

ZELDA -- 09.18.16 - 006a

BLACK SCREEN

ZELDA (V.O.)  
I don't know. I guess I just miss  
the way it used to be.

FADE IN:

EXT. WEST SIDE PIER - MID-DAY

The sun is shining. ZELDA sits on a bench by the river wearing headphones. A rainbow arcs over the skyline. Cheerful POP MUSIC can be heard everywhere. She stares off into the glistening water.

A muffled voice behind her begins to grow louder:

DAISY  
Zelda? *Zelda...* Zelda!

We change angles and focus to reveal that Zelda is not alone: a young woman named DAISY sits next to her on the bench.

Zelda removes her headphones and the music surrounding them dissipates to being heard through her headphones.

DAISY (CONT'D)  
Are you even listening?

ZELDA  
No.

DAISY  
Nostalgia is a fantasy.

Zelda jumps off the bench and spins back towards Daisy with a new sense of energy:

ZELDA  
It's such a beautiful day.  
Feel like walking?

Pause.

DAISY  
Ok.

EXT. CITY STREET - CONTINUOUS

Zelda and Daisy are walking down the street.

A pair of random pedestrians cross paths with them, but we don't see their faces.

As they pass we overhear a snippet of their conversation:

PEDESTRIAN #1 (ADR)  
I think she needs help.

PEDESTRIAN #2 (ADR)  
But she'll never ask for it.

Zelda frowns.

ZELDA  
Did you hear what she just said?

DAISY  
No.

ZELDA  
Nevermind.

DAISY  
I've just been so busy lately.

ZELDA  
Yeah?

DAISY  
I work too hard. I need to relax more. I don't think I'm relaxing enough.

ZELDA  
Daisy, relax.

DAISY  
What? Yeah. Ok.  
(pause)  
Where are we going?

ZELDA  
The pharmacy.

EXT. MOVIE THEATRE EXIT - DAY

Two men, STEVE and his friend JOHNNY, exit a movie theatre discussing what they've just seen.

Johnny lights a cigarette.

JOHNNY  
Cinema is dead. It's had its time.

STEVE  
What do you mean?

JOHNNY  
Really? What, did you actually  
enjoy that?

STEVE  
You didn't?

JOHNNY  
It's all the same bullshit. Again  
and again.

STEVE  
What?

JOHNNY  
Tired old plots. Repeated over and  
over. The same guy meets girl, he  
falls in love with her, bullshit.

While Johnny remains focused on his rant, two beautiful women  
walk by --

It's Zelda and Daisy.

Zelda notices Steve: she smiles.

Steve smiles back.

He turns to Johnny:

STEVE  
Come on, that's not true.

JOHNNY  
You're right. There are a few  
modern takes on the old wheel --  
for instance, now it's ok for it to  
be a movie in which a girl meets a  
guy.

STEVE  
Shut up.

JOHNNY  
Ok. Fine.

EXT. CITY STREET - CONTINUOUS

INTERCUT WITH PREVIOUS SCENE OF STEVE AND JOHNNY AT MOVIES

Zelda and Daisy walk past the exterior of a movie theatre where Steve and Johnny are still having their lively debate.

As they cross paths --

Steve notices Zelda: he smiles.

Zelda smiles back.

Daisy grabs Zelda's arm and pulls her to walk faster.

DAISY

You shouldn't smile at random men  
on the street.

Zelda laughs.

ZELDA

Quit being so paranoid.

DAISY

It could be dangerous.

ZELDA

If you never take a risk; you risk  
missing out entirely.

INT. PHARMACY - DAY

Zelda comes around a corner to find Daisy holding a magazine while browsing the periodical rack in one of the aisles.

ZELDA

Ready?

She's holding a discreet-looking white paper bag with the top folded over and stapled shut -- inside, the RATTLE of a pill bottle can be heard.

DAISY

You got it?

ZELDA

Yeah.

Pause.

ZELDA (CONT'D)

What are you reading?

DAISY  
You're not going to like it.

ZELDA  
Why would I--

Before Zelda can finish her sentence, Daisy shoves a magazine in her face:

DAISY  
This!

On the cover, is Jennifer Lawrence.

ZELDA  
Oh god.

DAISY  
See! I told you!

ZELDA  
Not this again.

DAISY  
What? Why do you hate her so much?  
She's so down to Earth. So  
relatable. She's an inspiration to  
the body-positive youth of--

ZELDA  
Daisy, would you shut up.

DAISY  
No. We need more people like  
Jennifer.

ZELDA  
So now it's Jennifer?

DAISY  
She shows kids that they don't have  
to be skinny models. That they  
don't have to judge themselves  
against an unrealistic standard of  
beaut--

ZELDA  
Daisy, have you *looked* at her?  
She's gorgeous.

DAISY  
Grrr...  
But she's just so normal. So  
imperfect. So funny.

ZELDA  
*Please.* It's all an act. A well-crafted farce.

DAISY  
 STOP IT! STOP IT! STOP IT!

Daisy throws the magazine on the floor and disappears around the corner into a different aisle.

ZELDA  
 Aww, c'mon Daze, you don't have to be like that.

Silence, a long pharmacy aisle, and nothing.

Zelda sighs, considers chasing after her friend, but decides to check her phone first.

EXT. QUEENS UNISPHERE FOUNTAIN SCULPTURE - MID-DAY

The sun is shining. Happy-looking people surround the sphere. A rainbow glows in the background where a large fountain flows gloriously.

Zelda waits with excitable anticipation.

MALE VOICE (O.S.)  
*Hi.*

She turns her head. It's Steve. He's holding a red rose.

ZELDA  
 Hi!

They both smile.

Zelda takes the rose.

Pause.

STEVE  
 You know, on the way here I saw a poster for an interesting-looking movie.

ZELDA  
 Wait! I have an idea.  
 (shoves the rose in  
 Steve's face)  
 Here, hold this a sec.

Steve takes the rose.

Zelda stuffs her hands in her purse and begins digging for something.

STEVE  
What? What is it?

Zelda continues digging.

ZELDA  
This!

She raises her hand up in front of Steve's face to reveal -- a shiny quarter.

STEVE  
What's that?

ZELDA  
We're going to make a wish.

STEVE  
We are?

ZELDA  
Yup.

STEVE  
Ok...

ZELDA  
Here. C'mere.

Zelda grabs Steve's hand with her own, and pulls him toward the fountain.

STEVE  
*Really?*

ZELDA  
Aww. C'mon. Don't be such a party-pooper. It'll be fun. I promise.

STEVE  
(reluctant)  
Ok.  
(curious)  
What are you going to wish for?

DISSOLVE TO:

BLACK SCREEN

Steve's voice becomes someone else's:

MALE VOICE (O.S.)  
Zelda? *Zelda.* Zelda!

INT. DARK OFFICE - DAY

We slowly move in on a distracted and dimly lit Zelda while an unknown voice speaks to her from off-screen:

MALE VOICE (O.S.)  
Zelda, you need to listen to me.

ZELDA  
I'm listening.

MALE VOICE (O.S.)  
Are you?

ZELDA  
Yes.

MALE VOICE (O.S.)  
Do you remember my name?

ZELDA  
Yes.

MALE VOICE (O.S.)  
Can you say it?

ZELDA  
Dr. Rodes

A man in his 30s sits cross-legged in a chair wearing a pair of glasses and a corduroy blazer with a button down shirt.

DR. RODES  
You have a tendency to fixate on things.

ZELDA  
I know.

DR. RODES  
If you don't take your meds, you'll be prone to mood swings, and that can lead to delusions.

ZELDA  
I don't like the way the meds make me feel.

DR. RODES  
I know.

\*



ZELDA

It's like a wet towel is wrapped  
around my brain.  
I like the way **I** am.

DR. RODES

I understand.

ZELDA

Do you?

Dr. Rodes leans forward in his chair.

DR. RODES

I know it can feel good.  
*Sometimes.* But if you don't take  
them, you're making yourself  
vulnerable to a break, and I know  
the happy feelings can make it seem  
like the bad ones are worth it in  
trade. That you can handle them.  
But...

ZELDA

Feelings change, right? It's about  
thinking straight. It's--

DR. RODES

Zelda, a full break--

ZELDA

--being me. The real me.  
All of me.

Dr. Rodes isn't listening; Zelda crosses her arms.

DR. RODES

A psychotic break can lead to a  
complete loss of the ability to see  
the difference between what is real  
and what is delusion. You wouldn't  
be able to know who or what to  
trust. You may not even know  
yourself anymore.

Zelda blurts out an uncomfortable laughter.

ZELDA

Those are shitty options to choose  
from.

DR. RODES

Yes. I know. But it's the reality  
of your situation, and as your  
doctor I'd be negligent not to  
inform you. This time it was  
Steve: a loving boyfriend who gets  
you out of the house and takes you  
to fun places, making you happy;  
next time it might be a friend that  
convinces you to commit a crime.  
Zelda, this is very serious.

\*  
\*  
\*  
  
\*  
\*

For a moment, Zelda feels like giving in: she drops her face  
into the palm of her hands, rubs her eyes, then squeezes and  
massages her brow as if fending off a migraine headache.

ZELDA

(to the floor)

I told you this because I wanted to  
reflect on something positive:  
meeting someone new.

Zelda lifts her head up and touches her hair.

ZELDA (CONT'D)

Aren't you the one that suggested I  
should get out more?  
(pause)  
Are you even listening?

DR. RODES

Of course I am. I'm always  
listening.

Dr. Rodes reaches for a pad of paper on his desk and a pen:

DR. RODES (CONT'D)

I'm going to write you a  
prescription for a medication  
called Vivian, it will help you  
focus better on your current  
surroundings.

\*

ZELDA

Are you listening?

DR. RODES

Yes.

ZELDA

Really?

Dr. Rodes looks at the clock.

DR. RODES  
Zelda, I'm sorry...  
We have to stop.  
(pause)  
Same time next week?

\*  
\*  
\*

ZELDA  
No.

DR. RODES  
(talking over Zelda)  
If you take two of these--

\*

Dr. Rodes finishes writing the prescription, and RIPS it off the pad, handing it to Zelda.

She doesn't accept it.

He leans back.

DR. RODES (CONT'D)  
Zelda, I'm warning you. You shouldn't quit. Really, you've made some great progress.

ZELDA  
Ok...  
(pause)  
Look.  
(pause)  
That's right.  
(pause)  
Not everything has been a waste. I've learned a lot of useful tools from you.

DR. RODES  
Yes, and if you continu--

ZELDA  
(interrupting)  
On that note: I'm not coming back. I've decided to set a healthy boundary. Please don't contact me again. Thank you.

Zelda rises from her chair. Dr. Rodes moves to the door to open it for her, she gets there first, and opens it herself.

INT. HALLWAY/WAITING ROOM - DAY

Zelda walks toward us down the hall as Dr. Rodes stands behind her in the office doorway.

She reaches the waiting room and stops in front of the light coming from a window.

She looks out the window, and takes a breath.

Something catches her eye.

It's Steve -- sitting in a chair, looking out the window.

Steve notices Zelda: he looks at her, and smiles.

CUT TO BLACK