

Feral: A Mad Max story

Written by FIREBIRD

A narrative that takes place in the universe of Mad Max 1-3 and
Heads Will Rock: A chronicle of postapocalyptic mayhem

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FADE IN:

MUNDI MUNDI LOOKOUT - DAY

FERAL KID attempts to hit a small animal with a boomerang all afternoon. She finally gets one. We see her eating a tiny piece of meat as night falls.

MUNDI MUNDI LOOKOUT - NIGHT

Feral Kid's face is suddenly lit up as electric lights come on in the distance. Feral Kid is intrigued and walks toward the lights. She peeks in through the gate to see PAPPAGALLO and friends eating a massive feast, socialising and laughing.

COMPOUND - DAY

The compound's gates open daily to allow people in to barter for fuel. When the gates open and people start to flow in, Feral Kid tries to walk in, too. GUARD, standing at the gate, stops her.

GUARD

You have to bring something of value. You can't just walk in and expect us to feed you.

FERAL KID

(Growls).

Feral Kid walks far enough to be out of Guard's sight and quickly digs her way under the compound's wall. We see Guard oblivious as handfuls of dirt fly by in the background. Feral Kid begins exploring the place, walking among the workers and customers, mimicking their gestures and expressions. VERONICA (Captain's Girl) sees this and is amused. She approaches Feral Kid and kneels down to her level.

VERONICA

Are you lost? (Tries to take her hand).

FERAL KID

(Growls).

VERONICA

You smell like you're lost.... You smell like you've been lost a while.

Veronica walks Feral Kid around the compound. As they pass by the various cars and machines, Veronica attempts to give Feral Kid a cursory explanation of each one. When they reach the oil donkey, she points out a sign and reads it aloud.

VERONICA

Prosperity equals resources, plus skills,
times tools.

PAPPAGALLO appears.

PAPPAGALLO

If you don't have resources, skills, or
tools, you're just another mouth to feed.
C'mon kid.

Veronica sighs. Pappagallo escorts Feral Kid out of the compound. Guard fills up the hole that Feral Kid dug under the wall. Feral Kid sits outside for days, observing and thinking, as people with resources, skills, and tools enter and exit the compound freely. A random baddie tries to get Feral Kid to join their gang, but she brushes them off. Pappagallo takes a nightly walk alone outside the compound.

COMPOUND - NIGHT

One night WEZ appears and tries to strangle Pappagallo with his own tie. Feral Kid jumps up and slowly raises her boomerang. From a great distance, she throws her boomerang and slices Pappagallo's tie, freeing him. Pappagallo runs to the gate and the guards ensure that Wez runs off. Pappagallo approaches Feral Kid and motions for her to come along.

PAPPAGALLO

Thanks mate.

FERAL KID

(Imperfect speech, sounding more like
"Fanksmay"). Thanks mate.

Pappagallo and Feral Kid enter the compound together.

FADE OUT:

THE END