

SHADOWS

by

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EXT. SIDEWALK - NIGHT

A nervous teenage GIRL walks briskly along a dark sidewalk on her way to a party. The camera tracks backward in a mid shot; the sharp clap of her shoes on the sidewalk can be heard.

Cut as GIRL slows her walk and steps into focus to take out her lipstick and mirror. Brief match cuts as she quickly puts it on in closeups.

The camera tilts down and pushes in slowly from behind GIRL as she puts everything back, takes a deep breath, and begins to walk again.

Camera tracking backwards again, as GIRL walks for a few more moments.

Cut to stationary wider shot further away; GIRL gets startled by the ring of her phone. She stops, takes a deep breath of relief, and the camera follows her in a tight closeup taking her phone out from the purse on her left-hand-side.

Cut to behind GIRL putting the phone to her ear. Camera goes into a slow anticlockwise rotation around GIRL.

GIRL
(To phone, softly)
Hello?

PHONE
(EQ phone audio)
Yeah, where are you? The party's
about to begin.

Cut to closeup of GIRL's face.

GIRL
I'm on my way. Just - gimme five
minutes.

PHONE
Well, don't be late.

Phone cuts with call end tone. GIRL swallows and takes a deep breath. Cut back to stationary shot as she puts her phone away.

Cut to shot of the ground. GIRL steps into shot and begins walking; camera tilts and tracks upward. She is nearing a 90-degree turn on the sidewalk.

GIRL hears a sinister whisper from behind her. Cut to closeup as she whips around. Cut to a P.O.V. shot with a 'thud' sound. Nothing out of the ordinary.

Cut to stationary wide shot of GIRL looking around, scared. Adjust Foley volume, EQ (quieter).

Slightly closer with handheld tracking as GIRL begins to walk again.

A bell tolls and masked figure MASK steps out from the bend in the sidewalk, illuminated by yellow light.

Cut to GIRL, taking a sharp, shaky breath. Cut to closeup of MASK lifting a Rubik's Cube and turning it once. Closeup of GIRL's face as she exhales slowly and begins to walk.

Cut to over GIRL's shoulder to see MASK suddenly running towards GIRL. Cut to behind GIRL; she turns to see him running and begins to run too as camera rotates into canted angle and dolly forward fast and smoothly.

Cut to parallel street, handheld tracking GIRL as she runs.

Cut to in front of GIRL in a closeup. Dolly back as she runs. GIRL quickly turns her head while running, then speeds up.

Camera around a corner in a wide, neutral shot.

GIRL turns the corner and a harsh, distorted VOICE reverberates from everywhere.

VOICE
(Deep)
Stop.

GIRL freezes in wide shot.

Punch in as GIRL spins around frantically to locate it.

VOICE (CONT'D)
You cannot run. You cannot escape.

Cut between cameras rotating around GIRL in clockwise and anticlockwise directions.

VOICE (CONT'D)
(Harsh)
How long have I waited, waited for
you? Waited for the perfect
moment; waited for the right time;
waited for *this*?

You will not escape. You will not
run.

(Louder and harsher)

Mine! You are mine!

Cut to MASK reappearing from the corner. A bell tolls and GIRL turns to look. Cut to closeup of MASK turning the Rubik's Cube again.

GIRL screams in a mid shot, spins around and starts running as a howl from MASK is heard. Mid and wide shots of GIRL running desperately.

GIRL runs along the length of a sidewalk. Match cuts as she bumps into a pedestrian and knocks them over.

GIRL stops by a streetlight thinking she has outrun MASK. Camera sweeps from behind GIRL and turns to face GIRL in a closeup.

GIRL bends over slightly to catch her breath, and rests one hand on the streetlight. Push in to closeup.

FAST GLITCH CUTS
WITH ACCOMPANYING
SOUND EFFECT TO
"VISION":

Pull out from closeup. Lens flares at every light point with very blue hue. Camera revolves around GIRL to over-the-shoulder.

MASK reappears with the Rubik's Cube in hand and begins to walk forward, tilting his head to the left. Tight mid shot as MASK then speaks as VOICE, tilting head from left to right.

VOICE (CONT'D)

I told you, you can't run.

Mid shot of GIRL as she turns and runs. Handheld tracking closeup as she trips and falls. Gasping in pain, she lifts an injured knee.

Cut to mid shot as MASK takes a step forward and tilts head from right to left.

VOICE (CONT'D)

(Harsher)

And now I've got you right here.

Cut to handheld as MASK turns the Rubik's Cube one more time and the colours all align.

Fast glitch cuts with accompanying sound effects to show multiple angles of completed Rubik's Cube. Final cut to closeup of MASK with head tilted to the right and a victorious, inhuman howl.