

Screenplay

INT. LIVING ROOM - DAY

Beams of light shine through the crooked blinds of a nearby window, illuminating an eerie living room. Furniture, book shelves, and other memorabilia fill the empty area.

A sudden screech interrupts the silence as the window slides open. A dark boot slips through the the room, gently landing on the living room floor. An obscure figure follows the boot through the bright opening, coming to rest inside the quiet room.

REVEAL ACTOR 1

Actor 1 stands motionless, carefully surveying the room. Actor 1 notices a computer on a nearby desk and quickly darts over to it. Positioning himself/herself in front of the computer, Actor 1 taps the keyboard, bringing the computer to life. With several swift clicks of the mouse, he/she navigates through several folders on the computers hard drive. Actor 1 scrolls through the computers contents as he/she arrives at a folder entitled: RESEARCH DOCUMENTS

Actor 1 swiftly pulls a small USB EXTERNAL HARD DRIVE from his/her pocket, attaching it to the computer. A few clicks allow Actor 1 to copy the file to the USB device.

A smirk crosses Actor 1's face as he/she removes the device from the computer, placing it in his/her pocket.

Actor 1 gazes around the room before approaching a shelf cluttered with books and DVD's. Actor 1 begins to search meticulously through the rows of disarray.

Not satisfied with the search results, Actor 1 darts to a nearby cabinet. He/She continues to sort through the contents, becoming increasingly frustrated.

Actor 1 suddenly stops the search as he/she stands up to slowly survey the room again.

Actor 1 resumes the search, storming through drawers, couch cushions, objects, and other various contents throughout the room.

Actor one notices a MANILA ENVELOPE among a slew of papers and magazines. He/She grabs the folder, staring at it momentarily.

Actor 1 begins to open the envelope as a dark figure enters into the doorway behind him/her.

REVEAL ACTOR 2

ACTOR 2
Find what you're looking for?

Actor 1 abruptly turns around to confront the voice.

Actor 1 and Actor 2 stand across the room from each other.
Actor 1 takes a moment to gather himself/herself.

ACTOR 1
As a matter of fact I did.

Beat.

ACTOR 1 (CONT)
And I have what I need to prove our
case against you.

ACTOR 2
Is that so?

ACTOR 1
(aggravated)
Yeah... And I'm not gonna let you
take me or anyone else down for
what you did.

ACTOR 2
(chuckle)
What I did?... You were very much
an intricate part of the team... In
fact, some of our most notable
research came from you.

ACTOR 1
Yeah, well I'm not part of the team
anymore... None of us are! We're
through. And soon we'll tell the
whole world whats been doing on at
the facility.

ACTOR 2
(slight chuckle)
I wouldn't be so sure about that if
I were you.

ACTOR 1
Oh, yeah. How you gonna stop us.

ACTOR 2
I'm not.

Beat.

ACTOR 2 (CONT)

You are.

Actor 1 is taken back as the remark confuses him/her.

ACTOR 1

What?

ACTOR 2

Who's going to believe a fugitive that killed his whole research team.

ACTOR 1

What are you talking about?! I didn't kill anybody!

ACTOR 2

A troubled team leader finally snaps, killing all 4 members of his research team in cold blood.

ACTOR 1

That's impossible. I didn't kill anybody. I talked to them yesterday.

ACTOR 2

Well don't take my word for it... It's all right there in your hand.

Actor 1 turns his/her attention down to the manila envelope. Actor 1 anxiously opens the envelope, sliding out several pictures.

A horrified look blankets Actor 1's face as he/she flips through the large pictures.

ACTOR 1

(shocked)

No. This can't be... Why'd you do this!

ACTOR 2

You don't have much time. The authorities are on their way.

The anger is stripped from Actor 1's face as he/she shockingly gazes at Actor 2.

Actor 1 darts to the open window, quickly exiting the room.