Caroline advises the girls not to look nervous

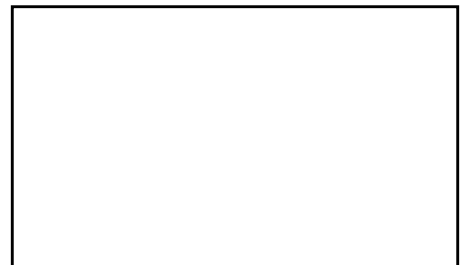
Settings: Locker Room Gentleman's Club

Location:

Sequence:

Script Day:

<b>Cast Members</b> 4. Caroline 5. Andrew 22. Sarah	<b>Background Actors</b> club owner Strippers	<b>Props</b> cigarette
	<b>Wardrobe</b> sexy outfits	
<b>Set Dressing</b> mirrors		



Scene #: 40  
Script Page: 57-58  
Page Count: 7/8

# Breakdown Sheet

Sheet #: 41  
Int/Ext: INT  
Day/Night: Night

Scene Description: They manage to get out off the club

Settings: Locker Room Gentleman's Club

Location:

Sequence:

Script Day:

<b>Cast Members</b> 4. Caroline 5. Andrew	<b>Background Actors</b> other girls zombies	
	<b>Stunts</b> climbing pipe	

**Sound**  
groaning sound

Scene #: 39

Sheet #: 40

Script Page: 56-57

# Breakdown Sheet

Int/Ext: INT

Page Count: 1 2/8

Day/Night: Night

Scene Description: Performance gets interrupted by zombie attack

Settings: Dance Floor Gentleman's Club

Location:

Sequence:

Script Day:

<b>Cast Members</b> 4. Caroline 5. Andrew 22. Sarah	<b>Background Actors</b> patrons zombies	<b>Props</b> fire extinguisher wine bottle
<b>Set Dressing</b> neon glow lighting poles	<b>Wardrobe</b> heels	

<b>Sound</b> club music
----------------------------

Scene #: 45  
Script Page: 61-62  
Page Count: 6/8

# Breakdown Sheet

Sheet #: 46  
Int/Ext: EXT  
Day/Night: Night

Scene Description: They attack the zombies below the club

Settings: Parking Lot below Gentleman's Club

Location:

Sequence:

Script Day:

<b>Cast Members</b> 4. Caroline 5. Andrew	<b>Background Actors</b> zombies	<b>Props</b> ax hacksaw makeshift weapons tools
		<b>Vehicles</b> truck

<b>Sound</b> people screaming fighter jet buzz
--



Scene #: 19  
Script Page: 26-28  
Page Count: 1 7/8

# Breakdown Sheet

Sheet #: 20  
Int/Ext: EXT  
Day/Night: Day

Scene Description: Sheriff Bella confronts Deputy about her granddaughter

Settings: Sheriffs Department

Location:

Sequence:

Script Day:

<b>Cast Members</b> 1. Deputy Alison 2. Sheriff Bella 19. Una 30. Stewart		<b>Props</b> cellphone
		<b>Vehicles</b> cop car
<b>Set Dressing</b> desk missing people billboard		

<b>Sound</b> screech sound
-------------------------------

Scene #: 30

Sheet #: 31

Script Page: 41-43

# Breakdown Sheet

Int/Ext: EXT

Page Count: 2

Day/Night: Day

Scene Description: Sheriff catches a glimpse of the little girl

Settings: Parking Lot Sheriff's Department

Location:

Sequence:

Script Day:

<b>Cast Members</b> 2. Sheriff Bella 6. Donna	<b>Background Actors</b> mutilated zombies	<b>Props</b> keys police radio
	<b>Stunts</b> body smashing into bonnet	<b>Vehicles</b> cop car black car
<b>Special Effects</b> bodies falling lighting blood spattering black clouds	<b>Wardrobe</b> hat	
<b>Set Dressing</b> blood on ground		

<b>Sound</b> radio hissing & clicking smashing sounds
---

Scene #: 21

Sheet #: 22

Script Page: 31-34

# Breakdown Sheet

Int/Ext: EXT

Page Count: 2 2/8

Day/Night: Day

Scene Description: Dr. reports the body in his lab to Deputy

Settings: Parking Lot Sheriff's Department

Location:

Sequence:

Script Day:

<b>Cast Members</b> 1. Deputy Alison 9. Dr. Evan 13. Brandon		<b>Props</b> gun & holster
		<b>Vehicles</b> cop car
<b>Special Effects</b> light rain	<b>Wardrobe</b> aviators	
<b>Set Dressing</b> billboard of missing people		



Scene #: 34

Sheet #: 35

Script Page: 50

# Breakdown Sheet

Int/Ext: EXT

Page Count: 6/8

Day/Night: Day

Scene Description: Deputy runs outside to find zombies everywhere

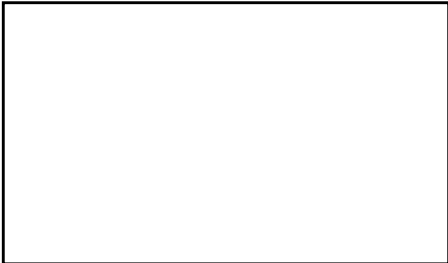
Settings: Street Outside Sheriffs Station

Location:

Sequence:

Script Day:

<b>Cast Members</b> 8. Deputy Gavin 6. Donna 10. Deputy Zoe	<b>Background Actors</b> civilians zombies	<b>Props</b> gun & holster teddy bear
	<b>Stunts</b> shots fires at zombies	
<b>Special Effects</b> zombie head explosion Zombies hanging in air		



Scene #: 20  
Script Page: 28-31  
Page Count: 3 4/8

# Breakdown Sheet

Sheet #: 21  
Int/Ext: INT  
Day/Night: Day

Scene Description: Deputy takes case to Sheriff

Settings: Sher's Office

Location:

Sequence:

Script Day:

<b>Cast Members</b> 1. Deputy Alison 2. Sheriff Bella 19. Una		<b>Props</b> bacon & eggs folder napkin plastic fork tissue
<b>Set Dressing</b> deer head taxidermy fish wooden desk		

<b>Sound</b> groaning sound door click
--

Scene #: 29  
Script Page: 40-41  
Page Count: 7/8

# Breakdown Sheet

Sheet #: 30  
Int/Ext: INT  
Day/Night: Day

Scene Description: Sheriff gets the news of falling bodies

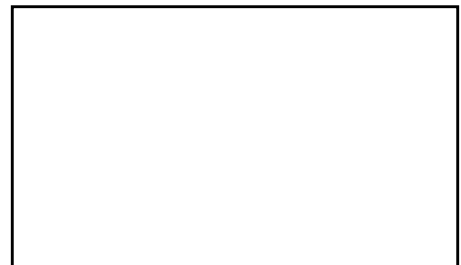
Settings: Chelsea department

Location:

Sequence:

Script Day:

<b>Cast Members</b> 2. Sheriff Bella	<b>Background Actors</b> distressed woman	<b>Props</b> case file phone teddy bear photo
<b>Set Dressing</b> chair desk TV	<b>Wardrobe</b> coat	



Scene #: 33

Sheet #: 34

Script Page: 49

# Breakdown Sheet

Int/Ext: INT

Page Count: 1

Day/Night: Day

Scene Description: Deputy taken aback to see corpses

Settings: Jailhouse Sheriffs Department

Location:

Sequence:

Script Day:

<b>Cast Members</b> 8. Deputy Gavin 10. Deputy Zoe		<b>Props</b> cigarette radio

**Sound**  
 radio hissing & clicking

Scene #: 61  
Script Page: 80-81  
Page Count: 6/8

# Breakdown Sheet

Sheet #: 62  
Int/Ext: INT  
Day/Night: Night

Scene Description: Agents mistaken for a Animal Trainer

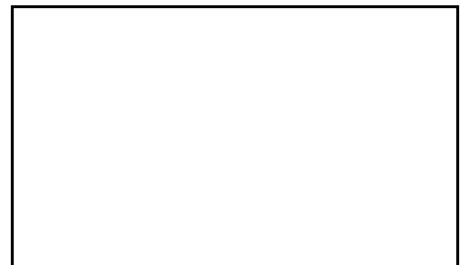
Settings: In the Sheriffs Office

Location:

Sequence:

Script Day:

<b>Cast Members</b> 1. Deputy Alison 2. Sheriff Bella 7. Adam 12. Agent Summa 14. Virginia		
<b>Set Dressing</b> chair		





Scene #: 65

Sheet #: 66

Script Page: 83

# Breakdown Sheet

Int/Ext: INT/EXT

Page Count: 6/8

Day/Night: Night

Scene Description: Adam gets knocked down

Settings: Doorway of Sheriffs Department Night

Location:

Sequence:

Script Day:

<b>Cast Members</b> 1. Deputy Alison 2. Sheriff Bella 6. Donna 7. Adam 12. Agent Summa 17. Eric 15. Victoria	<b>Background Actors</b> zombies	<b>Props</b> guns shotgun teddy bear weapons
<b>Special Effects</b> zombies shot at blood spraying all over	<b>Stunts</b> eaters hitting car	

Scene #: 59

Sheet #: 60

Script Page: 79

# Breakdown Sheet

Int/Ext: EXT

Page Count: 7/8

Day/Night: Night

Scene Description: Sheriff opens to door

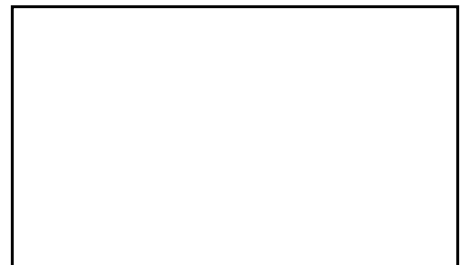
Settings: Sheriffs Department

Location:

Sequence:

Script Day:

Cast Members	Background Actors	Props
1. Deputy Alison 2. Sheriff Bella 6. Donna 7. Adam 10. Deputy Zoe	zombies	binoculars whip



Scene #: 60

Sheet #: 61

Script Page: 80

# Breakdown Sheet

Int/Ext: EXT

Page Count: 3/8

Day/Night: Night

Scene Description: Black van arrives with the agents

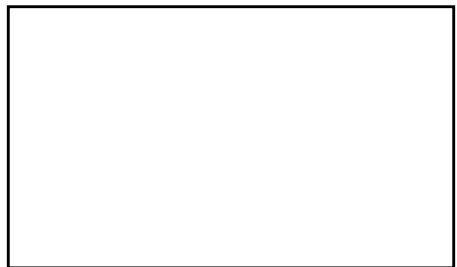
Settings: Street Outside Sheriffs Station

Location:

Sequence:

Script Day:

<b>Cast Members</b> 2.Sheriff Bella 12.Agent Summa 15.Victoria	<b>Background Actors</b> agents zombies	<b>Props</b> shotgun toy figure
		<b>Vehicles</b> black van



Scene #: 64  
Script Page: 82-83  
Page Count: 3/8

# Breakdown Sheet

Sheet #: 65  
Int/Ext: EXT  
Day/Night: Night

Scene Description: Sheriff stopped from going outside

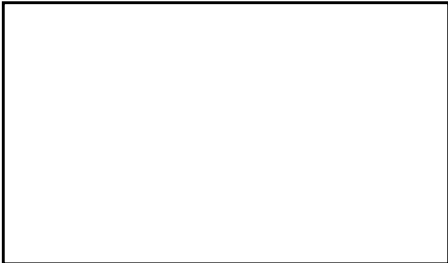
Settings: Street Outside Gun Fire

Location:

Sequence:

Script Day:

<b>Cast Members</b> 2.Sheriff Bella 7.Adam 17.Eric	<b>Background Actors</b> corpses	



Scene #: 66

Sheet #: 67

Script Page: 84

# Breakdown Sheet

Int/Ext: EXT

Page Count: 3/8

Day/Night: Night

Scene Description: Agent takes cover behind car

Settings: Street Damaged Car

Location:

Sequence:

Script Day:

<b>Cast Members</b> 7.Adam 14.Virginia 18.Tracey		
		<b>Vehicles</b> damaged car



Scene #: 37  
Script Page: 53-55  
Page Count: 1 3/8

# Breakdown Sheet

Sheet #: 38  
Int/Ext: EXT  
Day/Night: Evening

Scene Description: Deputy meets Agent

Settings: Bason's Farm

Location:

Sequence:

Script Day:

<b>Cast Members</b> 1. Deputy Alison 3. Alexander	<b>Background Actors</b> zombies	<b>Props</b> gun & holster
	<b>Stunts</b> shots fires at zombies	
<b>Special Effects</b> skulls exploding		<b>Makeup/Hair</b> Milford-dirt covered

Scene #: 41  
Script Page: 58-59  
Page Count: 6/8

# Breakdown Sheet

Sheet #: 42  
Int/Ext: EXT  
Day/Night: Night

Scene Description: Donna notices her granddaughter in the garden

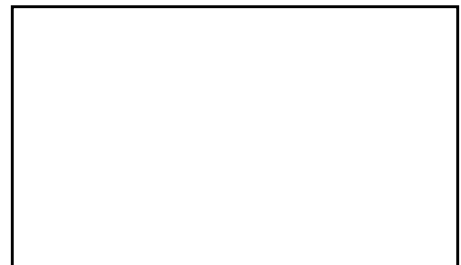
Settings: Mrvan's House

Location:

Sequence:

Script Day:

<b>Cast Members</b> 6.Donna 19.Una	<b>Background Actors</b> zombies	<b>Props</b> teddy bear
<b>Special Effects</b> zombies falling eyes glowing		
<b>Set Dressing</b> old antiques		



Scene #: 31

Sheet #: 32

Script Page: 43-44

# Breakdown Sheet

Int/Ext: INT

Page Count: 1

Day/Night: Day

Scene Description: General informs Agent about failed operation

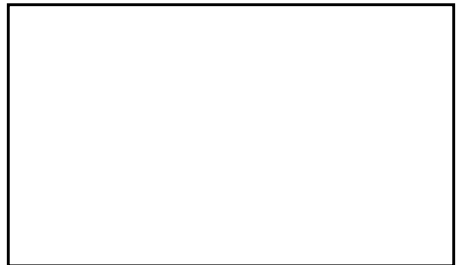
Settings: General Richard Ewell Office Military Base

Location:

Sequence:

Script Day:

<b>Cast Members</b> 12.Agent Summa 24.Rebecca		<b>Props</b> holster revolver
<b>Set Dressing</b> big projector screen		





Scene #: 7

Sheet #: 8

Script Page: 8-9

# Breakdown Sheet

Int/Ext: INT

Page Count: 5/8

Day/Night: Night

Scene Description: General instructs to get the lab ready

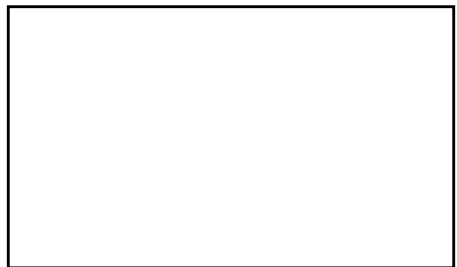
Settings: Generals Office Night

Location:

Sequence:

Script Day:

<b>Cast Members</b> 24. Rebecca		<b>Props</b> corded phone remote
<b>Set Dressing</b> blinds red lamp		



Scene #: 25  
Script Page: 36-37  
Page Count: 1 5/8

# Breakdown Sheet

Sheet #: 26  
Int/Ext: EXT  
Day/Night: Day

Scene Description: News crew reports a crashed plane

Settings: Plane Crash on Dirt Road

Location:

Sequence:

Script Day:

<b>Cast Members</b> 29. Victor	<b>Background Actors</b> civilians falling bodies news crew van driver	<b>Props</b> boom pole camera piece of metal
	<b>Stunts</b> body crushes car roof	<b>Vehicles</b> burnt out vehicles news van
<b>Special Effects</b> bodies falling blood vomit		
<b>Set Dressing</b> passenger plane wreckage		

<b>Sound</b> loud thudding sound
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Scene #: 0a  
Script Page: 1-2  
Page Count: 1 4/8

# Breakdown Sheet

Sheet #: 1  
Int/Ext: EXT  
Day/Night: Night

Scene Description: Driver asks the agent about her assignment

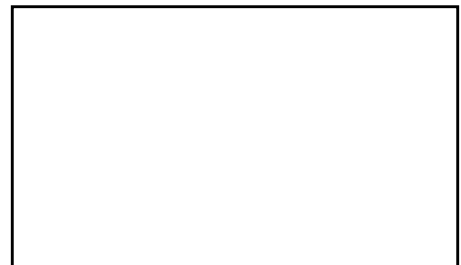
Settings: Forest Road

Location:

Sequence:

Script Day:

<b>Cast Members</b> 3.Alexander 28.Driver of Van		<b>Props</b> black leather bag cigarette zippo
		<b>Vehicles</b> black van
		<b>Makeup/Hair</b> Driver-face scratched up
<b>Set Dressing</b> neon glow lighting the hotel sign		



Scene #: 5

Sheet #: 6

Script Page: 5-6

# Breakdown Sheet

Int/Ext: INT

Page Count: 5/8

Day/Night: Night

Scene Description: Agent drives the black car following GPS instructions

Settings: Dark Car Parking Lot

Location:

Sequence:

Script Day:

		<b>Vehicles</b> black car

<b>Sound</b> GPS voice
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Scene #: 48  
Script Page: 64-65  
Page Count: 6/8

# Breakdown Sheet

Sheet #: 49  
Int/Ext: INT  
Day/Night: Night

Scene Description: Deputy drives down to her mother's

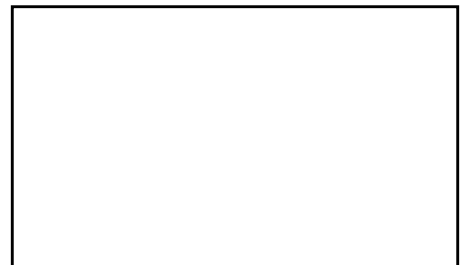
Settings: Sec Suburban Street

Location:

Sequence:

Script Day:

<b>Cast Members</b> 1. Deputy Alison	<b>Background Actors</b> corpses	<b>Props</b> radio
		<b>Vehicles</b> cop car
<b>Set Dressing</b> damaged neighborhood		



Scene #: 6  
Script Page: 6-8  
Page Count: 2 6/8

# Breakdown Sheet

Sheet #: 7  
Int/Ext: EXT  
Day/Night: Night

Scene Description: Agent tries asking General details about the assignment

Settings: Dark Country Road

Location:

Sequence:

Script Day:

<b>Cast Members</b> 3.Alexander 6.Donna		<b>Props</b> cigarette lighter stuffed bear

<b>Sound</b> GPS voice loud beep
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Scene #: 8  
Script Page: 9-11  
Page Count: 2 2/8

# Breakdown Sheet

Sheet #: 9  
Int/Ext: EXT  
Day/Night: Night

Scene Description: Agents car gets into an accident

Settings: Country Road

Location:

Sequence:

Script Day:

<b>Cast Members</b> 3. Alexander 6. Donna	<b>Background Actors</b> Woodsman-Dead body	
	<b>Stunts</b> vehical spinning out of control crash with tree	<b>Vehicles</b> black car
		<b>Makeup/Hair</b> Blood dripping body scars fish ripped swollen black eye

<b>Sound</b> radio hisses static
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