

THE MAZE RUNNER

Written by

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Based on the novel *The Maze Runner* by James Dashner

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FADE IN:

INT. THE BOX

A confined space, pitch black. Slowly, shapes and boundaries emerge as a dim room, the size of a large freight elevator, gradually comes into focus.

A TEENAGE BOY is awakening. From his POV, through a groggy haze...all around there are massive steel STORAGE DRUMS. He slowly sits up, his vision still drifting...

Suddenly, there's an escalating, high-pitched hum and he notices a faint point of light at one edge of the ceiling. He watches as the light grows, bisecting the space...

Then, a violent lurch, and the vibrations stop. And, now, from above, he can hear the muffled cacophony of what sounds like a CROWD, growing in volume.

TEENAGER

I'm down here!

He's *blinded* as the ceiling opens, and the space is absolutely flooded with light.

Slowly, from the white-out, his vision returns.

Revealing...DOZENS of YOUNG MEN staring back at him. They're kneeling, crowded around the container he's arrived in. Some are barely teens, others seem to be in their early twenties. The faces of many are streaked with mud, some bruised and cut. Not one is smiling.

The TEENAGER'S focus darts back and forth as...

HECKLER ONE

Send him back!

HECKLER TWO

We're gonna need a bigger graveyard!

Laughter, even louder, as the world spins. Then...

COMMANDING VOICE (O.S.)

Enough!

At once, the CROWD above pulls back out of view, quiet. A beat.

COMMANDING VOICE (O.S.) (CONT'D)

Go on and grab him.

And then, two FIGURES suddenly hop over the edge of the container.

The TEENAGER turns to see FIGURE ONE land behind him, and then back to FIGURE TWO, who's coming toward him.

Their features are blurred -- just tall, menacing apparitions, who each grab him by an arm...

TEENAGER

Wait!

...and toss him up over the edge...

EXT. THE BOX - THE GLADE - DAY

...onto the hard, dirt surface. Still the TEENAGER'S POV, on his stomach, as he slowly pushes up to scan the snickering, whispering CROWD..

They're all wearing modified versions of the same strange uniform -- sleek gray tunics and slim trousers -- but many have cut-off their sleeves, or their pants at the knee, and others adorned their chests with various scrawled decorations.

TEENAGER

Where the hell am I?

*

Then, the commanding voice, GALLY (21), steps forward.

*

GALLY'S face is gaunt, something dark and unhinged just beneath the surface. His left eye clouded over, his right, cold and piercing.

GALLY

Get up, boy. This is no way to make a first impression.

The TEENAGER tries to avoid GALLY'S menacing gaze, and looks past him, only to find an impossible sight in the near distance...

A massive stone Wall rises 100-stories into the sky, defying the laws of physics.

The TEENAGER looks back to GALLY, now frantic, as his vision again goes wobbly. His eyes roll back and...

*

SLAM CUT TO
BLACK.

INT. THE PIT - THE GLADE - LATER

The TEENAGER'S eyes snap open. He's now on his back, staring at the ceiling of a rock cave. He tries to sit up, but can't. His arms are tied down.

*

TEENAGER

(screams)

Please!! Help me!!

His cry reverberates. A beat, then, from outside his cell, the sound of footsteps.

*

The TEENAGER strains to see again, and finds himself staring through the bars at CLINT (17) -- nervous, bright eyes, angular features. CLINT turns down the corridor and shouts to someone...

CLINT
He's awake!

The TEENAGER is frantic as CLINT enters the cell and approaches...

TEENAGER
Who are you?

CLINT
Just relax. You'll be out of here soon enough.

TEENAGER
But why am I tied up?

CLINT
For your own safety. We never know how you Greenies are gonna react.
(beat)
Now, lay back...

GALLY enters, moving with a pronounced limp. The TEENAGER lurches up against his restraints.. *

TEENAGER
Get these ropes off me!

But GALLY says nothing, unmoved by the TEENAGER'S terror. *
From down the Hall there's more commotion.

CLINT
He's coming...

Before the TEENAGER can ask who.... CLINT and GALLY move to either side of the cell, standing erect, at attention.

And, then, he enters...

ALBY. Tall, charismatic. *

Trailing ALBY, his Guards -- two muscular brutes, carrying hand-made cross-bows and wooden clubs, whose names we'll learn are NEWT (20) and ATLAS (18). *

CLINT keeps his eyes downcast, visibly nervous. GALLY, on the other hand, looks directly at ALBY, who pronounces...

ALBY
Let's get started.

The TEENAGER quiets as ALBY approaches. *

ALBY (CONT'D)
I'm Alby.

A beat, close on the TEENAGER'S face. He's actually straining to remember. Then it comes to him...

TEENAGER
I'm...I'm Thomas.

ALBY pulls up a stool and sits. *

ALBY
Welcome to the Glade, Thomas.
(to Clint)
Untie him.

THOMAS' eyes dart back-and-forth among the three men as CLINT loosens his restraints...

THOMAS
The Glade? Who the hell are you guys? Do I know you?

ALBY
Thomas, I look after everyone. As soon as we're done here, we'll make sure you get settled. *

THOMAS, massaging his wrists, looks at ALBY, and relaxes a moment in the presence of his authority.

THOMAS
Please...I just want to know what's happening.

ALBY nods, sympathetic.

ALBY
What's the last thing you remember?

THOMAS is about to answer, but when he opens his mouth, he's speechless. Nothing.

ALBY (CONT'D) *

Besides your name, can you think of anything about yourself? Names of friends? Family?

Again, THOMAS wants to answer, but struggles, drawing only a blank.

ALBY (CONT'D)
Do you have any idea where you live? The name of a city?

The enormity begins to hit him...

ALBY (CONT'D)
Do you know what year it is, Thomas?

Breathless, beads of sweat forming, THOMAS' heart is pounding.

*
*

GALLY
Just like all the others.

*

ALBY turns to him...

ALBY
That doesn't mean we shouldn't keep trying.

Resigned, ALBY stands, suddenly, his demeanor hardened. He turns to CLINT again...

ALBY (CONT'D)
What do you think?

*

CLINT
Frankly, pretty unimpressive.

*

GALLY
They're shorthanded in the eastern fields.

ALBY nods. Turns back to THOMAS one last time..

ALBY
We have Laws here. Obey them. Work hard and you'll be kept fed, alive, and reasonably comfortable.

*

EXT. THE PIT - THE GLADE

*

GALLY now drags THOMAS from the dark corridors of the Pit -- a shallow cave complex -- into the bright afternoon light of the Glade, a circular expanse the size of a large pit mine.

*

ALBY (V.O)
The Glade's twenty acres of forest and farmland...

There are primitive structures and large groves of trees that block THOMAS' view in several directions. But, everywhere he looks those towering walls loom around the perimeter...

ALBY (V.O.)
Surrounded by walls that touch the heavens.

*
*

THOMAS notices that in each of the four cardinal directions, the walls split open...

ALBY (V.O.)
We call it the Maze.

*

CRANE UP, DIRECTLY OVERHEAD...to reveal a spiraling labyrinth of twisting and turning passages that unravel around the Glade forever into the distance...

ALBY (V.O.)
The Maze stands between us and
home...whatever world exists
outside this prison.

As ALBY'S voice fades and we return to ground-level, THOMAS
stares down his one clear sight-line where an entrance to the
Maze is visible a few hundred yards in the distance. *

GALLY takes THOMAS by the arm and pulls him toward a SHORT
BOY waiting nearby, who goes pale as GALLY gets closer... *

GALLY
You're the Field Hand? Chuck?

CHUCK
Um. That's right, sir... *

GALLY
(to Thomas)
Chuck will show you your trade,
cover the rest of the basics.

CHUCK tries to give THOMAS a reassuring look

GALLY (CONT'D)
(to Chuck)
After shift's over, take him to the
Homestead. *

THOMAS
This is ridiculous! You can't just
put me to work! *

Now, GALLY grabs THOMAS by the shirt and picks him up off the
ground.

GALLY
You'll do as you're told. Or
you'll learn quick what every man
here already knows: *Do not make me
angry.* *

GALLY drops THOMAS, who's trying hard not to tremble.

GALLY (CONT'D)
(to Chuck)
Now, get him out of here.

EXT. HOMESTEAD PATH - THE GLADE - CONTINUOUS *

THOMAS walks alongside CHUCK, who's rushing down a clear path
through the trees, roughly the size of a two-lane highway.

On either side of the path, a series of walkways have been
hung, and, off in the distance, several haphazard structures
appear to be suspended in the branches.

CHUCK
Pretty cool, huh? Most of it was
already built when the first guys
got here.

THOMAS
How long have you --

CHUCK
Long enough to tell you anything
you're wondering. Pegged me a
Field Hand right from the start,
just like you. But Clint says
another few months he might teach
me to medic.

THOMAS
And no one knows what's happening?

CHUCK
There were twenty guys at the
beginning. Every week since for
three years, the Box brings
supplies. And every month, a new
arrival like me and you. Just a
name but no memory.

THOMAS can hardly believe what he's hearing...

THOMAS
We must be *from* someplace.

CHUCK
Just follow my lead and stick with
the program.

Now, on their left, the trees begin to thin and THOMAS
notices several strange FIGURES in the distance. They're all
older, rail thin, and their clothes are in tatters.

THOMAS slows, but CHUCK pulls him by the arm...

CHUCK (CONT'D)
Changed Boys. Best to keep your
distance.

EXT. EASTERN FIELDS - THE GLADE - DAY

THOMAS and CHUCK arrive at the Eastern Fields, where a dozen
FIELD HANDS are working under the afternoon sun to empty the
same STORAGE DRUMS delivered earlier with THOMAS.

The DRUMS are filled with water, and the FIELD HANDS are
attaching hoses that empty them into a series of low-lying
irrigation ducts servicing the crops...

CHUCK
Brought back an extra set of hands.

ZACK, a short, powerful boy, comes out from behind a nearby SHED, carrying a SHOVEL...

ZACK
Let's hope you didn't rub off on
the walk over.
(beat, to Thomas)
What's your name?

THOMAS
Thomas.

ZACK
I'm the boss man. Whatever Chuck
here does, do the opposite.

CHUCK hangs his head, embarrassed. ZACK hands CHUCK the SHOVEL.

ZACK (CONT'D)
Both of you head out to the spuds
and start turning soil.

As CHUCK starts to walk away, one FIELDHAND sticks out a leg and another shoves CHUCK, sending him crashing hard to the ground. THOMAS instinctively lunges forward...

THOMAS
Hey!

The FIELDHANDS look at THOMAS, amused at his outburst. Even CHUCK looks surprised as he struggles to his feet.

THOMAS stands still, as ZACK now moves closer, eyeing him head-to-toe. But THOMAS just looks past ZACK, at that towering Wall, closer than ever.

Suddenly, ZACK SUCKER-PUNCHES him in the stomach.

THOMAS shakes off the blow as the others snicker. He slowly lifts his eyes, and steps nose-to-nose with ZACK.

ZACK winds up for a head-shot...but THOMAS catches his fist, mid-swing, in a vice-grip.

The other FIELDHANDS are shocked silent.

THOMAS forces ZACK'S hand down, surprised by his own strength.

THOMAS (CONT'D)
How 'bout that...

THOMAS releases ZACK and walks past him into the fields, CHUCK trailing.

EXT. EASTERN FIELDS - LATER

In the shadow of the Wall, THOMAS, drenched in sweat, heaves a shovel of dirt into a nearby pile. Out the corner of his eye, he notices ZACK and some other FIELDHANDS in the distance, watching him.

And then, a few feet away, CHUCK collapses, panting. THOMAS turns to him...

THOMAS
Follow your lead, huh?

Laying on his back, CHUCK smiles...

CHUCK
I got this down to a science.

Somewhere in the Glade, a bell *clangs*.

CHUCK (CONT'D)
Especially the quitting part.

All around, the other FIELDHANDS drop their tools and head back toward the forest.

EXT. NORTH GATE - THE GLADE - DUSK

THOMAS follows CHUCK and a stream of GLADERS down a wooded path, finally emerging into a clearing...

...and stares, captivated, at one of the entrances to the Maze. He tries to push through the crowd, but before he can get close...

MINHO (21) and ARON (20)... Both over six feet tall, not an ounce of body fat on them, come bounding out of the Maze at a full sprint, and stop to catch their breath just inside the Glade.

MINHO is wearing an *armband*, and they're both carrying packs strapped to their shirtless backs, animal skin canteens, cross-bows, and razor-sharp spears.

THOMAS stares at them, awestruck. CHUCK whispers...

CHUCK
The Runners. They're the strongest, the fastest.

The gathered GLADERS move aside so the RUNNERS can pass, patting them on the back, offering to carry their gear, offering words of encouragement.

CHUCK (CONT'D)

They're looking for a way out of
the Maze.

THOMAS can't take his eyes off them...

THOMAS

Why do they need weapons?

And then, suddenly a THUNDEROUS CLAP, as the Walls *SLAM* shut,
closing off the Maze, as the last light of day vanishes.

EXT. HOMESTEAD CLEARING - THE GLADE - NIGHT

A boisterous scene in the Glade's central clearing, the
Homestead -- a large open space filled with wooden tables, a
cook shed, a few fire circles, and what looks like a make-
shift playing field.

CHUCK

You want something to eat?

The Glade cook, WINSTON, and his KITCHEN HANDS are handing
out bowls of steaming chili to a long line of takers. The
food looks good enough, but after what he's just seen...

THOMAS

Not hungry.

Everywhere THOMAS turns, small groups of GLADERS are talking
loudly. Some are gathered around what looks like an arm-
wrestling match, and others are kicking around a ball of
vines and tree rubber.

AS THOMAS takes in the rowdy atmosphere...

CHUCK (O.S.)

Alby always says...Gotta keep up
our spirits. The guys know they
get caught moping, Newt and Atlas
are gonna give 'em a pep talk. A
rough one.

THOMAS

Yeah, well, I'm not so sure about
your fearless leaders.
(biting)
How long they been stuck here?

THOMAS glances up at the sky -- it's a charcoal grey, with a
few pinpoints of light. He studies it...

THOMAS (CONT'D)

I guess the sky looks familiar.
(beat)
Sort of.

CHUCK

Took me a week before I stopped shaking. Just had this terrible ache inside. Like there were family, friends...Who knows? People I was missing.

THOMAS

I'm not sure what's worse. I keep trying... But I feel nothing.

Suddenly, a ball comes flying at them and THOMAS barely dodges it. There's laughter from the playing field... *

THOMAS (CONT'D)

(to Chuck)

This place blows, you know that?

There's not much CHUCK can say.

THOMAS (CONT'D)

I'll see you tomorrow. *

EXT. HOMESTEAD GROVE - THE GLADE - NIGHT

THOMAS walks into the surrounding Grove, past several GLADERS already bedding down for the night, who eye him warily. He finds an empty tree at the fringes. *

THOMAS collapses in the dirt, alone at last, his back against the rough trunk. He can still see the fire circles burning in the clearing and hear the laughter, shouts, and cries of the other boys blowing off steam all around him.

Then, from somewhere out in the Maze, a piercing *SHRIEK* cuts through the night, the menacing cry of some other-worldly creature. *

THOMAS' eyes water. But before a tear can fall, he wipes it away with his sleeve, and buries his head, exhausted. *

CUT TO:

EXT. HOMESTEAD GROVE - THE GLADE - MORNING

THOMAS' POV as he slowly awakens...Bright light, splintering through the tree branches, which gradually come into focus.

He sits up...to find CHUCK standing right in front of him.

CHUCK

You're gonna miss the chow. Long day in the fields without it...

THOMAS closes his eyes again.

THOMAS

Damn. It wasn't a nightmare.

He pulls himself up, stiff and aching.

EXT. HOMESTEAD CLEARING - THE GLADE - DAY

The clearing is buzzing with activity as the GLADERS prepare for the day ahead of them.

There's a long line at WINSTON's cook shed. As THOMAS and CHUCK take their place at the back of it, all eyes turn to MINHO entering the clearing, leading the RUNNERS. They ignore the line and WINSTON rushes to serve them. Then, the cook looks up...

WINSTON
A little respect Gladers? Let's
hear it!

All the GLADERS begin clapping in unison, a tribute the RUNNERS barely acknowledge.

Over the pounding noise...

THOMAS
How do you become one? A Runner?

CHUCK
You don't. Right out of the Box,
they pull anyone with potential and
make 'em a Bagger. Like Newt and
Atlas. Six months enforcing the
Laws before they even give you a
shot at it.

MINHO and his men have finished collecting their rations when suddenly, louder than the cheer, the blast of a loud, prolonged HORN...

CHUCK (CONT'D)
That must be a mistake.

THOMAS
What's it mean?

CHUCK
The Box is rising...

EXT. THE BOX - THE GLADE - DAY

From all over, GLADERS race toward the Box, a rectangular concrete bunker built into the earth, topped with steel doors.

THOMAS follows CHUCK, who's very excited...

THOMAS
I don't get the big deal...

CHUCK

It's never come twice in a week.
Never.

CHUCK and THOMAS stop directly across the Box from ALBY, who, *
today, is also dressed like a RUNNER. He looks uneasy.

Beside ALBY is GALLY, NEWT, ATLAS and a crew of BAGGERS.

The ground vibrates, and there's a high-pitched SCREECH as
the elevator rises into place. Slowly, the ground splits,
and the doors retract, opening...

Everyone surges forward, angling for a better look. This
time there are no massive storage drums...

GALLY

There! In the corner...

Only a small FIGURE, curled up, face down.

NEWT and ATLAS leap in. A quick beat and NEWT looks up...

NEWT

There's something wrong... *

NEWT turns over the FIGURE, trying to pick him up. Stops,
frozen. *

GALLY

I said get him up here! *

ATLAS tosses the FIGURE to the surface. The GLADERS gasp.
THOMAS sees...

It's a teenage GIRL, sprawled out helpless at ALBY's feet,
shoulder-length hair obscuring her features, loose fitting
clothes draped over her clearly feminine figure.

THOMAS stares, captivated, from across the expanse of the
open Box. Suddenly, the GIRL'S head turns toward him,
revealing her face. THOMAS buckles over and...

FLASH TO:

EXT. SIDEWALK - DAY

...the view from the street of an ordinary brick Town House.

Through a gentle shower of white snowflakes, framed in the
second-story window is the silhouette of a LITTLE GIRL, her
face obscured by shadows....

PRELAP...

CHUCK (O.S.)

Thomas!

As we...

FLASH BACK TO:

EXT. THE BOX - THE GLADE

...CHUCK trying to keep THOMAS from falling into the Box below.

THOMAS struggles to stand, as several GLADERS stare at him, their attention drawn by the commotion. THOMAS, confused, reeling...

THOMAS
Still faint from yesterday...

Across the Box, GALLY has noticed. THOMAS looks away.

Meanwhile, the GLADERS are buzzing as ALBY and GALLY examine the GIRL at their feet, visibly unnerved by her presence. She has a tag affixed to her wrist. It reads: "She's the last one. Ever." *

GALLY looks ashen as ALBY removes the tag and conceals it. A long beat, then... *

ZACK
Let us get a look at her! *

The GLADERS erupt and surge toward the GIRL. ALBY and GALLY seem frozen, as NEWT tries to push back the mob...

NEWT
Atlas!

ATLAS unholsters his club, and several other BAGGERS help form a perimeter around the GIRL.

ARI
C'mon! We've all got a right!

Finally ALBY snaps out of it. He holds up his RUNNER'S SPEAR and erupts...

ALBY
The right to choke on my blade if
you come one step closer!

The GLADERS stop cold, shocked by the threat.

GALLY is still crouching beside the GIRL, focused only on her, oblivious to the standoff. *

ALBY slowly composes himself. Lowers his weapon, almost embarrassed.

ALBY (CONT'D)
I'd trade my life for any Glader.
Every man here knows that.
(MORE)

ALBY (CONT'D)
And right now this girl deserves
the same protection.

The CROWD buzzes...

ALBY (CONT'D)
When she wakes up, we'll find out
what she knows, if anything. *
(to Gally)
Take her to my quarters, under
guard, and make sure Clint has a
look at her.
(to the Gladers)
Today, I lead the Runners into the
Maze. I expect a full day's work
from the rest of you!

A brief beat before anyone moves, then...

ZACK
Alright. You heard him. *

The crowd disperses but THOMAS stands watching the GIRL as
the BAGGERS unfold a stretcher. *

CUT TO:

EXT. EASTERN FIELDS - THE GLADE - LATER

A pick slams violently into hard earth. THOMAS draws a deep
breath and swings once more into the long drainage ditch he's
carving into the soil. *

THOMAS
Where'd they take her?

CHUCK
Near the Map Room. There's a path
from the Homestead --

CHUCK stops himself...

CHUCK (CONT'D)
Wait. Why? You're not thinking...

THOMAS
I need to see her.

CHUCK
It's not allowed...

THOMAS
Allowed?

CHUCK
Gally will --

THOMAS
Wake up Chuck! You do everything
you're told and how's that working
out for you?

*

CHUCK steps back, a bit wounded.

CHUCK
Some of them are jerks. I get
that. But it'd be worse without
the Laws...

*

*

THOMAS
Don't talk to me about the Laws!
They seem great for one thing:
Giving Gally an excuse to be an
asshole!

THOMAS is really rattled...

THOMAS (CONT'D)
Something happened back there, and
I can't explain it.

*

CHUCK
What?

*

A beat, as THOMAS considers telling CHUCK what happened.

Then, the bell *clangs* indicating the Walls are about to begin
closing. The other FIELD HANDS lay down their equipment.

THOMAS
Maybe you should stay away from me.
I don't wanna get you in any more
trouble.

*

THOMAS drops his pick and follows the crowd...

EXT. EAST GATE - THE GLADE - DUSK

...back to the East Gate, where most of the GLADERS have
gathered to await ALBY and the RUNNERS.

But as THOMAS pushes through the crowd, he notices the mood
is grim. The bolts have extended from the wall, and the sky
is once again darkening.

He looks around and spots all the RUNNERS, except one...
MINHO. Also missing is ALBY.

ARON and the others crouch, peering out into the Maze,
waiting. GALLY stands back, calm, detached from the air of
crisis.

THOMAS notices that NEWT, ATLAS, and all the BAGGERS are also
present.

NEWT
 No way they're just lost. Not Alby
 and Minho.
 (beat)
 If they're not back now, it's
 because they're goners...

One of the RUNNERS, ARON, looks to GALLY...

ARON
 What if we wanna take our chances?

GALLY turns to NEWT...

GALLY
 The Gate. Now.

NEWT nods and the BAGGERS spring to action, deploying in a
 line across the entrance to the Maze, blocking the RUNNERS'
 access.

GALLY shows no emotion...

GALLY (CONT'D)
 Tomorrow the Glade has to keep
 functioning.

From inside the Maze there's a loud, piercing, human *CRY*...

ARON
 That's gotta be them. They must be
 right around the corner...

...and the RUNNERS surge forward.

GALLY
 Hold the line!

The BAGGERS push back, and several begin to wrestle violently
 with the RUNNERS.

Then, that horrific ear-splitting *SHRIEK* once again echoes.
 Followed by...

ALBY (O.S.)
 Just go! Forget me!

At the sound of ALBY's voice, ARON dips low and flips NEWT
 over his back, making a dash for the Maze. But before he can
 make it, GALLY floors him with a CLUB to the STOMACH.

THOMAS turns to find CHUCK beside him...

THOMAS
 (incredulous)
 They're just gonna let them die out
 there??

THOMAS takes a step closer to the melee and time slows...

He spots an opening as GALLY and ARON face-off, and walks toward the Glade's exit. Now GALLY shouts at him...

GALLY
Don't move another inch!

THOMAS pauses. Then, a whisper in his head...

GIRL (O.S.)
Run, Thomas...

And THOMAS bolts, leaping over GALLY and ARON, and racing into the Maze, just as the doors SLAM shut behind him.

EXT. ENTRANCE CORRIDOR - EAST JUNGLE - THE MAZE - NIGHT

THOMAS immediately turns around, faces the closed Gate, absorbs what's just happened. He can't hear a thing from inside the Glade, or inside his head. It's dead quiet.

A beat, THOMAS swivels, back still against the Gate, and we get our first real look at the Maze, ahead in the darkness...

A long, straight corridor, extending fifty yards in the distance. THOMAS admires the towering Walls on either side of him. They're covered in a thick mess of leafy vines.

THOMAS takes a breath and moves a few steps forward.

THOMAS
Alby! Minho!

His call reverberates, but there's no answer. As THOMAS walks, he looks up and notices some of the vines hang across the passage ahead, a web of growth, impossibly high above him. *

THOMAS reaches the end of the corridor, and a T-intersection. In both directions, the passage turns out of sight after a short distance. He stops.

Then...the rustle of *something* moving cuts through the silence. THOMAS, frantic, looks both ways... *

Another *murmur*...growing louder. THOMAS is really panting. He makes a choice and heads right, rounding the corner into another corridor which seems to extend indefinitely. *

Whatever is moving is now right behind him... He starts to run, stumbling, as he looks back over his shoulder. Now, he's sprinting, the sound of his pounding heart and heaving breath drowning out everything. *

Then suddenly... He's TACKLED...SLAMMED into the Wall, and pinned there. A hand's over his mouth, and he's staring eye-to-eye at MINHO.

MINHO
(whispers)
Not a sound, you hear me?

THOMAS, stunned, manages to nod. MINHO removes his hand and backs slowly across the corridor to an opening THOMAS hadn't noticed. MINHO ducks through the overgrowth, and THOMAS follows...

EXT. EAST JUNGLE CIRCLE - THE MAZE

...stepping into a circular chamber, thirty-feet in diameter. There are arched doorways leading off it in every direction.

Propped in one corner is ALBY, a massive gash on his forehead, torso hung forward, limp, unconscious.

THOMAS
Is he -- ?

MINHO
Cracked his skull. Out cold, but still breathing. You're the new kid, aren't you?

THOMAS
Yeah. *

MINHO
What the hell happened? *

THOMAS
No one was going to help. I thought -- *

MINHO
You did this on purpose? *

MINHO can't believe it. *

MINHO (CONT'D)
Keep your mouth shut and do what I say. *

(beat, to himself)
I need to think... *

From somewhere out in the Maze, another SHRIEK, the loudest yet... MINHO thinks a beat, then throws ALBY over his shoulder. Without saying a word, he takes off through one of the exits... *

THOMAS looks at all the identical doorways, considers his options. Decides to follow...

EXT. INTERNAL CORRIDOR ONE - EAST JUNGLE - THE MAZE

THOMAS runs to catch up with MINHO who's moving as fast as he can down a corridor...

THOMAS
Let me help you with Alby....

MINHO ignores him...

MINHO
We're sitting ducks in the
jungle...

*

THOMAS
What's out there?

*

MINHO
I told you to keep quiet.

They approach another T-intersection. MINHO puts ALBY down
and covertly sneaks a glance in both directions.

Then, from somewhere close, they hear that piercing SHRIEK...
reverberating...

MINHO (CONT'D)
It's like it has our scent or
something...

MINHO thinks and then looks down at ALBY. Makes a
decision...

MINHO (CONT'D)
We leave him.

THOMAS
Huh?

MINHO
Chances are we're all dead anyway.
We split up, give The Griever three
different targets.

THOMAS
The Griever?

*

*

THOMAS looks down at ALBY, helpless...

THOMAS (CONT'D)
But, isn't he your friend?

*

MINHO grabs THOMAS by the shirt, furious...

MINHO
His rules: Escape is all that
matters!

*

*

As MINHO moves to go, THOMAS sees the tangle of vines above
him. Has an idea...

THOMAS
Wait!

But MINHO has already disappeared around the corner. THOMAS
is alone, and for a moment all is quiet.

THOMAS looks back toward the circular room, where they came from.

And then, another SHRIEK...

THOMAS turns around to the Wall and starts tearing Vines away, frantic...

THOMAS finds a thick Vine and pulls down, putting as much weight on it as possible. High above, somewhere in the darkness, it stays anchored.

He grabs an adjacent Vine and now turns to ALBY, securing the injured boy against his back. Then, he starts climbing...

THOMAS struggles with each inch, hand over hand, finding footholds in the stone behind the ivy. He's only five feet off the ground, when, another SHRIEK, and...the "GRIEVER" seems to be getting closer. *

THOMAS scrambles faster...dragging ALBY on his back, higher and higher. *

Until he SLIPS...sliding half the distance back to the floor...and comes face-to-face with...two RED, demonic eyes peering out from the darkness. *

THOMAS, paralyzed, can barely make out the creature in the shadows. And, then... *

The GRIEVER's entire body rolls into a BALL and *catapults* forward... *

Hanging on desperately, ALBY's weight pulling him back, THOMAS now braces his feet against the Wall, and finds himself at an angle, like he's repelling.

The GRIEVER is closing...

Holding onto the vine, THOMAS runs up the Wall...as the GRIEVER passes just underneath him. *

The GRIEVER uncoils, spins around and let's out a blood-curdling SHRIEK...

Another ten feet up, THOMAS looks down over his shoulder. and sees the GRIEVER slithering *up the Wall* straight toward him... *

THOMAS (CONT'D)

Great. *

THOMAS looks up again -- thinks about trying to outrun it -- then down, and sees the GRIEVER is already halfway to him. THOMAS turns to ALBY, who's limp body just dangles in the Vines.

A beat, as THOMAS confronts what he's about to do. He looks hard at ALBY...

THOMAS (CONT'D)
 (softly)
 I tried. I'm sorry.

Now THOMAS focuses back on the approaching GRIEVER. It's ten feet away... five feet away... and its STINGER slowly unfolds... *
 *

Just as it's about to strike, THOMAS leaps off the Wall, simultaneous sliding down the Vine that he's holding...

He lands hard, rolling into the dirt, and slamming into the far Wall. He looks down at his hands, both chafed raw, and up at the GRIEVER.

The GRIEVER has stopped, still clinging to the Wall, a foot below ALBY. Before it can react, THOMAS takes off running...

EXT. VARIOUS CORRIDORS - EAST JUNGLE - THE MAZE

...around the corner in the same direction MINHO followed, but there's no sign of him.

THOMAS sprints, following the corridor's serpentine path, turn after turn after turn, until...

EXT. DEAD END CORRIDOR - EAST JUNGLE - CONTINUOUS

GIRL (O.S.)
 Thomas...

He trips, stumbling to the ground...

GIRL (O.S.) (CONT'D)
 When I wake up I won't remember.

THOMAS rises to a crouch, his eyes darting in every direction...

GIRL (O.S.) (CONT'D)
 We have to save them.

Now, THOMAS is totally panicked, standing up, spinning in every direction...

THOMAS
 What...the hell...is happening???

THOMAS stands still, and for a long moment, there's silence.

THOMAS gets his bearings: He's at the center of another T-intersection. To his left, fifty yards down, the passage ends in an arched doorway. To his right, fifty yards down, is a solid wall with no outlet.

Then, from behind him...

MINHO
Never stop moving!

THOMAS, startled, turns to see MINHO jogging toward him... *

THOMAS
Did you hear that voice? *

MINHO looks at him like he's nuts...

MINHO
Keep it together. *

Suddenly, DUST kicks up all around them and the Wall ahead drifts sideways, taking the doorway with it... *

MINHO (CONT'D)
Pieces of the Maze shift every night! One of the reasons it's been so hard to solve it...

They turn to see the Wall at the far end of the corridor also sliding. MINHO shouts over the now THUNDERING noise...

MINHO (CONT'D)
Stay!

MINHO runs toward the dead end. He's almost to it when...

The GRIEVER careens into the middle of the corridor, separating THOMAS from MINHO. It SHRIEKS...looks both ways, then turns toward THOMAS.

THOMAS stares at it, no place to run. MINHO looks back...

MINHO (CONT'D)
Holy sh--!

But his cry is drowned out by the deafening rumble of the Walls' movement.

The GRIEVER curls up and takes off toward THOMAS...Who pauses a beat, then sprints directly toward it...

It's a game of chicken as the distance closes. Then, just as it looks like THOMAS might run head-on into the GRIEVER... He cuts to his left...and runs along the Wall, perpendicular to the ground, until he's past it...

The GRIEVER spins to follow... *

Ahead, MINHO is gesturing wildly. The Wall at the once dead end has shifted to reveal a new doorway, but the opening is fast sliding out of view...

THOMAS sprints, the GRIEVER directly behind him... *

Just as the GRIEVER is about to catch them, THOMAS and MINHO leap through the disappearing doorway...

EXT. BOULDER ROOM - THE MAZE - CONTINUOUS

...landing hard on an irregular, rocky surface. *

A loud SHRIEK as the GRIEVER'S head is squeezed, and the Wall comes off its tracks, coming to a stop. *

The pinned GRIEVER violently thrusts its STINGER at THOMAS and MINHO, who scramble out of range.

For a beat, they stare at its RED EYES, which seem to be studying them. And then, the GRIEVER gathers all its strength and pulls back, disappearing into the darkness.

Finally, it's quiet. Both MINHO and THOMAS slowly peel themselves up.

A long beat, as MINHO studies THOMAS...

MINHO

That was a nice move back there. *

THOMAS nods, numb with fear and exhaustion. He looks around and sees they're in an enclosed space the size of two football fields. It's filled with black, volcanic BOULDERS, some piled high, others scattered alone like they were forgotten. MINHO notices THOMAS taking it in...

MINHO (CONT'D)

Chambers and corridors get bigger the farther out from the Glade you go.

THOMAS

So, you know where we are?

MINHO

Roughly. We map this section pretty regularly.

And then MINHO realizes...

MINHO (CONT'D)

But *this* room's always been closed off to us.

THOMAS gestures back to the disabled Wall behind them...

THOMAS

Not anymore. *

EXT. BOULDER ROOM - THE MAZE - LATER

MINHO and THOMAS carefully traverse the blackened rocks, now halfway toward the far wall.

THOMAS

Is it some kind of animal?

MINHO
Everyone's got a theory. *

Another few steps, then MINHO stops dead.

A round cloud of mist floats up and hangs in the air, swirling. *

And then, VROOM! it EXPLODES in a burst of FIRE, and THOMAS recoils from the rush of heat. *

MINHO (CONT'D)
Just watch for the gas clouds. You have a couple seconds before they're ignited.

THOMAS
How do you come out here every day? *

MINHO keeps walking. He's spotted a small archway ahead, not on the ground, but twenty feet up the Wall, like some kind of window. *

MINHO
Now, that's a first...

MINHO leads THOMAS up a nearby hill of boulders, climbing til they've reached the porthole. MINHO pulls himself up on the ledge and THOMAS comes up beside him. *

THOMAS' POV... Below them is a long, narrow room unlike the other corridors of the Maze. Every surface is smooth and polished. *

THOMAS
What's down there?

MINHO
No idea. Never seen anything--

And, then in the darkness, the GRIEVER slithers directly below them. THOMAS and MINHO hold their breath, but the creature keeps moving disappearing at the other end of the passage. *

THOMAS and MINHO slowly exhale.

THOMAS
That lead to another part of the Maze?

MINHO starts climbing down...

MINHO
We'll check it out tomorrow. Right now, it looks like we pulled off a miracle. It's almost morning...

THOMAS takes one last look at the strange corridor and turns to follow.

EXT. INTERNAL CORRIDOR ONE - EAST JUNGLE - THE MAZE - DAWN

The sky above the Maze has begun to glow with the early light of dawn. THOMAS and MINHO come jogging down the corridor where THOMAS left ALBY, fruitlessly scanning the Vines above them.

They're about to give up when...

THOMAS

There!

MINHO looks to where THOMAS is pointing. ALBY'S foot is barely visible through the vegetation. But it's still.

MINHO

At least it didn't drag away his body.

Then, from above...

ALBY

(faint)

Min...

MINHO looks at THOMAS. He can't believe it.

MINHO

Alby!

And MINHO starts climbing...

EXT. EAST GATE - THE GLADE - MORNING

The Wall's bolts retract, and they slowly split open, revealing... *

ALBY draped between MINHO and THOMAS, his gash still oozing, barely conscious.

GALLY is waiting just inside the Glade, along with NEWT, ATLAS, CLINT and the other RUNNERS. *

GALLY

I don't believe it...

The RUNNERS rush to help carry ALBY. *

They lay ALBY down and gather around. CLINT approaches carrying a strange CRYSTAL TUBE... *

MINHO *

He's not stung. You can put away the Serum. *

CLINT nods and slides the tube back into his satchel. He kneels and examines ALBY... *

CLINT
The cut's not as bad as it looks,
but we gotta get him to a bed...

*

GALLY
(to Aron)
You heard him!

ARON, still steaming from the altercation the night before,
makes a point of first looking to MINHO, who nods his assent.
Only then do the RUNNERS begin loading ALBY onto a stretcher.

MINHO
When he's settled, regroup in the
Map Room.

*

As the RUNNERS lift ALBY and begin carrying him off, CLINT
passes THOMAS who stands dazed, unsure what to do.

CLINT
Incredible. A night in the Maze.
And a Field Hand's one of the first
to survive it...

THOMAS tries to smile, appreciative. And then...

GALLY signals NEWT, who roughly grabs THOMAS by the arm...

THOMAS
Hey!

...drawing MINHO's attention...

MINHO
What are you doing?

GALLY starts limping away, no interest in arguing.

GALLY
He violated the Laws and entered
the Maze.
(to Thomas)
You're going to the Pit until we
decide what to do with you.

MINHO can't believe it...

MINHO
After what happened out there? He
saved Alby's life!

GALLY stops to face MINHO...

GALLY
I'm calling the shots right now.
And the Laws *will* be enforced. For
all we know, he made it worse,
angered the Griever...

MINHO
When Alby hears...he'll never allow
this!

GALLY explodes...

GALLY
Alby's got much bigger problems!
(beat)
The girl's the beginning of
something. And the Greenie...
You're all too arrogant to see
what's happening!

MINHO grabs GALLY and pulls him close... *

MINHO
I remember what you did in the
First Days. Alby and I may be the
only one's left who do. But that
was a long time ago. And I'm
starting to think the guys are
right. You belong in an asylum.

Finally...

THOMAS
Please! Both of you!

GALLY and MINHO turn to him. A beat, then, THOMAS looks at
GALLY...

THOMAS (CONT'D)
You don't trust me for some reason.
Fine.
(beat)
Then I assume you won't care if I
die looking for a way out of here.

To MINHO...

THOMAS (CONT'D)
I want to be a Runner. *

INT. THE PIT - THE GLADE - LATER

A cell door slams shut on THOMAS. He watches as NEWT
disappears down the corridor, then looks around at the other,
empty cells ringing this small cavern deep in the Pit. *

At the very back of the room, THOMAS notices an enclosure
that looks different. Behind two layers of extra-thick
fencing, stacked side-by-side...

More of those CRYSTAL TUBES CLINT was carrying. *

THOMAS stares at the crystal, and for a brief moment, as the
candlelight falls at the right angle, he catches a glimpse of
his own fractured reflection.

He shifts position, trying to recapture his first distorted look at his own face, when...

CHUCK (O.S.)
(whispers)
Hey...Brought you some dinner.

CHUCK stands with a plate of food and a canteen of water.
THOMAS backs away from the bars.

THOMAS
How'd you get in here?

CHUCK
Told the guard I screwed up and
drew clean-up duty.
(beat, with a smile)
He believed me.

THOMAS also smiles. CHUCK slides the food through the bars
and sits down in the hallway. As THOMAS digs in, starving...

THOMAS
Thanks. Those things I said,
yesterday --

CHUCK
You were blowing off steam. That's
what friends are for, isn't it?
(beat)
And the girl's still in some kind
of coma. In case you were
wondering.

All is forgiven. THOMAS absorbs this and then nods,
appreciative. THOMAS eats some more, but CHUCK can hardly
contain himself...

CHUCK (CONT'D)
So? What was it like? From the
day I got here, all I've been
hearing about is the Maze. I can't
believe you've been inside it...

For the first time, THOMAS really reflects...

THOMAS
I wouldn't have made it without
Minho. But the funny thing
was...It all felt *familiar*.
(beat)
I think I belong out there somehow.

*

CHUCK
No one belongs out there. That's
ridiculous.

THOMAS thinks a moment.

THOMAS
What if we're here because we did
something terrible?

*

CHUCK
What could we have done to get this
kind of punishment?

CHUCK bows his head, clearly upset by the suggestion and
THOMAS immediately regrets it. Upbeat now...

THOMAS
What *do* you imagine Chuck? When
you think of home?

CHUCK doesn't look up...

CHUCK
It's so hard to picture anything.
I guess...a Mom and Dad who order
me around. Tell me to clean up,
take a bath, eat my supper.
(beat)
You know... Just two people who
love me...

CHUCK's voice breaks and THOMAS reaches through the bars,
squeezing his arm in comfort.

THOMAS
Chuck, last night, I think we found
something. Important.

FADE OUT. *

FADE IN: *

EXT. THE PIT - THE NEXT MORNING

THOMAS steps out of the Pit into the morning light, squinting
as his eyes adjust. MINHO is waiting. *

THOMAS
Guard told me I could go...What
happened?

MINHO
Alby wants you. *

CUT TO: *

EXT. ALBY'S DWELLING *

A large multi-room structure, woven through the branches of
the Glade's largest Banyan. It stands alone, in a separate
clearing, north of the Homestead. *

INT. HALLWAY - ALBY'S DWELLING *

THOMAS follows MINHO down a long hallway inside ALBY'S dwelling. *

He passes a closed door, and feels compelled to stop outside it. *

MINHO is a few steps ahead, and THOMAS checks to see no one else is watching. He pushes the door slightly open... *

...and finds THERESA in bed, still unconscious. THOMAS stands frozen, and then SUDDENLY... *

FLASH TO: *

EXT. OUTDOOR HOLDING PEN - DAY *

...once again, that little BOY staring at the silhouette of the LITTLE GIRL in that second-story window. *

One of the falling white flakes catches in the BOY'S eye. He wipes it away, leaving a black streak across his cheek. It's not snow. It's ash. *

And then suddenly, the GIRL is pulled out of view. An older WOMAN, her mother, looks down at the BOY with a stern glare and the BOY takes off running... *

INT. KITCHEN *

...arriving, out of breath, in a small kitchen which appears to have been ransacked. His FATHER is frantically stuffing CANNED FOOD and aluminum wrapped ENERGY BARS into a suitcase thrown open on the dining table. He looks up... *

FATHER *

Where the hell have you been?!

BOY *

I wanted to say goodbye...

A beat, as his FATHER looks furious, about to explode. Instead, he pulls the BOY close and smothers him in a hug. *

FATHER *

You'll see each other again.
They're taking all the kids from
the neighborhood to the same Camp. *

BOY

And, we're all coming home in a few months anyway, right?

The FATHER looks at the BOY, profound sadness in his eyes.

FATHER

Right. Just in time for soccer.

FLASH BACK TO:

THOMAS. His heart now pounding. He has no idea how many seconds have passed during his vision, but MINHO is now at the other end of the Hallway.

THOMAS closes the door as MINHO barks...

MINHO

C'mon! Don't keep him waiting.

INT. STUDY - ALBY'S DWELLING

ALBY'S stands at his window, his head bandaged, looking out over the Glade. He turns to face THOMAS, and it's immediately clear he has no plans to say thank you.

ALBY

What did I tell you?

THOMAS doesn't know how to reply...

ALBY (CONT'D)

We have laws here.

(beat)

But you chose to ignore them.

THOMAS

I was trying to help...

ALBY studies THOMAS.

ALBY

As much as Gally would like, we can't keep you locked up forever. And with all that's going on, the last thing I need is you loose in the Glade looking for trouble.

THOMAS turns to MINHO...

MINHO

You showed promise out there. Good instincts. But right now, you're still a liability.

THOMAS

Does this mean--?

ALBY

You're a Maze Runner, Thomas.
(beat)
Don't make me regret this.

Off THOMAS face, both nervous and excited...

INT. GEAR LOCKER

...the Gear Locker -- a small equipment shed -- where MINHO hands THOMAS a spear...

MINHO

For self-defense *only*. If you have to use it, you're probably a dead man anyway.

...canteen...

MINHO (CONT'D)

Runners get extra rations of water, so no excuse for dehydration...

...and a lump of charcoal, which THOMAS eyes skeptically...

MINHO (CONT'D)

Trust me.

MINHO keeps moving...

INT. MAP ROOM

...to the Map Room, a large cabin lined with cubby holes around the periphery. Each cubby is overflowing with rolled scrolls of parchment. MINHO grabs one and unrolls it on the large center table...

It's a map of the Maze...a massive circle that surrounds the Glade, filled in with a mess of lines, dashes, and unexplored blank spaces.

MINHO

We've been looking for a way out since we got here.

(beat)

As you've seen, first ring of the Maze is Jungle. Glade's surrounded by it.

As MINHO continues...

EXT. JUNGLE CORRIDOR - THE MAZE - DAY

THOMAS, now in his full RUNNER'S gear, races after MINHO down a long Jungle corridor...

MINHO (V.O.)
Took us a few weeks to find the
right path, but we discovered
that's only a warm-up...

*
*
*

EXT. DESERT CORRIDOR - THE MAZE

...into an even wider passage of shimmering sand...

MINHO (V.O.)
North of the Jungle is the desert.
Like running through an oven.

*

THOMAS stumbles, dripping in sweat and MINHO pauses.

MINHO
Sand radiates heat somehow.

MINHO pours a drop of water on the ground and it STEAMS.

MINHO (CONT'D)
Whatever you do, don't fall. Shoes
have protective soles, but if you
stand still for too long, they'll
burn also.

THOMAS looks down and lifts up his feet, instinctively. Then follows MINHO, who takes off running...

EXT. GRASSLANDS CORRIDOR - THE MAZE

...through thick grass that towers above him...

MINHO (V.O.)
Thought we caught a break when we
found a way East to The
Grasslands...
(beat)
But hidden among the harmless
stalks are these lovely bushes.

*
*
*
*
*

MINHO has stopped beside a low-growing PLANT that looks like a THORN BUSH.

THOMAS
Ouch.

MINHO
Ouch ain't the half of it.

MINHO prods the BUSH with his SPEAR and the entire plant SNAPS closed like a BEAR TRAP.

THOMAS
I'll watch where I step.

MINHO nods and pushes ahead through the grass...

EXT. STONE CORRIDOR - THE MAZE

...into seemingly empty corridors of flat, smooth stone...

MINHO (V.O.)
Kept pressing clockwise and found
this playground...

*
*

MINHO lets loose... leaping and bouncing between the bare surfaces...

MINHO (V.O.)
Easy to run...

THOMAS tries a back-flip off the Wall...nearly crashing into MINHO, who steps out of the way, placing one foot on a darkened patch of ground...

MINHO
Except where the floor falls out
from under you.

...which PLUMMETS into a bottomless OBLIVION.

THOMAS peaks over the edge...

MINHO (CONT'D)
Breakaway sections are a shade
darker.

MINHO and THOMAS step around the hole, and start running again...

EXT. BOULDER CORRIDOR - THE MAZE

...into a long corridor full of Boulders.

MINHO (V.O.)
And, finally, in the West, as you
know, the Boulders.

*

As a FLAME BURST ignites in front of them, MINHO cuts into an intersecting hallway, and stops. THOMAS comes up behind him, hunched over and heaving.

MINHO smiles. Takes out his charcoal, and puts an "X" next to the door they just came through...

MINHO
Use your charcoal to mark your
route. Like bread crumbs.

As THOMAS struggles for breath...

MINHO (CONT'D)
Have a seat.

THOMAS collapses to the ground.

THOMAS
It goes on forever...

MINHO
Once we realized it was a big
circle, we've focused on moving out
from the Glade as far as possible.
But we've hit a dead-end in almost
every direction.
(beat)
Of course with the Walls moving,
the Maze looks a little different
every day. For all we know, the
route to go farther just hasn't
opened up yet.

THOMAS shakes his head...

THOMAS
Not that we'd notice...At this pace
it's all a blur.

MINHO
No choice. The Griever's most
active at night. But even in
daylight, it'll hunt down us if we
don't keep moving.
(beat)
And that's why we memorize what we
see and record it in on the maps.
So we can look for new paths we
might have missed while we were out
here.

THOMAS takes a long sip of water.

THOMAS
So what now?

MINHO
The other guys are pushing ahead in
the Grasslands. It's the one
section where we haven't hit an
outer limit. But you and I...

THOMAS gets up...

THOMAS
Are going to follow the Griever.

MINHO smiles.

EXT. DEAD END CORRIDOR - EAST JUNGLE - AFTERNOON

THOMAS trails MINHO toward the opening left by the disabled Wall. They crouch through... *

EXT. BOULDER ROOM - CONTINUOUS

...emerging in the large Boulder Room, and head toward the elevated archway. *

EXT. BOULDER ROOM - THE MAZE

At the top of the boulder pile MINHO pauses and turns to THOMAS...

MINHO

We're here to see where this leads. *

But first sign of the beast, we *

back out. Got it?

THOMAS nods. MINHO removes his backpack and takes out a long rope, anchoring it in the rocks. He throws it through the archway.

EXT. GRIEVER'S EXIT CORRIDOR - THE MAZE

THOMAS and MINHO lower themselves into the long, narrow corridor. At one end, they notice a seam in the floor... *

MINHO

This must be how it accesses the *

Maze. Ground opens in here and *

somewhere on the other side of that *

wall.

But THOMAS is focused on the opposite end of the passage... *

THOMAS

That way... That's where it was

heading...

MINHO and THOMAS jog to the end of the corridor...and the entrance to some kind of tunnel. *

They stop, peering into the darkness. Before MINHO can object, THOMAS starts walking...

INT. GRIEVER TUNNEL

...through pitch black, holding onto the curved Walls for balance, until he can see light creeping into the tunnel ahead of him. THOMAS calls back...

THOMAS
C'mon! It opens up!

...and starts moving faster...

Behind him, MINHO is making his way forward...

MINHO (O.S.)
Hold on!

And then, MINHO's POV... THOMAS silhouetted in the round, bright opening of the Tunnel's exit.

THOMAS pauses a beat...

THOMAS
Wow...

And steps out into the light.

CUT TO: *

INT. STUDY - ALBY'S DWELLING

ALBY sits behind a massive desk carved out of a tree trunk. He's studying several maps of the Maze, and fingering the note that arrived with THERESA. *

GALLY comes to the doorway. *

GALLY
Alby --

But he's cut short... *

ALBY
How many years have we been at this? *

GALLY senses ALBY is lost in his own head... *

GALLY
Too many.

ALBY
Some of these kids... They were children when they came out of the Box. I told them the Maze was the way home. I told them to trust me.
(beat)
I'm losing them. I can sense it.

GALLY
A real man has the courage to change course. It's not too late. But it will be.

Not the response ALBY was looking for. He snaps out of his reverie.

ALBY
What do you want, Gally?

A long beat, as the old friends study each other.

GALLY
The girl seems to be waking up.
And she's mumbling a name...

ALBY waits, on edge...

GALLY (CONT'D)
Thomas.

CUT TO:

EXT. SLOT CANYON ALCOVE

THOMAS stands in the dusty alcove of a magnificent slot canyon, the smooth, undulating walls rising high above him.

Passages snake off in every direction, bounded by twisting, light tan walls.

THOMAS takes it in, as MINHO emerges from the tunnel behind him, also captivated.

MINHO
This is no better than the rest of the Maze. These canyons could take months to navigate...

There are six different chasms heading off in different directions...

MINHO (CONT'D)
I guess we work 'em left to right.

But THOMAS is staring at the ground and headed for one of the passages in the center...

THOMAS
Do you see this?

MINHO
What?

There are light streaks on the ground, barely visible, left by something slithering across the soft, talc-like surface... *

THOMAS
Bread crumbs. Griever style... *

EXT. CREVICE ONE - THE CANYONS - THE MAZE

THOMAS and MINHO follow the trail in the sand left by the Griever...

Jogging through the snaking passage, they pass under a massive rock overhang...

Leap up onto a series of rises...

Slide sideways through a narrow bottleneck...

EXT. GRIEVER CAVERN - THE CANYONS

...and finally emerge in front of a massive Cavern.

THOMAS and MINHO slow down and cautiously approach the open rock face in front of them.

As they walk closer, a faint HUM grounds louder...

MINHO brandishes his spear. THOMAS does also...

Then, across the bottom lip of the Cavern, two RED EYES emerge from the darkness. The GRIEVER.

MINHO starts backing away...

MINHO
End of the road, Thomas.

And then... another set of RED EYES appears, FOUR total.

MINHO (CONT'D)
What the--?

And... TWO GRIEVERS slither forward, barely visible in the shadows. They pulsate, ten feet in front of MINHO and THOMAS...

*

THOMAS
Did you know it had a brother?

MINHO shakes his head.

THOMAS (CONT'D)
Well, that's bad news then.

THOMAS thinks a beat, then hurls his spear like a javelin. It bounces harmlessly off the first GRIEVER.

MINHO
Really?

THOMAS shrugs: "Worth a try?" He and MINHO take off running...

Back through the bottleneck... which the GRIEVERS squeeze through effortlessly...

Vaulting back down the rises...At the bottom looking back to see the two GRIEVERS, a DARK BLUR, ROLLING after them...

*

And taking the corners of the snaking passage by kicking off the Walls, parkour-style...

INT. GRIEVER TUNNEL

Finally, they dive into the Tunnel, scrambling through the dark, when they hear the SHRIEK of their pursuers in unison..

As the terrible sound overcomes them, THOMAS and MINHO cover their ears, stumble to a halt, frozen in terror. Then THOMAS glances back...

THOMAS
(incredulous)
They're stopping...

At the threshold of the Tunnel, the GRIEVERS sit, their STINGERS extending and retracting in what seems like a warning.

MINHO takes a breath. Looks at THOMAS...

MINHO
You get the message?

He doesn't.

MINHO (CONT'D)
Those canyons belong to *them*. Off-limits.

EXT. ENTRANCE CORRIDOR - EAST JUNGLE - THE MAZE - DUSK

MINHO and THOMAS jog back toward the Glade, the late afternoon sun fading.

As they approach the Gate, they see NEWT, waiting.

INT. HALLWAY - ALBY'S DWELLING

MINHO and THOMAS, still in their Runner's gear, now follow NEWT through ALBY's Dwelling...

THOMAS
There must be some mistake... *

NEWT
(sarcastic)
Yeah. She meant the other Thomas. *

NEWT stops at the bedroom door and gestures for them to enter.

INT. BEDROOM - ALBY'S DWELLING - CONTINUOUS

The GIRL, her face streaked with tears, is sitting up in a cot. GALLY stands against the wall, ALBY is beside her.

ALBY
Meet Theresa...

THOMAS is transfixed as THERESA turns to the doorway slowly, still groggy. Her eyes are slightly downcast as her gaze settles on him, and THOMAS is drawn into her sad visage. For a beat, they are the only two people in the room.

But GALLY is eager...

GALLY
You recognize him?

THERESA
I don't know why, but...

It's the VOICE THOMAS has been hearing in his head...

THERESA (CONT'D)
How do I know you?

THOMAS hesitates.

THOMAS
I--

The stares intensify. ALBY. GALLY. MINHO. And THOMAS makes a decision...

THOMAS (CONT'D)
I have no idea who she is.
(beat)
Nothing about her is familiar.

For a beat, his denial hangs there. THERESA seems hurt, confused...

THERESA
That can't be true.
(beat)
I'm sure...

THOMAS ignores her, looks pleadingly to the other men...

THOMAS
I swear! My mind's a blank slate,
just like the rest of you.

Then harshly, back to THERESA...

THOMAS (CONT'D)
Why are you doing this?

THERESA leans forward, growing in anger...

*

THERESA
 I just woke up alone, surrounded by
 guys in some kind of nightmare with
 no memory... Your name is the only
 thing in my head! I can't help
 that!

ALBY eases her back on the pillows...

ALBY
 Calm down, please. I know this is
 overwhelming.

GALLY steps forward...

GALLY
 I say the Greenie's lying. He's
 been hiding something from the
 beginning! We need to lock him
 back up until we get to the bottom
 of this!

THOMAS is about to defend himself, when...

ALBY
 That's enough!

ALBY glares at GALLY, then turns to THOMAS...

ALBY (CONT'D)
 (to Thomas)
 This can't be a coincidence. You
 need to think long and hard how
 it's possible.
 (beat, to Theresa)
 Both of you.

GALLY, enraged, storms out of the room.

A beat, as the others watch him go, and ALBY and MINHO share
 a concerned look. Then...

MINHO
 I've got more bad news.
 (beat)
 The Griever...it's not alone out
 there. There are two of them.

ALBY'S eyes go wide, but before he can respond, NEWT comes to
 the door. He sneaks a curious glance at THERESA, who looks
 away embarrassed.

ALBY
 What?

NEWT
 Zack and some of the guys are
 heading this way. They've heard
 the girl's awake.

THERESA looks to ALBY, frightened. He assures her...

ALBY
You're perfectly safe here. I
promise. Get some rest, and we'll
talk more tomorrow.

ALBY gets up and approaches NEWT.

ALBY (CONT'D)
Take Atlas and the other Baggers to
head them off. Anyone steps foot
in my clearing, beat them
unconscious.

ALBY walks out, brushing past THOMAS.

THERESA looks at THOMAS again, her expression pleading. A
beat, then he turns his back and walks out on her.

EXT. HOMESTEAD GROVE - NIGHT

THOMAS walks through the trees with CHUCK, who's updating him
on the latest gossip...

CHUCK
Everyone's saying she asked for you
by name! How's that possible?

THOMAS shakes his head, disgusted...

THOMAS
It's not.
(beat)
These guys really have nothing
better to do than spread rumors?

CHUCK tries to assure him now...

CHUCK
Don't worry. They're all just
jealous.
(beat)
So, are you gonna paint me a
picture of this girl?

THOMAS
She's pretty. I already said she
was pretty.

CHUCK
That's not real specific. First
real woman -- ever! Did you get
close enough to touch her?

Suddenly, THOMAS and then CHUCK stops in his tracks. Haunted
eyes peer out from the shadows all around them. *

They're surrounded by the CHANGED BOYS. *

THOMAS whispers to CHUCK... *

THOMAS

Now you wanna tell me what's wrong
with these guys?

CHUCK stammers...

CHUCK

They were all stung by the Griever.
Serum saved their life, but...

THOMAS looks at him...

CHUCK (CONT'D)

They say it's like your insides are
melting. For hours.

Three of the CHANGED BOYS step forward, circling THOMAS.

THOMAS

Go back to the Homestead, Chuck.

CHUCK hesitates. THOMAS puts on a brave face...

THOMAS (CONT'D)

I'll be fine. Remember, I'm the
guy who survived the Griever.

CHUCK reluctantly assents and takes off toward safety.

EXT. GALLY'S GROVE - NIGHT

The CHANGED BOYS march THOMAS through a dark empty field in
an isolated corner of the Glade. There's a dense Grove
ahead, in front of which lies a massive overturned tree,
rotting away slowly...

The CHANGED BOYS shove THOMAS through the tangle of roots...

EXT. GALLY'S CLEARING - CONTINUOUS

...into an open clearing that backs against the Glade's
northern Wall...where it looks like someone's been preparing
for Armageddon.

GALLY stands before a series of defensive fortifications --
angled spikes pointing out of shallow ditches -- laid out in
concentric circles around a round yurt-like structure, built
against the base of the Wall.

GALLY

Like what I've done with the place?

THOMAS watches the CHANGED BOYS walk past GALLY through the
armaments and disappear into the shelter.

THOMAS
You live here with them?
(beat)
I guess insanity's contagious...

GALLY
Clarity is, Greenie.
(beat)
But whatever you call it, I picked
it up the old fashioned way.

*
*
*

A beat, as THOMAS realizes..

*

GALLY (CONT'D)
The Griever nearly took off my leg,
the wound was so deep. I was the
third man to drink the Serum.
(beat)
I assumed I'd wind up like the
rest. Shattered. Mute. Unable to
do anything but wander aimlessly
with the animals.
(beat)
I still don't know why I'm
different.

*
*

THOMAS gathers himself...

THOMAS
Congratulations on being only half
a freak.
(beat)
I still don't know what you want
from me...

GALLY
I saw things during the Changing.
Things I can't forget.

*

GALLY steps toward THOMAS, now frozen...

GALLY (CONT'D)
Alby said they were fantasies.
Hallucinations that would only
distract us. And to be fair, they
were only splintered fragments...
(beat)
But, I believed they were memories.
And, now, I'm sure of it. Because
you were there.

THOMAS' blood goes cold as he considers whether GALLY could
be telling the truth. A pause, then...

GALLY (CONT'D)
But you weren't suffering like the
rest of us. You were different,
Thomas.

THOMAS erupts...

THOMAS

I'm done--

But GALLY suddenly grabs THOMAS by both shoulders with an unexpected strength and ferocity. A madness, brews just beneath the surface...

GALLY

I won't allow you to cause more harm than you have already. The Glade may be imperfect, but it's our only refuge. And your stunts are threatening all of us!

(beat)

You can deny it all you want, but you and the girl are connected. And you're here to betray us.

*

CUT TO:

INT. BEDROOM - ALBY'S DWELLING - THE NEXT MORNING

Light streams into the bedroom where THERESA slowly awakens. She looks around, gets her bearings, and slides her legs off the cot, sitting up slowly.

THERESA sees the door is closed, and she walks to the room's one window.

THERESA'S POV...her first look at the Glade: the small, empty clearing around ALBY'S dwelling. Two brutish BAGGERS, their back to her, are idly on guard.

THERESA's lip begins to tremble, and it looks like she might cry again, when...

ALBY (O.S.)

Feeling better?

THERESA gathers herself, before turning around, her arms crossed, defensive.

THERESA

How long do you plan to keep me here?

ALBY

If you mean the Glade, you're no more trapped than the rest of us. As for this room, that's why I'm here... To invite you to breakfast.

ALBY smiles warmly.

EXT. JUNGLE CORRIDOR - THE MAZE - DAY

THOMAS and MINHO run alongside each other...

THOMAS
Are we really not gonna talk about
this?

MINHO
Talk about what?

THOMAS
What the girl said...

MINHO doesn't even look at him. Sincere but abrupt...

MINHO
You don't know her. I believe you.

THOMAS
And Gally?

MINHO ignores him.

THOMAS (CONT'D)
The guy's nuts... Why does Alby
even put up with him?

MINHO stops abruptly.

MINHO
Alby would be dead if it wasn't for
Gally.
(beat)
We all would. Gally was the first
man brave enough to come out here.
And before he got stung, he taught
me everything I know about the
Maze. Everything.

THOMAS studies the guilt and sadness on MINHO's face. But
before THOMAS can say anything, MINHO suddenly takes off
again.

THOMAS sighs, frustrated, and sprints to keep up with him...

EXT. HOMESTEAD CLEARING - THE GLADE - DAY

ALBY, playing proud tour guide, leads THERESA through the
Homestead Clearing. They're trailed closely by NEWT, on
guard for them.

ALBY
As you can see, it's a simple
arrangement, everyone doing their
part to keep the place functioning.

THERESA looks around, taking it all in, and trying to avoid
eye-contact with the few passing GLADERS who stop to gawk at
her...

THERESA
 Keeping this many guys under
 control? I wouldn't call that
 simple...

ALBY laughs.

ALBY
 Well, the early days weren't
 pretty.
 (beat)
 We were constantly fighting over
 the water, could hardly manage to
 harvest the crops that were
 growing.

ALBY's genuinely upset as he remembers...

ALBY (CONT'D)
 Third month, I'm walking near the
 West Gate and see this tiny figure
 near the bushes. It's this kid,
 Joshua. Couldn't have been older
 than twelve. His neck was broken.
 Killed in a brawl between two
 groups of guys over a soft spot to
 bed down on.

THERESA blanches...

ALBY (CONT'D)
 So, I got organized, put an end to
 the nonsense. Ever since, I've
 kept everyone focused on one
 thing... Finding a way out of here.

THERESA considers ALBY with a new warmth in her eyes, drawn
 to him...

THERESA
 And now I show up...
 (beat)
 One big distraction.

Before ALBY can reassure her, she reaches out, putting a hand
 on his arm.

THERESA (CONT'D)
 Thank you for helping me.

ALBY nearly blushes. A charged beat, before she breaks
 contact.

THERESA thinks a moment. Then...

THERESA (CONT'D)
 Not sure how much use I'll be in
 the fields but you said there are
 maps of this Maze?

ALBY nods...

THERESA (CONT'D)
Fresh set of eyes couldn't hurt,
could it?

INT. MAP ROOM - THE GLADE

ALBY holds open the door to the Map Room, and THERESA enters. He walks to a cubby and pulls out three rolls, unfurling them side-by-side on the center table.

ALBY
These are all different sections of
the Maze, on the same day. We line
them up, look for new paths between
them, any route that might get us
closer to the outside edge and
hopefully an exit...

THERESA is fascinated by the images before her, running her fingers along the lines on the page, like they're somehow familiar...

THERESA
You mind if I stay here for a
while?

ALBY
I've studied these for years. I
promise I haven't missed anything.

THERESA finally looks up...

THERESA
I didn't mean that... But this
seems like a safe place to hide
out.
(beat)
Besides, who knows what else is
rattling around my head besides the
name of a boy who's never met me?

EXT. GRASSLANDS CORRIDOR - THE MAZE - DAY

THOMAS and MINHO have stopped for a quick water break inside a grassy corridor. They are mid-argument...

THOMAS
I'm telling you we should go back
to the cave. There could be
something inside there!

*
*
*

MINHO
Yeah, I'm guessing two giant
predators with poisonous stingers.
(beat)
We're looking for an exit, not new
ways to die.

*

MINHO closes his canteen, the discussion finished.

MINHO (CONT'D)
 C'mon. For all we know, the way
 out's right around the corner.

INT. MAP ROOM - THE GLADE

THERESA stands at the center table, which is now crowded with parchment scrolls spread all over. She runs her hand through her hair, and sits back on a stool, overwhelmed.

ALBY knocks and enters...

ALBY
 Ready to give up?

THERESA smiles...

A breeze blows through the open door and sends some of the maps floating off the table.

THERESA
 I'm so sorry...

THERESA kneels to collect them and ALBY rushes over to help her...

ALBY
 Don't worry. They're all
 labeled...

But THERESA has stopped collecting them. The one parchment she's holding is caught in the late afternoon sunlight, rendering it nearly translucent.

THERESA stands up slowly, lost in thought. She lays the parchment on top of another map on the table. Some of the lines match in both versions, forming thicker sections when the two maps are held together.

THERESA concentrates intensely. ALBY rises beside her...

ALBY (CONT'D)
 Are you remembering something else?

THERESA
 Not exactly...

Then, there's another knock. It's NEWT...

NEWT
 We have a problem. The Box rose,
 this time on schedule.

ALBY
 And?

NEWT
 It's completely empty. No storage
 drums. Nothing.

ALBY considers this.

ALBY
How long can we last?

NEWT
Before we die of thirst, or before
there's a rebellion?

EXT. HOMESTEAD CLEARING - THE GLADE - DAY

A growing mob of GLADERS are gathered around WINSTON'S Cook
Shed, shouting and jeering. ZACK is at the center... *

ZACK
Unlock the shed or my guys will
bust it apart! *

WINSTON'S resolve is foundering, and the two BAGGERS at his
side look ready to cut and run...

WINSTON
C'mon Zack...Alby's gonna know what
to do... *

ZACK
He's led us down a dead end! Time
to wake-up Win! We gotta fend for
ourselves...

The MOB roars in agreement...

WINSTON
Whaddaya want with it anyway?

ZACK
I've got a spare tank in the fields
and I have my guys shutting down
all the aqueducts. *
(beat) *
We gotta right to know where we
stand. All of us.

WINSTON looks ready to relent, when...

ALBY (O.S.)
There's less than a quarter tank in
the cook shed.

The MOB turns to see ALBY, NEWT and ATLAS.

ALBY (CONT'D)
Which is why I've kept a reserve.

A brief wave of relief move through the crowd. Then...

ALBY (CONT'D)
That, plus what's left in the
fields will last us another few
weeks. A month if we're lucky.

The MOB takes this like a punch in the gut. *

ZACK
So that's where all your Laws led
us...Starved like dogs!

THOMAS and MINHO now come upon the edge of the gathering, as
the MOB grows louder... *

ZACK (CONT'D)
You've been lying to us from the
start! *

MINHO moves closer to the action. THOMAS is about follow
when... GALLY steps out of the crowd.

GALLY
It's not his fault!
(beat)
Not yet, anyway.

ALBY glares, ready to unleash the line of BAGGERS massing
behind him.

GALLY (CONT'D)
We're all victims here. Victims of
the traitors sent to destroy us!

THOMAS is still on the fringe of the crowd. He sees where
this is headed and backs out of the clearing, unnoticed.

EXT. MAP ROOM - THE GLADE

THOMAS jogs up to the Map Room, where one BAGGER stands by
the door, anxious.

THOMAS
They need you at the Homestead.

BAGGER
But... Alby said to watch the girl--

THOMAS
I'll watch her.

The BAGGER looks at THOMAS, still in his Runner's gear...

THOMAS (CONT'D)
You ever want to carry a spear out
there, get moving! There's about to
be a riot!

The BAGGER hesitates, and then takes off running...

INT. MAP ROOM - THE GLADE

THERESA has put together several stacks of maps on the central table. She looks up, startled to see THOMAS...

THERESA
You...

She starts backing away...

THOMAS
Please. We need to talk.

THERESA
Where's the guard? Alby said --

THOMAS
Theresa... I'm sorry.

THERESA stops retreating but is still skeptical...

THOMAS (CONT'D)
I'm not sure how... But you were right.
(beat)
I do know you.

His admission sinks in for both of them. THERESA waits for him to elaborate...

THOMAS (CONT'D)
When they pulled you out of the Box...I realized right away. In fact, I had some kind of flash.
(beat)
I might have seen where we come from.

THERESA can't believe what she's hearing...

THERESA
What? Where???

THOMAS finally wants to get it all out...

THOMAS
(rambling)
It's not that simple. We were just little kids, but I think I saw your mother. And my father. Something was wrong and we were going away...

THERESA
You're not making any sense...

THOMAS
I know. None of it does. And before you woke up. I heard your voice in my head. It's like our minds are connected!

His rambling only makes her confused, angry...

 THERESA
Our minds... Like telepathy?
 (beat)
That's impossible. I don't
remember anything...

He's stopped. And then she realizes...

 THERESA (CONT'D)
Yesterday, why didn't you just say
something???

 THOMAS
We can't tell them yet. It's too
dangerous.

Now, she's really shocked.

 THERESA
Dangerous??

 THOMAS
We don't even know what it means...
They've been here three years and
nothing changes. Then, we show up
and it's all falling apart!

THOMAS stops, takes a breath. Takes a few steps closer to
THERESA. With a softer tone...

 THOMAS (CONT'D)
There's a guy outside right now,
Gally, trying to convince them it's
our fault there's no more water.
That we're the reason their world
is crumbling around them.

This gets THERESA's attention. Slowly realizing THOMAS' fear
may be justified...

 THERESA
We need to do *something*...

 THOMAS
That's why I'm here... To see if we
can figure out what's happening.
If we discover anything useful, I
promise we'll come clean. But
until then, we have to keep quiet.

 THERESA
You mean lie.

 THOMAS
If we need to, yes.
 (beat)
If they think we're a threat, if
they turn on us...

THERESA
Alby will protect us. He's taken
care of *me*.

 THOMAS
Alby may seem like a good guy but
he'll do whatever it takes to keep
a lid on this place.

THERESA considers this.

 THOMAS (CONT'D)
Please, you have to trust me.

A long beat, then...

 THERESA
So, how do we do this?

THOMAS breathes a sigh of grateful relief.

 THOMAS
I don't know. Do you remember
anything more than my name?

 THERESA
Just that. But there's something
about the Glade...I was scared at
first, but I should still be curled
up in a corner weeping. Except, I
feel...

 THOMAS
Comfortable.
(beat)
Me too...Out in the Maze, it's like
I've seen it before.

A moment, then THERESA beckons THOMAS closer to her...

 THERESA
Take a look at this...

THOMAS moves around the table, next to THERESA where he can
see her piles of maps laid out side-by-side.

 THERESA (CONT'D)
So far I've only had time to study
this one section. I realized on
any given night, only a few of the
Walls move...

 THOMAS
They know that.

THERESA gives him an eye...

 THERESA
Right. But I don't think they
realize there's a pattern.

Now, THOMAS is interested. THERESA picks up the first pile she's assembled...

THERESA (CONT'D)
These are maps of a desert section,
every 7th day. They're all
slightly different, except for a
few of the Walls which always
return to the same position.

THERESA compresses the pages together, and holds them up to the light. The recurring walls are bolder than the rest...

Revealing a *Runic symbol*.

THERESA registers THOMAS' amazement...

THOMAS
What is it?

THERESA
I'm not sure. But all these years,
the Maze has been speaking to them.
Each section painting out some kind
of message.

THOMAS and THERESA stand close together, a charged moment, taking in her discovery.

THOMAS
Amazing...

THERESA
It shouldn't take long to find the
other symbols.

THOMAS
But what do we do with them?

THOMAS and THERESA slowly look up from the maps and study each other. Then...

ALBY
Catching up on old times?

ALBY is in the doorway, along with MINHO. ALBY looks haggard, angry. MINHO, exhausted. An awkward beat of silence, then...

MINHO
C'mon Thomas, we gotta brief the
others...

Off THOMAS' look of confusion...

ALBY
After listening to Gally, at least
half the Glade wanted you Banished.
Forced out into the Maze alone
tonight. Sacrificed to the
Griever.

MINHO
Then I told them about the cave and
your plan to attack it.

Now THOMAS is really freaked...

THOMAS
Min, you said yourself, even if we
can draw them out, we have no idea--

MINHO
Save it. We're out of options.

ALBY stares at THOMAS...

ALBY
I hope you find something. If you
come up empty tomorrow, there's
nothing more I can do. You're
finished.

THERESA looks at THOMAS, who stands afraid, despondent. He
pushes past ALBY and MINHO, out of the Map Room...

EXT. HOMESTEAD PATH - NIGHT

...and now sprints alone down the Homestead Path, running far
from the other Gladers...

EXT. EASTERN FIELDS - CONTINUOUS

...finally collapsing to his knees at the edge of the Eastern
Fields, abandoned and quiet. He stares up at the strange
sky, tears streaming down his face...

His lips are still, but we PRELAP a BOY'S anguished cry
of....

BOY
Dad!!!!!!

As we....

FLASH TO:

EXT. STREET

...PANDEMONIUM. PEOPLE stream out of every building, along a
crowded city street, fighting to reach a black, ARMORED
PERSONNEL CARRIER surrounded by rifle-wielding soldiers in
HazMat combat suits. A loudspeaker blares...

LOUDSPEAKER
Step back or we will open fire!
Only notified citizens will be
granted entry!

The BOY is lost in the crowd. And then...

FATHER
Son!

The FATHER grabs his hand...

FATHER (CONT'D)
I told you not to let go!

The BOY sighs, relieved.

Suddenly the CARRIER fires up its engine and the SOLDIERS begin backing onto it as they push away the crowds.

FATHER (CONT'D)
C'mon!

The FATHER drags the BOY toward the vehicle, elbowing and shoving his way to the front.

Finally they reach the CARRIER. A phalanx of SOLDIERS guards the entrance, rifles ready, where the COMMANDER is ushering the last children on board.

FATHER (CONT'D)
Please! We got our call...

The COMMANDER holds up a RETINAL SCANNER to the BOY and then, without a word, grabs him by the collar and rips him from his FATHER'S grip, hauling him onto the CARRIER.

BOY
Wait!

COMMANDER
(to the Father)
Back away, sir.

FATHER
He just wants to say goodbye!

The CARRIER starts to roll forward, the BOY on board, parting the CROWD. Still on the street, his FATHER, calls out...

FATHER (CONT'D)
We'll see each other soon. I
promise!!

Looking down from the CARRIER, the BOY watches, helpless, as the CROWD surges again, swallowing his FATHER.

TIGHT ON the BOY'S anguished eyes, as the CARRIER door swings shut and we...

FLASH BACK TO:

EXT. EASTERN FIELDS

 THERESA
 Thomas?

THOMAS is still on his knees, staring at the sky, now shaking off the vision.

 THERESA (CONT'D)
 Did you see something else?

THOMAS nods, but he's too disturbed to describe it. THERESA kneels beside him.

 THERESA (CONT'D)
 Whether we like it or not, we're in
 this together.

 THOMAS
 I know. I'm sorry. I just had to
 get out of there.

They both sit a moment in silence.

 THERESA
 Is there anything I can do...for
 tomorrow?

THOMAS turns to her. Slowly, he reaches out and takes her hand. They both look at their fingers, intertwined. Then THOMAS looks in her eyes...

 THOMAS
 Tomorrow...the only thing that's
 gonna help is a miracle.

CUT TO:

EXT. THE CANYONS - THE NEXT MORNING

THOMAS and MINHO lead the other Runners -- ARON, JAYSON, and TIM -- in formation through the Canyons, toward the Griever Hole. *

They stop at the narrow bottleneck, beyond which is the open Cavern.

MINHO looks each Runner in the eye, one-by-one.

 MINHO
 See you back in the Glade,
 gentlemen.

EXT. GRIEVER CAVERN - THE CANYONS

MINHO emerges alone from the bottleneck and slowly approaches the open Cavern, until... *

The first GRIEVER slithers out into the light. MINHO stops.

The second GRIEVER joins it. *

MINHO holds his ground.

The GRIEVERS sit, pulsing, studying him. Then...the first GRIEVER's stinger slowly extends toward MINHO, the barbed tip glistening in the light. *
*
*

MINHO

Now!

Suddenly, he steps aside. ARON, JAYSON, and TIM emerge behind him with cross-bows, firing a barrage of arrows...THWAP! THWAP! THWAP!

The arrows rocket toward the GRIEVERS...and THUCK! THUCK! THUCK! embed in their gelatinous flesh.

The GRIEVER'S *SHRIEK* in unison... then, giving the RUNNERS a head-start in their escape, the GRIEVERS begin pulsing furiously as their bodies expel the arrows one-by-one, leaving them scattered in the dirt, soaked in slime.

And then the creatures barrel forward... *

EXT. THE CANYONS - CONTINUOUS

MINHO, ARON, JAYSON and TIM each dive out of the bottleneck, somersaulting to a standing position and resuming their sprint...

On their tail...the two coiled GRIEVERS... rolling out of the bottleneck like an avalanche of destruction...

We PAN back...

EXT. BOTTLENECK - THE CANYONS

...through the bottleneck and then UP... to find THOMAS wedged high above, between the two Walls of the Canyon, as the Griever roll by beneath him...As THOMAS drops hard to the floor below...

EXT. THE CANYONS

...MINHO, leading the pack of RUNNERS, suddenly veers to his right, disappearing into another passage that branches off...

As JAYSON, ARON and TIM pass it by, one GRIEVER break off to follow.

EXT. GRIEVER CAVERN - THE CANYONS

THOMAS approaches the Griever Cave, now quiet. He steps over the threshold into the shadows of...

INT. ENTRANCE - GRIEVER CAVERN

...a dark, domed chamber. There's a light glow at the very back, about twenty yards ahead, and THOMAS moves cautiously toward it.

EXT. SLOT CANYONS - VARIOUS

QUICK CUTS... MINHO, ARON, JAYSON, and TIM, now each on their own, racing through different corridors of the Canyons, GRIEVERS close behind.

INT. ENTRANCE CHAMBER - GRIEVER CAVERN

THOMAS has reached the back of the chamber and the opening in the base of the wall. He kneels to look inside.

EXT. SLOT CANYON ALCOVE - THE MAZE

ARON, alone, comes bounding out of the far left passage into the quiet alcove where the Canyons begin. *

TIM emerges from a different passage... *

Then, MINHO, who shouts...

MINHO
Where's Jay?

...as ARON and TIM dive into the safety of the Tunnel that leads back to the Maze. *

MINHO slides to a stop, turning back to look for JAYSON, as the pursuing GRIEVERS roll into the alcove behind him. *

INT. THE HIVE - GRIEVER CAVERN

THOMAS' POV as he stares into an enormous underground cavern, the size of an airplane hanger...

The ground is solid cement, but the sloping rock walls are a lattice-work of round openings all the way across the ceiling. This is a *hive*.

And, at the far end of the cavern, too far to make out any details...there's a round STEEL DOOR.

SPIN BACK AROUND... to THOMAS, taking it all in from above, focused on the distant DOOR, elated. Trying to get a closer look, he dips his head down...

Triggering...a wailing *SIREN*.

Now, all over the cavern walls, one-by-one the holes are lighting up with that familiar *red glow*. HUNDREDS of GRIEVER eyes. The hive has awakened...

EXT. SLOT CANYON ALCOVE

The two GRIEVERS in the alcove are now pushing forward as MINHO backs toward the Tunnel...

When, finally, JAYSON sprints out of the central passage, nearly colliding into the GRIEVERS from behind.

As he pulls up short, heaving...

JAYSON

Took a wrong turn. My bad.

MINHO looks at JAYSON, separated from him and the Tunnel by the GRIEVERS.

JAYSON understands his predicament -- there's no way for him to get past the creatures.

JAYSON (CONT'D)

Much luck, boys. We had a good run, didn't we?

With that, the GRIEVER closest to JAYSON spins around and IMPALES him with its STINGER.

MINHO watches JAYSON double-over, eyes wide, and collapse out of view.

The GRIEVERS then together surge toward MINHO, who now hops into the Tunnel, where ARON and TIM stand, ashen. *

EXT. SLOT CANYONS

THOMAS' POV... bounding toward the alcove where he'll face the same scene as JAYSON...

But, THOMAS stops just before emerging. He slips off his backpack and takes out a crossbow, which he aims at the canyon wall ten feet above. He fires...THWACK...and an arrow, attached to a long line of rope, embeds in the rock wall.

THOMAS finds the end of the rope, and threads it through another arrow...

EXT. SLOT CANYON ALCOVE

...which now rockets over the GRIEVERS and lands in the stone just above the Tunnel. *

*

MINHO reaches out to make sure its secure...

And, now THOMAS comes flying through the alcove, knees tucked to his chest, as he rides the rope like a zip line ten feet above the ground...

Letting go at the last second...

INT. GRIEVER TUNNEL

...and flying into the Tunnel, feet-first, as the GRIEVERS SHRIEK in fury.

THOMAS, on his back, looks around and clocks MINHO, ARON, and TIM. He now knows JAYSON didn't make it. *

MINHO extends a hand to help him up. THOMAS hesitates...

THOMAS
I think I did something.

PRELAP... *SLAM!*

INT. STUDY - ALBY'S DWELLING - LATER

... as ALBY pounds his fist on the table, his frustration exploding. MINHO and THOMAS, exhausted and demoralized, hang their heads. Finally...

ALBY
We should have stayed focused.
Kept pressing ahead in the
Grasslands. Now, who knows what
you triggered?

THOMAS looks to MINHO, grasping for straws...

THOMAS
I still say we figure out a way to
get down there...

But MINHO's out of patience...

MINHO
Even if we could get past all those
creatures, you said the door is
solid steel. It's a dead end, just
like all the others. *

EXT. EAST GATE - THE GLADE - DUSK

The familiar East Gate to the Maze. Two RUNNERS, ARON and TIM stand watch in the clearing as the last light in the sky fades.

NIGHT.

But no bolts extend from the Walls. They remain still. The Gate...*OPEN*. In the eerie quiet, ARON and TIM share a look of absolute terror. *

INT. STUDY - ALBY'S DWELLING

THOMAS faces ALBY and MINHO, his confidence shattered.

THOMAS
I'm sorry guys. I really thought
we were onto something.

Before either of them can answer, they're interrupted by the growing din of a crowd outside...

ALBY approaches the window, THOMAS and MINHO close behind him...

EXT. ALBY'S CLEARING - THE GLADE - NIGHT

ALBY, THOMAS, and MINHO look down into the clearing where most of the GLADERS have gathered.

At the front of the mob is GALLY.

GALLY
The Walls didn't close, Alby.
Whatever Thomas did out there, the
Maze and the Glade are one now.

ALBY absorbs the news.

GALLY (CONT'D)
Soon the Grievors will be here.
Weeks have become days. For some
of us, only hours.

ALBY tries to project command of the situation...

ALBY
Listen to me! All of you! We'll
barricade the Homestead. Fight
them off from the trees...

The GLADERS are silent, terrified, already defeated.

THOMAS spots CHUCK in the crowd, his face streaked with tears, pale white.

GALLY
I warned you not to provoke them!
Now they'll kill every last one of
us!

ALBY scans the hopeless crowd...

ALBY
 You want to lie down?! You're
 Gladers! You're men! If we must
 die, then die like men!

No one will make eye contact. His exhortation falls totally flat.

GALLY
 You've delivered us all to the
 slaughter.

ALBY makes one last bid to preserve his authority...

ALBY
 Have you all forgotten what I've
 done for you? You think I wanted
 this burden? I did it for you!
 Together, we've risen to every
 challenge! And we can rise to this
 one!

But now, the final blow...He spots NEWT, standing with the crowd, right beside GALLY.

As ALBY's face registers his shock at the betrayal, NEWT looks up, remorseless...

NEWT
 You're soft, Alby. That was always
 your problem.
 (beat)
 I don't know who to believe
 anymore, but if I'm going down
 tonight, I'm going down with my
 brothers.

Then, from behind him, NEWT pulls THERESA -- disheveled, trembling -- and hands her over to GALLY.

GALLY, now totally unhinged, drags her forward, pointing up at THOMAS...

GALLY
 They must be cast out!
 I've begged you to listen!
 (beat)
 But I'm done *asking*.

THERESA looks up at THOMAS, terrified.

A beat, as ALBY takes the measure of the crowd and realizes he's lost them. He turns to THOMAS...

ALBY
 He's right, you know. You've
 brought nothing but disaster.

EXT. ALBY'S CLEARING - THE GLADE - MOMENTS LATER

Led by GALLY, NEWT and a crew of BAGGERS hauls THOMAS and THERESA out of the clearing, through the shouting, heckling CROWD...

CHUCK is running alongside them, shouting at NEWT...

CHUCK
You can't do this!!

Until one of the BAGGERS violently shoves him to the ground.

Then, THOMAS spots MINHO and the other RUNNERS heatedly arguing.

MINHO is about to step forward into GALLY'S path, who braces himself for a confrontation.

But THOMAS looks MINHO in the eye.

THOMAS
Don't. The Glade needs you. Save
as many of them as you can.

MINHO reluctantly holds back, and the BAGGERS drag away THOMAS and THERESA.

*
*

EXT. THE PIT - THE GLADE - NIGHT

As they approach the Pit...

THOMAS
(whispers)
I won't let anything happen...

THERESA
Why are they doing this? We've
only tried to help them...

GALLY and the BAGGERS stop.

GALLY
Just him.

NEWT starts pushing THOMAS into the Pit...

THOMAS
Wait!

...tearing him away from THERESA. THOMAS screams...

THOMAS (CONT'D)
Where are you taking her?!

...as he disappears into the darkness.

EXT. WEST GATE - THE GLADE - NIGHT

MINHO stands watch by the open West gate. He's pacing with a spear and cross-bow strapped across his back. A lit torch is planted in the ground, illuminating the first few feet of the Maze...

MINHO stops. The low *rumble* of what sounds like an oncoming train is approaching.

PRELAP... a CLANGING BELL, as...

INT. DARK ROOM

THERESA sits on the edge of a cot, in a dark, windowless room, somewhere in the Glade. She stands, startled.

INT. THE PIT - THE GLADE

THOMAS also hears it. He gets up from the tiny cot in his cell and strains to look down the empty hallway...

EXT. HOMESTEAD CLEARING - THE GLADE

MINHO, ARON, and TIM converge from all directions in the Homestead Clearing, which is totally abandoned. *

NEWT walks out of the trees to greet them...

MINHO
Gally?

NEWT
Wanted to ride it out with his
Boys.

MINHO nods.

NEWT (CONT'D)
Which Gate?

MINHO
All of them.

EXT. NORTH, SOUTH, EAST, & WEST GATES - THE GLADE

QUICK CUTS... Long lines of glistening GRIEVERS barrelling out of the Maze and into the Glade... *

EXT. HOMESTEAD GROVE - THE GLADE

Pure chaos as all the GLADERS crowd into a central cluster of three large tree-houses, connected by elevated walkways.

MINHO is the last to climb up, and NEWT pulls up the ladder after him.

The BAGGERS and RUNNERS are spreading out along the walkways, armed with a combination of spears, cross-bows, and clubs. Mixed among them are ZACK and several FIELD HANDS, brandishing their tools as weapons. Even WINSTON the cook is wielding a butcher's knife.

ALBY takes it all in, clearly sidelined, as CLINT approaches, struggling under the weight of a large satchel. He opens it to reveal the CRYSTAL TUBES that contain the Serum...

CLINT
What little that's left...

ALBY nods, then turns to look inside one of the tree-houses...

INT. CENTRAL TREE HOUSE - HOMESTEAD GROVE - THE GLADE

...Twenty of the youngest GLADERS, including CHUCK, are huddled in the crowded space. They look up at ALBY, sheer terror in their eyes.

ALBY offers a half-hearted nod of assurance, and closes the door.

EXT. EASTERN FIELDS - THE GLADE

A long line of GRIEVERS tears through the Eastern Fields, crushing stalks of wheat, uprooting tomato vines, and sending chunks of soil flying through the air in a maelstrom of destruction... *

EXT. HOMESTEAD GROVE - THE GLADE

MINHO, NEWT, and ALBY are side-by-side, waiting. ALBY is resigned, detached. NEWT, adjusting his weapons nervously. MINHO primed and ready.

And then, the CRACK, SNAP, and BOOM of nearby trees being mowed down...

MINHO
Let's take a few of the bastards
with us.

...as the GRIEVERS converge from every direction. *

INT. DARK ROOM

THERESA backs away from the door of her tiny room as, somewhere outside, one of the creatures grows closer, louder... *

EXT. HOMESTEAD GROVE - THE GLADE

As the mass of GRIEVERS crowd the base of the tree cluster...

A panicked ATLAS turns to NEWT...

ATLAS

Now?

But NEWT hesitates. MINHO steps forward...

MINHO

Only when they start to climb! Aim
for their eyes and their stomachs!

INT. THE PIT - THE GLADE

THOMAS has flipped over the cot in his cell and is bracing
the frame against the wall, furiously trying to stomp it into
pieces. Then...

A SHRIEK... from down the hall, and he stomps one more
time...

EXT. HOMESTEAD GROVE - THE GLADE

...followed by a chorus of SHRIEKS as the front line of
GRIEVERS begins to climb the tree trunks. *

MINHO

Fire! *

THWACK! THWACK! THWACK! THUCK! THUCK! THUCK! The GRIEVERS
absorb the arrows and...pause.

Then they begin to pulse, as the arrows are pushed back to
the surface of their skin. *

As the last arrow is disgorged and drops to the forest floor
below, the creatures continue moving... *

INT. DARK ROOM

THERESA is crouched in the farthest corner from the door as
outside a series of...

SHRIEKS... followed by guttural human CRIES...echo...

With each CRY she shudders, finally trembling, and no longer
able to contain her fear...

PRELAP...

THERESA (O.S.)

Help me!!!

INT. THE PIT - THE GLADE

As THOMAS freezes in place. He's nearly broken off the longest piece of the cot's frame, but now stands still.

He takes a breath, tries to focus...

THOMAS
Theresa, you're doing it again...

INT. DARK ROOM

THERESA'S face freezes in shock. She's heard him. She concentrates...

THERESA
Thomas?

THOMAS (O.S.)
It's me...

THERESA
How can I hear you?

THOMAS (O.S.)
This is what I was talking about!
It's some kind of telepathy! Where
did they take you?

THERESA
I don't know... There was a dead
tree --

INT. THE PIT - THE GLADE

Her voice trails off in THOMAS' head...

THOMAS
Theresa???

Now frantic..

THERESA (O.S.)
Hurry!

THOMAS turns back to the cot and delivers one last devastating kick, finally shattering it.

THOMAS picks up the longest piece of the cot's frame, a long wooden rod, just as...

A GRIEVER slithers in front of the cell, facing him. *

THOMAS is inches from the beast, and for a moment, they simply stare at each other. Then...

The GRIEVER lunges forward, breaking through the bars of the cell, and sending THOMAS slamming into the wall behind him.

The GRIEVER'S mouth opens...and SNAP...its STINGER shoots forward, which THOMAS deflects with the rod, sending it into the rock wall, inches from his body.

The GRIEVER quickly tries to retract the STINGER, but it won't budge, the barbed tip stuck in place. *

THOMAS spins off the wall, raises the rod above his head, and brings it down in a crushing blow, which SNAPS the STINGER right in the middle...

As the GRIEVER lets out a ROAR of agony, THOMAS sprints by it...

EXT. HOMESTEAD GROVE

The tree cluster is now covered in climbing GRIEVERS, several nearly level with the walkways...

MINHO races to where the first GRIEVER is about to overtake a BAGGER, who's clubbing it to no avail...

MINHO arrives just as the GRIEVER'S STINGER rockets up, stabbing the BAGGER right through the forehead... *

As the BAGGER collapses, the GRIEVER pulls itself up onto the walkway, exposing it's belly for a split second...

Which MINHO ferociously *IMPALES* with his spear. He drops his shoulder and lunges forward, sending the GRIEVER flying...

MINHO watches in happy disbelief as the GRIEVER crashes to the forest floor below. He looks to his left, and sees...

NEWT has witnessed the move...and quickly repeats it...sending another GRIEVER hurling to the ground...

MINHO looks to his right and sees...

ALBY, completely still amidst the madness, his expression blank.

Then, that awful RUMBLE again, and the GRIEVERS below part to let through...

A barreling onslaught of rolling GRIEVERS, which collide with the base of the trees, sending splinters of wood exploding into the air...

The walkways heave...and a BAGGER loses his footing, plummeting into the seething creatures below.

Then, the next GRIEVER impacts, and the tree sways...

EXT. GALLY'S GROVE

THOMAS races across the field toward Gally's Grove...

THOMAS
Let's get out of here.

EXT. HOMESTEAD GROVE

The central tree cluster buckles one last time under the relentless assault of the GRIEVERS and slowly begins to topple...

INT. CENTRAL TREE HOUSE

The huddled GLADERS are all thrown to one side of the room, CHUCK in the middle of the pile, as the floor tips and the entire structure...

EXT. HOMESTEAD GROVE

...goes *crashing* to the ground, sending the GRIEVERS scattering.

All is still for a moment, then...

FOCUS ON...CHUCK, bleeding badly from his head, trying desperately to lift a piece of wood that has him pinned down...

Nearby, CLINT, dazed, is scrambling to collect the CRYSTAL TUBES, several of which have fallen out of his satchel...

BACK TO.. CHUCK, who gives the wood plank one last push, but it doesn't budge, and he closes his eyes, fading into oblivion.

Then...

MINHO
Get up!

MINHO, lifting the debris, is standing over him, watching several nearby GRIEVERS now slowly retreating back through the forest...

Across the clearing...

ALBY stands frozen amidst the mayhem. Fallen torches have ignited brush fires all around him, and he stares off into the near distance where the Cook Shed and tables are also burning...

Then, ALBY turns and sees MINHO. They lock eyes, and MINHO calls out to him...

MINHO (CONT'D)
Alby!!!

But ALBY'S face makes it clear he's already surrendered. He ignores MINHO and walks *toward* the fires.

MINHO watches his old friend disappear and takes off with CHUCK toward safety...

INT. STABLES

THOMAS and THERESA race back down the Stable's central Hallway.

They are about to run out the exit when, from the opposite end of the building...

GALLY (O.S.)

No!!!

...followed by another SHRIEK...and, then BOOM!...a paddock door is blown clear off its hinges.

THOMAS and THERESA pause. THOMAS thinks, then pulls THERESA's arm to continue moving. She stands firm.

THOMAS

He wants us dead!

THERESA still doesn't move. Off her look...

THOMAS (CONT'D)

Fine! But you stay here.

She ignores that also...

THOMAS moves down the dark Hallway, THERESA a few steps behind him, until they can see the GRIEVER slowing forcing GALLY back against the wall.

THOMAS looks around frantically, and picks up a three-pronged HAY FORK lying on the ground.

THOMAS stops ten feet behind the GRIEVER. GALLY now sees him and stares in disbelief.

GALLY

Why?

The GRIEVER spins to face THOMAS...

THOMAS

I'm not what you think I am!

...and starts inching toward him.

THOMAS suddenly lunges and STABS the GRIEVER directly between its glowing red eyes, embedding the HAY FORK deep in its skull.

The GRIEVER SHRIEKS in agony...

THOMAS (CONT'D)

C'mon!

...allowing GALLY to slide past it and regroup behind THOMAS.

THOMAS (CONT'D)
Take the girl and get out of here!

GALLY hesitates a moment, then looks at THERESA...

GALLY
I won't harm you.

GALLY and THERESA start moving more quickly toward the exit, THERESA keeping an eye on THOMAS who's backing away slowly, trying to keep the GRIEVER'S attention.

Suddenly, the GRIEVER swings the still-protruding handle of the HAY FORK at THOMAS... catapulting him into the closest paddock.

The GRIEVER turns into the paddock, bearing down on THOMAS, who's trapped, gasping for air, and struggling to stand. The GRIEVER is about to pounce on him, when...

SLAM!...THERESA pounds it with a shovel...drawing it away...

The GRIEVER turns, rolls up and barrels after her, as she sprints down the Hallway...

Just as the GRIEVER is about to overtake THERESA, she suddenly leaps back-and-forth between the walls on either side, grabbing onto a rafter as the creature rumbles past beneath her...

THOMAS emerges from the paddock in time to see THERESA complete an acrobatic flip off the ceiling beam, dropping to the floor in a perfect landing.

Off THOMAS' look of disbelief, THERESA calmly stands up and together they race outside.

EXT. MAP ROOM - THE GLADE

MINHO and NEWT lead a dazed mob of two dozen GLADERS, CHUCK among them, tripping, stumbling, crawling...

...past the Map Room, completely flattened, tattered parchment floating through the air...

EXT. EASTERN FIELDS - THE GLADE

...finally spilling out of the trees, heading toward the ravaged Eastern Fields...

MINHO
We rest here.

MINHO turns to CLINT...

MINHO (CONT'D)
Treat the stung, first. Then the others.

CLINT nods. As he moves off into the crowd of walking wounded...

CLINT (O.S.)
Anyone need the Serum?!

NEWT approaches MINHO...

NEWT
Sitting ducks out here. They backed off for no reason, no telling when they'll come back.

MINHO
We collect whatever water we can from the aqueducts. Then, I don't know... I guess we keep moving.

Before NEWT can reply, THOMAS, THERESA, and GALLY emerge -- together -- from another section of trees.

MINHO and NEWT stand, stunned, as the group walks toward them. THOMAS surveys the small battered group of remaining GLADERS...

THOMAS
The others?

By the look on MINHO's face, THOMAS knows the answer.

THOMAS turns back to the survivors...WINSTON is applying pressure to another BOY'S bleeding leg, and ATLAS is helping fashion a splint, while CLINT scurries among them. But there's no sign of ZACK, ARON, TIM and so many other familiar faces. *

THOMAS (CONT'D)
Alby...

MINHO shakes his head, his eyes glistening as the anguish overtakes him.

THOMAS finally spots CHUCK sitting up, alone in the crowd. His clothes are torn and he's holding his sleeve to his own wounded head. *

THOMAS turns to THERESA...

THOMAS (CONT'D)
That boy over there, by himself...

THERESA
I see him.

THERESA jogs over to CHUCK, kneeling beside him.

NEWT is now simmering, about to challenge THOMAS, but THOMAS preempts him...

THOMAS
Gally was right.
(beat)
She and I are different. We can do things I can't explain. And *before the Glade*, we knew each other.

GALLY says nothing. NEWT and MINHO are shocked...

MINHO
You have memories?

THOMAS
Just a glimpse of the world we came from...

MINHO can't believe this...

MINHO
Like what?

THOMAS
Nothing useful. Nothing that will help us get out of here.

They continue staring at him, expectantly...

THOMAS (CONT'D)
There was ash falling from the sky. People were scared. And my father. He was sending me someplace...

He trails off as the others absorb this. And then, NEWT snaps, gesturing at the carnage...

NEWT
You're the only one who remembers a god damn thing, and you still want us to believe you had nothing to do with this?

THOMAS sees THERESA is walking back toward them.

THOMAS
Just wait... Let us show you.
(to Theresa)
You have it?

THERESA nods and hands over a sheet of paper which THOMAS unfolds.

On the page is a sketch of the Maze -- a circle Theresa has divided into six wedges, like slices of a pie. Inside each wedge is a *Runic symbol*. Five are clear, complete, and one is half-formed...

THOMAS (CONT'D)
The Maze wasn't moving to change up the routes. It was forming these symbols. Theresa found them. The last one's incomplete because the grassland maps aren't finished...

As MINHO, GALLY, and NEWT take it in...

THOMAS (CONT'D)
We're on your side. I don't know how else to prove it.

A beat, and then, matter-of-fact...

GALLY
You may be now. But there's a reason you're different. I'm sure of it. *

Now it's MINHO's turn to snap, his frustration with GALLY boiling over...

MINHO
It's always the same, isn't it?
(beat) *
Even if what you're saying about him is true, what good is it? What the hell's he supposed to do about it?

GALLY'S calm, silent. And so is THOMAS. A long beat as he makes a decision.

THOMAS
(to Minho)
I can go through the Changing.

MINHO and THERESA look at THOMAS in disbelief...

MINHO
That's insane --

THERESA
Thomas...

But THOMAS cuts them off...

THOMAS
If Gally's right, it could bring back the rest of my memory. There's a chance I'll remember something we've all been missing.

THERESA can't believe what she's hearing...

THERESA
And what if he's wrong? Please, Thomas...You can't do this...

MINHO
 What if you see nothing and wake up
 a zombie?

Now, NEWT interjects...

NEWT
 I say it's the least he can do.
 And I don't care if it kills him.

MINHO ignores him, focused on THOMAS...

MINHO
 I'm sorry I let them lock you up,
 but you don't have to do this! I
 know who you are...

THOMAS
 So do I, Min. I'm a Glader.
 (beat)
 A Maze Runner. And escape is all
 that matters.

A beat, as THOMAS' resolve sinks in. THERESA turns away from him.

NEWT looks up at the sky which is beginning to lighten...

NEWT
 Where to? Can't stick around here
 much longer.

MINHO
 The Maze. More places to disappear
 if we need to.

MINHO turns back to THOMAS...

MINHO (CONT'D)
 You can't just walk up to one,
 hoping it stings you...

THOMAS
 I have an idea.

MINHO
 And the hours of pain and
 torment...

THOMAS
 Gally will help me through it.

GALLY studies THOMAS and slowly nods. And, MINHO realizes there's no more use arguing.

INT. THE PIT - THE GLADE

THOMAS enters his old cell. He approaches the spot where the GRIEVER'S STINGER was embedded in the rock wall and carefully removes a still glistening needle.

EXT. JUNGLE CORRIDOR - THE MAZE - MORNING

The surviving GLADERS march through the Maze, THOMAS and MINHO in the lead. NEWT and ATLAS guard the rear, while THERESA and CLINT help along the most severely wounded.

The GLADERS, inside the Maze for the first time, stare in awe at its massive Walls and endless corridors.

Only GALLY, limping along, keeps his eyes down, blocking out his surroundings...

EXT. MAZE REFUGE - THE MAZE

They finally arrive at a large circular room in the Grasslands, with four passages leading off in the cardinal directions. As THOMAS looks around...

MINHO
 Good chance they won't find us
 here. At least, not for a while.
 If they do, we've got options.

The others spread out, finding soft spots on the mossy ground. THERESA approaches WINSTON...

THERESA
 Water now. I think most of them
 can hold out on food for another
 few hours.

MINHO, still beside THOMAS, points to one of the passages...

MINHO
 That's a dead end.
 (beat)
 I don't think the others should see-
 -

He trails off...

THOMAS nods. MINHO takes one last look at him and turns to NEWT...

MINHO (CONT'D)
 C'mon. Let's work out a watch
 schedule.

Now GALLY approaches...

GALLY
 The process can take hours...

THOMAS surveys the GLADERS, lingering on THERESA, who's busy passing a canteen.

THOMAS
 Let's get started.

EXT. CHANGING CHAMBER - THE MAZE

The Walls of the Maze form a small, square room, where GALLY is driving the last of four spikes into the ground, at the corners of a blanket. Each spike is attached to a rope that will tie down THOMAS' hands and ankles...

A CRYSTAL TUBE of SERUM is laid out on a rag, alongside the Griever's STINGER.

THOMAS watches as GALLY finishes...

THOMAS
What's it like? Really...

GALLY looks up at him.

GALLY
You're wondering if it's worse than death.
(beat)
Your own? Definitely.

THOMAS turns away. Then...

GALLY (CONT'D)
But, worse than watching your friends slaughtered? Men you've lived beside and cared for? I guess that depends on what kind of man you are.

A beat as THOMAS absorbs GALLY's words. Then...

THOMAS
And, what if I'm not as strong as you?

GALLY thinks, and for a moment, seems to soften.

GALLY
Strength comes from purpose.
(beat)
Alby knew that better than anyone. It's why we followed him. Loved him. At least why I did.

Suddenly, THERESA emerges at the threshold of the room...

THERESA
Can I have a minute?

GALLY gives THOMAS one last look, his face pained and hard again, before he exits.

THERESA sees the spikes in the ground and, under her breath...

THERESA (CONT'D)
Looks cozy...

THOMAS is not sure what to say.

 THERESA (CONT'D)
What are you hoping to see,
exactly?

 THOMAS
A big 'Exit' sign too much to ask
for?

She doesn't even smile.

 THERESA
Don't do it Thomas.
(beat)
There's no guarantee it'll help,
and you could lose your mind like
the rest of them. Best case,
you'll end up like Gally!

 THOMAS
I don't know...The whole bitter
lunatic vibe is growing on me.

THERESA begins to tremble, and he realizes how upset she
is...

 THOMAS (CONT'D)
I'm sorry. I didn't mean to--

 THERESA
We can hear each other's thoughts
Thomas! That means something! If
you do this, we might never find
out how, or why...

THOMAS can't bring himself to lie and reassure her. He looks
at the ground...

 THOMAS
I have to try. This is bigger than
us. Those guys out there are
counting on me.

She steps closer. THOMAS looks up at her..

 THERESA
If I lose you, I'll lose the only
real thing that's left in me.

From THERESA'S searching brown eyes we...

FLASH TO:

EXT. SIDEWALK - DAY

Those same eyes...on a thirteen-year-old girl, standing in
the second-story window of that brick townhouse.

THERESA'S POV this time, looking out on the street below, where a young THOMAS stands amidst a gentle shower of white snowflakes, staring back at her.

THERESA presses her hand to the window, reaching out to her best friend, her soulmate, as we...

FLASH BACK TO:

EXT. CHANGING CHAMBER - THE MAZE

THOMAS, now directly in front of her, their faces inches apart. His lips don't move...

THOMAS (V.O.)
What did you see?

And neither do her's...

THERESA (V.O.)
Tom... I saw you.

And they KISS, with the combined passion of both the first and what-could-be the last time.

THERESA
I feel like I was sent here for a reason. To stop you from doing this...

For a beat, it looks like THOMAS might cave. But then...

THOMAS
I lost you once before and still managed to find you. Here, in the worst place imaginable. I'll find you again. I promise.

THERESA backs away, devastated.

EXT. CHANGING CHAMBER - THE MAZE - LATER

THOMAS is on his back, tied to the stakes, a piece of wood between his teeth to bite down on.

GALLY slowly slides the Griever stinger into the soft side of THOMAS' elbow, holding the needle in his flesh as the black venom courses into him, darkening his veins as it spreads.

As THOMAS' teeth clench, he throws his head to one side, spitting out the wood in agony.

GALLY raises the molten, yellow Serum to his lips and THOMAS devours it.

GALLY lays down the empty CRYSTAL TUBE. THOMAS turns to it, and for the first time, can clearly see his own reflection.

A beat as THOMAS stares at his own face, then...

THOMAS' entire body spasms like he's being electrocuted. His pupils suddenly blow, overtaking the whites of his eyes as we...

FLASH TO:

INT. BARRACKS

...a cavernous hanger filled with bunk beds, stacked three high, row after row, a seemingly endless warehouse of...SLEEPING CHILDREN.

We arrive at THOMAS, filthy and gaunt...who bolts upright as a flashlight shines directly in his face...

VOICE
 Congratulations, Thomas.
 (beat)
 You've been Chosen.

FLASH TO:

INT. LABORATORY

...THOMAS, now cleaned up and healthy, stares through a glass partition at a thrashing GRIEVER bracketed to the floor of a sterile white laboratory...

A robotic arm swings into view, carrying one of the CRYSTAL TUBES filled with the Serum. But this TUBE feeds a syringe which is now inches from the creature's flesh. The syringe primes itself...and a single drop of familiar yellow fluid falls to the laboratory floor. *

The GRIEVER, frantic with *fear*, lets out a bloodcurdling SHRIEK, as that VOICE whispers... *

VOICE (O.S.)
 Remember...

FLASH TO:

INT. GRIEVER HIVE

...the Hive, viewed from the other side of that steel door. Heavy cranes, steel beams, and other construction equipment sits idly in the eerie, cavernous space...

From inside the Hive, a mechanized voice...

COMPUTER
 Locking Code Correct.

...and the door SLAMS shut...

FLASH TO:

EXT. HOMESTEAD - THE GLADE

...a MYSTERY POV moves through the familiar structures of the Glade, but something is *different*. The shelters look less worn, the trees they hang in, younger.

And scattered on the ground, as far as the eye can see, there are BODIES. We walk over the CORPSES, toward the only audible sound...a soft, plaintive *whimpering*.

Finally, behind one of the largest trees, we find its source:

THOMAS is cradling THERESA, who's curled in the fetal position. Their clothes are ripped, and they're covered in blood.

VOICE

You failed.

(beat)

And now the others are dead. Every last one of them...

*

THOMAS rocks back and forth...

THOMAS

I'm sorry...I'm so sorry...

VOICE

Don't be sorry, Thomas. Just get it right the next time.

FLASH BACK TO:

EXT. MAZE REFUGE

...THERESA and CHUCK, huddled beside each other, as THOMAS lets out a tortured SCREAM that echoes throughout the Maze...

THERESA clenches her hands over her ears, burying her head in her lap, trying to drown out the sound of THOMAS' agony as we...

FADE OUT.

FADE IN:

EXT. CHANGING CHAMBER - THE MAZE - DUSK

THOMAS' POV...through a groggy haze: A gray sky. All around, stone Walls rising impossibly high.

THOMAS slowly sits up, unsteady, as his vision slowly comes into focus. He sees GALLY approaching with a canteen of water.

THOMAS' voice is dry, cracking...

THOMAS
They'll keep sending us. They'll
keep killing more kids til we solve
it.

EXT. MAZE REFUGE - THE MAZE - DUSK

The GLADERS are all hunkered down, some sleeping, others leaning against the Walls, nervous, waiting.

CHUCK is studying a cross-bow, awkwardly pretending to aim it. MINHO, NEWT, and ATLAS are each stationed at one of the entrances to the room.

THERESA is seated by the passage to the dead end, keeping vigil for THOMAS.

CHUCK lowers the crossbow, MINHO turns, and slowly everyone stares as...

THOMAS steps into the circle, GALLY behind him. He bears the mark of a terrible ordeal, his face more creased, like he's aged half-a-decade.

THERESA rushes to embrace him. But THOMAS stands stiff, unsure how to react, as THERESA wraps her arms around him. She steps back...

THERESA
Thomas? Are you okay?

THOMAS looks in her eyes, but there's no warmth in his expression.

*
*

THOMAS
I'm fine.

He's all business. THERESA, hurt and confused, moves away, while THOMAS scans the room for CLINT.

THOMAS (CONT'D)
The Serum. How much is left of it?

CLINT doesn't reply, still shocked THOMAS can speak.

CLINT
I --

But THOMAS is single-minded...

THOMAS
Clint, we don't have much time.
It's almost dark out there.

CLINT glances at the satchel of CRYSTAL TUBES on the ground next to him...

CLINT
There were twenty tubes that rose with the first Box. After last night we were down to eight. I guess now seven...

NEWT
(disgusted)
You wanna get stung *again*? This is ridiculous...

THOMAS turns to NEWT.

THOMAS
The Serum counteracts the Griever venom. It heals us. At least, that's how this group chose to use it.

(beat)
But that's not all it does...

MINHO's beginning to understand...

MINHO
It counteracts the Griever venom...

THOMAS looks at him...

THOMAS
For us, it's medicine. For them, it's poison.

MINHO considers this...

MINHO
Even if we can kill some of them, that only keeps us alive a few days longer...

THOMAS
We have to fight our way into the Hive. The symbols are an access code...the combination to open that door.

(beat)
We have five of the six. We'll have to get lucky on the last one...

MINHO digests the difficulty of what THOMAS is proposing. ATLAS doesn't like one word of it...

ATLAS
Why should we believe you? You could be leading us into a trap! Making it easier for them to finish us!

THOMAS is about to answer when GALLY steps forward.

GALLY
 Whoever Thomas once was, today he
 saw the path to salvation. So,
 let's not waste it.

THOMAS turns to MINHO...

THOMAS
 We can dip the spears and arrows,
 but there's only enough Serum to
 arm a few of us.

MINHO nods, then turns to GALLY...

MINHO
 You and Atlas hole up someplace
 safe with the group. Thomas, Newt
 and I will assault the Hive, try to
 buy enough time to enter the code
 somehow.

GALLY nods.

THOMAS
 When the door opens, we'll come
 back for everyone.

EXT. MAZE REFUGE - NIGHT

As the last light fades from the sky, CLINT pours a TUBE of Serum into a bucket, as MINHO and NEWT carefully dip arrows, laying them out to dry.

CLINT reaches back into the satchel for another TUBE, but finds it's empty...

CLINT
 There should be one more...

NEWT
 Must have gotten lost at the
 Homestead...

GALLY wanders among the other GLADERS, helping them strap on packs of water and other supplies. Even ATLAS goes from boy to boy, offering words of encouragement.

CHUCK cautiously approaches THOMAS, who stands off to the side, in quiet contemplation...

CHUCK
 Thomas?

THOMAS is forced, curt...

THOMAS
 Hi, Chuck.

CHUCK
You think we might really be going home?

THOMAS nods, still distant...

THOMAS
We're close. That I'm sure of.

CHUCK
I just really hope my parents remember me.

THOMAS seems unsure what to do with the emotion. He looks at CHUCK like he's trying to recall what empathy feels like.

THOMAS
Whatever happens tonight, just be careful.

CHUCK looks up at THOMAS waiting for more words of encouragement. But he's met only with awkward silence.

THOMAS walks away, now approaching THERESA, who's helping WINSTON pack up the last of the rations. She stands to greet him...

THERESA
Now you want to talk to me?

THOMAS is flat, matter-of-fact...

THOMAS
There's something you need to know.

Reluctantly, THERESA follows him...

EXT. CHANGING CHAMBER - THE MAZE

...into a corner where they can be alone. She stares at him, hurt and silent. THOMAS takes a breath and confesses...

THOMAS
You and I...We were here before.
With another group of kids. And
because of us, those kids are dead
now.

She gasps, absorbing the blow...

*

THOMAS (CONT'D)
The people who built the
Maze...They selected us. Separated
us from the others and gave
us...special skills.
We were too young to understand
anything. We must have thought it
was a game.

THERESA looks like she's going to be ill. But THOMAS shows no compassion.

THOMAS (CONT'D)
We have a chance to get it right now. But I need you to focus.

A long beat as THERESA remains silent, reeling. Then...

THERESA
You don't feel anything for me anymore, do you?

THOMAS
I don't know Theresa. I just feel different.

*
*

THERESA absorbs this.

THERESA
I hope you're right about everything. I hope it was worth it.

*
*

But, before she can walk away, THOMAS reaches out for her.

THOMAS
There's something else, Theresa.
(beat)
Getting through that Hive. It's just the beginning.

CUT TO:

EXT. BOULDER ROOM - THE MAZE - NIGHT

THOMAS, MINHO, and NEWT armed with poison-tipped cross-bows and spears, are perched at the portal to the GRIEVER corridor, the rumbling sound of the passing creatures disappearing down the ramp and out into the Maze...

MINHO
Figure twenty minutes before they realize the Glade's empty, turn back, and start hunting.

THOMAS nods his agreement. He looks down the mound of boulders to the ground below, where THERESA, ATLAS and the remainder of the GLADERS are crowded together, hidden among the rocks.

*

When THOMAS looks back up, MINHO's taken off his *armband*...

MINHO (CONT'D)
Lead Maze Runner's always worn it.

Before he can object, MINHO grabs THOMAS' arm and slides it on.

For a beat THOMAS studies the band, absorbing both the honor and the responsibility. Then, he looks back to MINHO...

MINHO (CONT'D)
I'm right behind you.

EXT. GRIEVER CAVERN - NIGHT

THOMAS, MINHO, and NEWT walk slowly toward the now familiar opening to the Griever Hive cavern. But as they approach, all is quiet. MINHO and THOMAS trade looks.

MINHO
Where's the welcoming committee?

They keep moving...

INT. ENTRANCE CHAMBER - GRIEVER CAVERN

...into the entrance chamber, which is also empty. THOMAS gestures toward the back and the Hive itself.

The three crowd around the opening and look inside...

INT. THE HIVE - GRIEVER CAVERN

...where two dozen GRIEVERS pulsate throughout the cavernous space. Most are clustered at the far end, near the steel door. *

NEWT looks at THOMAS.

NEWT
Don't worry. If you're wrong about this, Griever won't get you. I'll kill you myself.

THOMAS begins uncoiling a rope...

EXT. MAZE REFUGE - THE MAZE

GALLY and ATLAS stand watch, while THERESA huddles quietly with the other GLADERS, tense, waiting...

Suddenly, a massive RUMBLING approaches...the sound of dozens of GRIEVERS racing toward them... *

THERESA stands up...

THERESA
I thought we had more time...

...as GALLY turns back to the group...

GALLY
They've found us...

INT. THE HIVE - GRIEVER CAVERN

NEWT slowly lowers THOMAS into the chamber, while MINHO stands alert, cross-bow at the ready...

THOMAS drops off the rope on the hard floor. Several of the closest GRIEVERS spin to face him...

The nearest GRIEVER is about twenty feet away and now fast approaching. From above...

MINHO
You want me to take him?

THOMAS
No. I wanna do this up close.

The GRIEVER slithers forward.

EXT. GRASS CORRIDOR - THE MAZE

GALLY
FASTER!

GALLY pushes frantically through a corridor of grass stalks, as every other step...

SNAP!

...he uses his SPEAR to trigger a THORN TRAP.

Behind him THERESA and ATLAS do their best to herd along the GLADERS. As they send along the last of the stragglers...

SHRIEK!

THERESA and ATLAS look back to see...the GRASS behind them parting...

And the GRIEVERS rolling toward them...

INT. THE HIVE - GRIEVER CAVERN

THOMAS, aiming his cross-bow, stares down the GRIEVER, now ten feet away. He shouts up to MINHO and NEWT...

THOMAS
You ever notice? These things
smell awful...

...and fires...THWAP!

THUCK! The Serum-soaked arrow embeds in the GRIEVER'S flesh.

The GRIEVER stops moving and SHRIEKS...then begins slowly pulsing, and...expels the arrow, which falls to the floor.

NEWT

Great...

THOMAS can't believe it. He starts back pedaling as the GRIEVER continues at him...

*

THOMAS

(panicked)

No...

And then...the GRIEVER once again *STOPS*. Its mouth opens wide, and its STINGER shoots forward, stopping inches from THOMAS' face.

*

For a brief moment, THOMAS stares directly past the needle into the GRIEVER'S glowing red eyes.

And, then, its gelatinous body begins sinking into the floor, dissolving into a bubbling puddle of tar-like slime, its solid STINGER finally crashing to the ground, a harmless piece of debris.

*

A long beat as THOMAS, MINHO, and NEWT stare in disbelief at the first dead GRIEVER they've ever seen.

Then, one-by-one, every other GRIEVER in the cavern turns to face THOMAS and what's left of their fallen comrade.

THOMAS (CONT'D)

Looks like we got their attention.

EXT. STONE CORRIDOR - THE MAZE

The fleeing GLADERS now emerge into a bare Stone Corridor, and GALLY pulls up short...at the edge of BREAKAWAY section.

From the rear...

ATLAS

Why are you stopping?

GALLY looks down the corridor and sees a CHECKERBOARD of dark patches all the way to the end of it. THERESA comes up beside him...

THERESA

What's the problem?

GALLY stomps on the closest BREAKAWAY and it falls into the abyss. THERESA stares horrified.

THERESA (CONT'D)

There has to be another way...

GALLY thinks a beat, then...

GALLY

Send the word back -- everyone follow my footsteps exactly!!

INT. THE HIVE - GRIEVER CAVERN

THOMAS stands facing the horde of GRIEVERS, MINHO and NEWT now beside him. The creatures have crowded together, but otherwise are still, seemingly passive...

MINHO

You think they want to surrender?

But, with that, the entire hive begins to slowly vibrate, and one-by-one, each GRIEVER seems to BLEND INTO the creature next to it, forming one growing MASS...

THOMAS

Uh. Oh.

EXT. STONE CORRIDOR

Most of the GLADERS have reached the end of the minefield, but CHUCK is at the back of the pack, still navigating the BREAKAWAYS, drenched in flop sweat.

CHUCK takes a step and STUMBLES, his foot falling through the floor, his entire body lurching toward the darkness.

But THERESA grabs his arm and pulls him to safety.

As they take the last few steps to solid ground, they look back to see...the first in the line of GRIEVERS, barreling into the corridor and then...DROPPING through a BREAKAWAY into the darkness.

The other GRIEVERS halt. THERESA turns to GALLY...

THERESA

Did we stop them?

In response, the next GRIEVER just climbs up the vertical wall and, parallel to the ground, begins slithering toward them...

INT. THE HIVE - GRIEVER CAVERN

THOMAS, MINHO and NEWT cower, as the HIVE GRIEVERS have combined into a enormous, teeming, SWARM, towering above them.

And then...the SWARM slowly begins to take FORM...

Morphing into razor-sharp CLAWS. A NEEDLE-covered torso. A swinging TAIL coated in still more poisonous STINGERS...

...until a massive SCORPION-like creature now stands between them and the doorway. A QUEEN GRIEVER.

THOMAS

These things are full of surprises.

MINHO runs forward, raising his crossbow...and THWAP!...fires an arrow into the creature's side.

The QUEEN takes a wild swing with its CLAW, sending MINHO diving to avoid it...

EXT. BOULDER ROOM - THE MAZE

The GLADERS race through the Boulder Room, dodging the FLAMEBURSTS that erupt every few feet around them...

...finally arriving beneath the portal. GALLY shouts to ATLAS...

GALLY
How much time do we have?

...as he begins ushering the GLADERS up the boulder pile.

ATLAS hops on a rock to play lookout, but he's hardly got his balance when...a GRIEVER collides with him, and he goes flying...

ATLAS falls hard on the burnt ground, dropping his spear, and the GRIEVER lands feet from THERESA.

But before the creature can attack...ATLAS rolls over and fires his cross-bow... THWAP! THWAP! THWAP! and the GRIEVER dissolves before them.

As ATLAS struggles to reload his bow, two MORE GRIEVERS come slithering toward them...

Then, THERESA spots ATLAS' spear laying in the dirt. She picks it up, and charges forward, swinging it wide like a sword, slicing through both the GRIEVERS..

As the creatures melt, THERESA runs past ATLAS to the boulder pile and starts climbing up behind the last of the GLADERS.

THERESA looks back to make sure ATLAS is following, in time to see...

Another GRIEVER launching itself from on top of the rock.

ATLAS tosses THERESA his quiver of remaining arrows, as the GRIEVER lands on top of him, ripping him to pieces.

INT. THE HIVE - GRIEVER CAVERN

THWAP! THWAP! THWAP!

THOMAS, MINHO, and NEWT are now spread out around the cavern floor...taking turns firing at the QUEEN from different directions...

THOMAS shouts...

THOMAS
Not sure we can kill it!

MINHO
Maybe not! But we can try to
distract it!

THWAP! MINHO lets off another arrow...and the QUEEN once again lunges after him...

THOMAS eyes the steel door. There's narrow lane past the QUEEN through which he might be able to reach the exit...

NEWT
You waiting for an invitation?!

THOMAS bolts...as THWAP! THWAP! MINHO and NEWT unleash a storm of arrows...

THOMAS is almost past the QUEEN, when it realizes what's happening...

The QUEEN swings its barbed TAIL in his direction... but THOMAS LEAPS over the hurtling mass of NEEDLES...and tumbles to safety...

As he peels himself up, he faces the 'DOOR' -- a massive steel plate embedded seamlessly in the rock before him.

THOMAS
Now what?

EXT. GRIEVER EXIT CORRIDOR - THE MAZE

THERESA drops off the rope into the Griever's exit corridor, where GALLY and the other GLADERS are waiting.

GALLY gestures to the Tunnel entrance in the distance...

GALLY
They're onto us. Might as well
make our stand in the Hive with the
others...

THERESA
But we don't know how to get
there...

Then, a high-pitched WHINE from the opposite end of the corridor, as the floor opens up, spewing out a rolling GRIEVER.

The GLADERS all race toward the Tunnel, GALLY helping usher them inside.

As THERESA is about to climb through, she looks back in time to see...

CHUCK has fallen. He's alone, twenty feet back in the corridor, the GRIEVER bearing down...

THERESA'S about to run to his rescue, when GALLY grabs the poisoned spear in her hand...

GALLY
I'll go.

THERESA hesitates.

GALLY (CONT'D)
I never believed I was going home.
And I can buy you some time.
(beat)
You must show them the way. *

THERESA
How?

GALLY points to his head... *

GALLY
Thomas can tell you. *

Before THERESA can answer, GALLY has the spear. He charges forward...slamming the weapon into the GRIEVER'S forehead just before it reaches CHUCK.....

CHUCK struggles to his feet and races toward THERESA, who helps him into the Tunnel...

She turns back to see GALLY watching the creature melt, as more GRIEVERS roll up from the ramp.

GALLY looks back at THERESA one last time.

GALLY (CONT'D)
Tell Thomas I was wrong about him.
And I'm sorry.

GALLY smiles -- euphoric -- and then marches toward the GRIEVERS and certain death.

INT. THE HIVE - GRIEVER CAVERN

BOOM!

The QUEEN slams its massive CLAW into the wall, as NEWT dives to avoid it.

MINHO
I think it's slowing down! We just need to get enough serum in it's system...

NEWT
Only two more arrows in my bow.

MINHO
I've got three.
(beat)
Thomas?

But THOMAS is focused entirely on the 'DOOR.' As he takes another step closer, the DOOR shimmers and it becomes one massive SCREEN -- a digital image of the Maze right in its center, surrounded by thirty *Runic symbols*...

For a moment, THOMAS hesitates. And then an idea...

He finds the first symbol THERESA decoded, and drags it onto the Maze image, exactly where it was revealed by the Maps. The symbol glows green and stays in place.

THOMAS
Ok...

THWAP! THWAP!...MINHO and NEWT each fire simlutaneously...

MINHO shouts to THOMAS, who's now got three symbols in place and hunting for the fourth...

MINHO
Any luck?

THOMAS
Working as fast as I can...

MINHO
Work faster...

THWAP!

NEWT
I'm out...

The QUEEN lunges at NEWT, backing him into a corner...

Then... THWAP! THWAP!...MINHO fires the last of his arrows drawing its attention...

THOMAS steps back from the door, five symbols in place. He studies THERESA'S incomplete sketch of the last one. Then looks back to the remaining choices around the perimeter of the SCREEN.

There's at least three symbols that could match it. Closes his eyes a beat. Picks one and drags it onto the Maze...

THOMAS
C'mon...

A beat, the symbol glows red and then... the whole screen resets.

THOMAS explodes...

THOMAS (CONT'D)
Damn it!!!

SLAMMING his fist into the still-closed door, then turning to find both MINHO and NEWT backing toward him, the QUEEN bearing down on all of them...

THWAP!...THOMAS fires and, for a moment, the QUEEN slows, but quickly recovers...

THOMAS slings his empty bow over his shoulder. He, MINHO, and NEWT now have only their spears as The QUEEN surges forward...

THOMAS runs at the QUEEN, wind-milling his spear to parry its CLAWS...

And then... THOMAS leaps into the air, stabs the center of the QUEEN'S torso, straight through, top-to-bottom, and pushes off the spear, vaulting over it...

For a beat the QUEEN is pinned to the ground, but it bucks furiously, rotating to face THOMAS.

NEWT and MINHO try to engage, but, the QUEEN whips its TAIL in a fury, knocking their spears from their hands and sending the weapons scattering to a far corner...

Now, THOMAS, NEWT, and MINHO all stand unarmed...

Exhausted, ready to give up...

MINHO
Any more ideas?

THOMAS
As a matter of fact...

THUD!

A quiver of poison arrows lands at THOMAS' feet. From above...

THERESA
I told you we were close.

The QUEEN now makes a final charge at THOMAS, barrelling toward him...

As he crouches, loads the arrows, and fires them off...

THWAP! THWAP! THWAP!

...landing all three in its forehead.

The QUEEN'S legs buckle and it barrels into the ground, inches from THOMAS, dissolving in a massive puddle.

For a beat, all is quiet. Then THERESA slides down the rope.

THERESA (CONT'D)
Let's take another look at this door, shall we?

INT. THE HIVE - GRIEVER CAVERN - MOMENTS LATER

MINHO and NEWT divide up the remaining arrows from ATLAS'S old quiver, while CLINT and WINSTON hold the rope steady, as the last of the GLADERS slide down into the Hive.

THOMAS stands beside THERESA, entering the first five symbols, while she studies the KEYBOARD...

When he's ready for the last one...

Without hesitation, THERESA points to one of the symbols...

He looks at her...

 THERESA
I'm positive.

He smiles, about to select it, when...

 VOICE (O.S.)
I should have banished you both
from the start!

THOMAS and THERESA turn to see...

ALBY.

He's standing at the base of the rope, armed with a loaded cross-bow. His clothes are torn, his hair almost completely white...

 THOMAS
You're alive...

 ALBY
And awake for the first time.

 THERESA
Are you hurt?

ALBY now raises the cross-bow and aims it at THOMAS. The other GLADERS gasp...

 THOMAS
He's been Changed.

 ALBY
After I was stung in the Homestead,
I was happy to die. But then I
stumbled on some Serum in the
wreckage. All those years
listening to Gally rant and rave...
Thought I'd get a taste.
(beat)
Turns out the mad man was right
about everything after all...

THOMAS is now holding up his hands defensively...

THOMAS
Put down the bow, Alby. Whatever
you think you saw, I can explain...

But ALBY is maniacal...

ALBY
I built something here. Something
extraordinary and they took it
away!! All these years trying to
escape...This is the escape from
out there!

WINSTON and many of the GLADERS turn to THOMAS...

WINSTON
What's he talking about? Where are
you taking us?

ALBY faces the GLADERS...

ALBY
We can stay. We'll live in the
Maze, fight the Grievors...

THOMAS
It's over Alby...

ALBY
Don't believe him! He belongs in
the Pit! He violated the Laws!
Listen to me!!!

ALBY starts to shake, then takes a breath and focuses the bow
back on THOMAS...

TWHWAP!

CHUCK
No!!

And CHUCK dives in front of THOMAS, taking the arrow directly
in his heart.

THOMAS catches CHUCK, as...

THWAP!

An arrow pierces ALBY in the gut, and he falls to the ground.

All the GLADERS' turn to NEWT, who fired and took ALBY down.

A long beat, then...

NEWT
Been listening for too long. Time
to see, with our own eyes.

THOMAS, cradles CHUCK, who looks up at him, life slipping
away...

CHUCK
 If you find my mom and dad. Tell
 them I was the best Field Hand in
 the Glade.

THOMAS' hardened demeanor softens and we get a glimpse of the
 boy he was before the Changing.

THOMAS
 I'll tell them you were a hero,
 Chuck. Braver than all the
 Runners.

Suddenly from above, a SHRIEK...and a GRIEVER drops into the
 Cavern. Then ANOTHER...

THERESA turns back to the door and drags the final symbol
 into place. All six symbols glow *green* on the image of the
 Maze. Then, the screen goes blank.

And finally, it reads: "MAZE TRIAL: COMPLETE."

A beat, then the ground begins to SHAKE, and the steel door
 rises out of the rock, and rolls to the side, revealing a
 platform.

THERESA steps inside and looks up.

THERESA
 It's an elevator! C'mon!

The GLADERS hesitate half-a-beat, but with little choice,
 they pile inside, as MINHO and NEWT do their best to ward off
 the GRIEVERS with the remaining arrows. As they back into
 the elevator...

THERESA (CONT'D)
 Thomas!!!

THOMAS looks to her, then one last time at CHUCK whose eyes
 flutter close. He lays down the boy's body and jumps on the
 elevator platform, just as it begins to rise...

INT. ELEVATOR

THOMAS, THERESA, NEWT, and the GLADERS stand silent, somber
 as the elevator slows to a stop before another steel door.
 The door opens. And the GLADERS all stare in AWE...

INT. CONTROL ROOM

...at a sterile, white room, lit by overhead fluorescents,
 and split in half by a glass partition. Behind the glass, a
 massive wall of monitors stream aerial images of the now-
 empty Maze and Glade from every conceivable angle.

And seated before those monitors, at an elaborate computer
 terminal are a dozen ADULTS in white lab coats.

Everything about the setting is sleek, modern, in stark contrast to the natural materials of the Maze and Glade.

As the GLADERS file out of the elevator and into the room, several of the ADULTS turn around and approach the glass.

For a beat, the GLADERS and the ADULTS simply stare at each other.

Then, one of the ADULTS, a kind-looking WOMAN presses a button on the terminal behind her, and an intercom is activated.

WOMAN
Welcome home.

The GLADERS remain silent, stunned...

WOMAN (CONT'D)
Congratulations, Thomas! And to you all on a wonderful achievement. The first Group to complete the Maze! And not just complete it...We never thought so many would survive!

MINHO steps forward...

MINHO
What the hell is going on? Who are you people?

WOMAN
Mr. Minh. Agile, strong, calm under crushing pressure. You should be very proud. *

NEWT
Proud? Half our friends are dead...

WOMAN
And, yet, even in the end, when we accelerated the stimuli, you kept going. You insisted on maintaining order, enforcing Laws. Mr. Minh and his Runners kept mapping a shifting Maze that couldn't be solved. Every day, men did back-breaking work in the fields, labored to erect structures with few tools and meager supplies. And why?

THOMAS
Because they never gave up.

WOMAN
That's right Thomas. Never stopped looking for a *solution*.

(beat)

(MORE)

WOMAN (CONT'D)

And you! Viewed at first with contempt, then suspicion, but finally rising to their lead. Proving yourself willing to sacrifice *everything* in order to save your flock.

(beat)

You are worthy of the task for which you've been groomed.

MINHO looks at THOMAS, confused.

MINHO

I don't understand...who are these people?

Now a BALD MAN steps up next to the WOMAN.

BALD MAN

We are The Consortium.

(beat)

Humanity's last hope.

Behind the BALD MAN, the control-room monitors are no longer broadcasting the Glade. Instead, a different series of images:

The sun exploding, turning the sky blood red. Ash falling to the ground like snow. Familiar city skylines and landmarks laid ruin. Those armored personnel carriers. Men in biohazard suits stepping over corpses in the streets.

BALD MAN (CONT'D)

Since the Flare, the sickness has spread faster than anyone anticipated. There are hardly any sanctuaries left. What you're doing here is critical. The Chosen and their followers will save mankind.

The WOMAN shoots the BALD MAN a silencing look. She turns back to the GLADERS...

WOMAN

We know how jarring this must be. But you're safe now. And you'll need your rest. The Maze Trial was just the beginning. Phase Two begins soon.

MINHO turns again to THOMAS...

MINHO

Phase two? I thought we were free...

THOMAS

Min --

WOMAN
 Not now, Thomas. You'll have plenty of time to rally your troops for the challenge ahead. This is a moment to rest and regroup. To enjoy.

Suddenly, a door to their right opens, and a crew of ARMED CONSORTIUM OFFICERS file in.

WOMAN (CONT'D)
 These officers will show you to your quarters for the night.

Then...

WOMAN (CONT'D)
 Thomas. Theresa. You may come with us.

THOMAS and THERESA don't move, as the others stare in disbelief.

THOMAS turns to MINHO and NEWT...

THOMAS
 (whispers)
 I know what it looks like. But this isn't over yet.

The WOMAN presses a button and a door opens in the glass partition.

THOMAS looks at THERESA and together they walk forward and step inside. As they watch the CONSORTIUM OFFICERS begin rounding up the GLADERS...

THERESA (V.O.)
 You sure about this?

THOMAS (V.O.)
 I am.

THERESA (V.O.)
 What if it's worse out there, alone?

THOMAS (V.O.)
 We're not alone.

Suddenly, THOMAS and THERESA, reach into their waistbands and pull out serrated BLADES. They grab the BALD MAN and the WOMAN, holding the knives to their throats...

The armed CONSORTIUM OFFICERS all turn, but they're separated by the glass.

THOMAS barks to one of the adult TECHNICIANS still seated at the computer terminal...

THOMAS
Bring up the profiles!

TECHNICIAN
I can't --

THOMAS digs the blade deeper into the BALD MAN'S flesh...

THOMAS
Or I'll cut his throat.

The BALD MAN nods, frantic, and the TECHNICIAN goes to work.

THOMAS (CONT'D)
Start with Minhó.

The TECHNICIAN hits a few buttons and the monitors all broadcast one giant image of...

MINHO, no more than eleven years old, atop a smiling man's shoulders, standing by the Golden Gate Bridge. Next to them is a beautiful woman cradling an infant girl.

THOMAS looks out through the glass at MINHO. Over the intercom...

THOMAS (CONT'D)
You're from San Francisco, Min.
You had a mother and father. A
baby sister named Kim.

MINHO can't take his eyes off the photo, and for the first time, we see tears stream down his face.

The monitor changes and now it's a young NEWT, on a farm, kneeling amidst half-a-dozen young kids, a stern older man looking on, arm around his wife's waste.

THOMAS (CONT'D)
Newt, you were born in Oklahoma.
Oldest of six.

NEWT'S hardened facade crumbles. As the GLADERS stand silent, the monitors cycle through a short montage of FAMILY PHOTOS, concluding with...

THOMAS. His FATHER'S arm around him, center-field at Yankee Stadium. THOMAS looks up, focusing on his dad...

THOMAS (CONT'D)
That's my father. My best friend.
I don't know if he, or anyone else
is still alive out there. But I
intend to find out.

THOMAS locks eyes with MINHO...

THOMAS (CONT'D)
You once told me... Never stop
moving.
(beat)
(MORE)

THOMAS (CONT'D)

I know we're all tired. But if we want to really be free, we need to keep running.

(beat)

We survived the Maze. We defeated the Grievors. And I don't know about you, but I'm done being a pawn in someone else's game.

(beat)

We can do this, Min. Together, we can do anything.

*
*
*

MINHO looks around at the CONSORTIUM OFFICERS who stand, unsure what to do. At the exhausted GLADERS. And back at THOMAS. He nods.

THOMAS gives the TECHNICIAN one last order...

THOMAS (CONT'D)

Unlock the access doors to the street.

Now the WOMAN shouts...

WOMAN

Don't do it! We've invested too much!

THOMAS pushes so hard he draws a drop of blood from the BALD MAN'S neck. He glares at the WOMAN.

THOMAS

You wanted to see how we'd handle your puzzle? *This* is our solution.

(beat)

I said let us out.

*

SLAM CUT TO
BLACK.