

OUT OF SIGHT

Written by

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EXT. A STONE BEACH, LATE MORNING

The ocean waves hit the stony shore of the beach. MAX is deeply focused as he is drawing a picture of them. He has large, vintage headphones on. They are wired to a battered boombox. There's a strange briefcase sitting next to him.

A few meters next to him is ROSSI, who is standing still, nowhere near as relaxed as Max is. Rossi is scanning the horizon with his tiny binoculars, looking for a potential threat.

As we are shown Max's drawing in his notebook, the camera pans to a page next to it.

The page reads:

1. Deliver the vaccines
2. Stay out of trouble

These simple instructions are circled due to their importance.

Rossi joins Max on the bench. Max takes his headphones off and puts them on Rossi's head. Rossi smiles as Max shows him the little drawing of the beach. After Max hands Rossi his notebook, he takes out a small tin box with festive pictures on it. He opens it, revealing a handful of small pieces of chocolate.

This is a rare commodity in their world and both treat it as something luxurious, deeply enjoying it. Suddenly, an other-worldly scream can be heard in the distance. The two of them look at each other and quickly pack everything around them. Max quickly flexes his hand and handcuffs himself to the briefcase.

As we see the two of them in a wide shot, running towards the camera, the shot freezes. There's a caption under our heroes:

The Running Men (cursus homines)

The shot unfreezes and the pair runs outside of the frame.

The same shot dissolves into the next one, which is the location of the monster. A seemingly empty portion of the beach resembles a canvas. It is slowly ruined by steps. Nothing but steps. These are steps of an invisible threat. As they get close to the camera, this shot freezes as well. There's a second caption.

The Invisible Monster (humanus ingestus)

Cut back to Max and Rossi, as they swiftly move across the beach. As they run, both step over a metallic sign without realizing it. It says "Land of The Popeyes. Death ahead!" Rossi is keeping an eye out for Max, who is responsible for the case. The briefcase prevents them from sprinting as they need to be careful with it's contents. Their destruction could jeopardize the mission.

While Rossi carries an old-school revolver, Max is unarmed. Being responsible for the case, his safety is in Rossi's hands.

They hear a loud *click* noise and Max stops abruptly. It takes Rossi a second to stop too. While Max stands still, Rossi runs to him and looks him in the eyes. Then, they both look down. We see what's buried beneath Max's feet.
A LANDMINE.

Max takes out the handcuffs key and starts unlocking them so that he can pass the case to Rossi. Rossi grabs his hand and looks at him firmly.

ROSSI
No. We will deliver it together.
I'll come back.

Max shakes his head. He wants Rossi to take the case, but he grabs the key from Max's hand. Rossi hands him his revolver.

ROSSI (CONT'D)
I'll be right back.

Rossi runs away, leaving Max standing there on his own.

We cut to Max, a while later. He is tired, so he crouches as slowly and as cautiously as he can.

The monster approaches. We see it getting close to Max from behind through it's POV. The sounds of the waves nearby and the seagulls up in the sky are deafening. The sound of the monster's steps isn't loud enough for Max to hear. As he gets dangerously close, Max FINALLY hears it. He stands up and turns around as much as his situation allows it.

There's a switch back to a regular shot. Max closes his eyes to focus. The sounds of nature fade out. Sounds of the monster can be heard a bit more clearly. With his eyes still closed, Max touches Rossi's revolver resting on his belt. We hear one more step. This one is louder and clearer than ever. Max smiles.

MAX
(whispering)
Gotcha!

The joy of spotting the monster doesn't last long enough. Max can hear new set of footsteps, this time coming from his side.

Three scavengers can be seen approaching Max. These scummy people are The Popeyes.

The gang doesn't notice the monster. Their focus is on the gun Max carries. They wave-sign at him to drop it. He obeys. The trio never looks down at his feet, giving off the impression they already know about the mine.

The scavenger leader pushes Max without any warning.

THE SCAVENGER LEADER
(as he pushes Max)
BOOM!

As Max falls, the trio laughs maniacally. It's clear that the "mine" was a trap set by them.

One of the scavengers hand the leader large hedge shears. They don't bother asking if there is a key. They want to get the flashy suitcase handcuffed to Max's hand and to be sadistic on top of it. The leader opens the shears.

We switch to the Monster's POV again. It's approaching the gang. They can't hear it until it's almost right next to them. When they do, the gang turns quickly. They start scanning the environment, looking for the threat. When the leader stares way off, the monster SNAPS at them. We can see them quickly draw their weapons.

The story quickly snaps out of the monster's POV so we can see Max reaching the revolver on the ground.

We cut to Rossi further away, running back to help Max. During his off-screen time, he somehow managed to find a shovel with which he hopes to save his friend. Gunshots and horrific yells of the monster can be heard. Rossi runs even faster than before.

Rossi finally reunites with Max. Covered in blood of his enemies, Max stands up with Rossi's help. He is still in shock. The carnage is off the camera, but we can see Rossi's reaction. He turns to Max, seemingly impressed.

ROSSI
Did you get the monster?

Max nods.

ROSSI (CONT'D)
Did it reveal itself after?

Max looks off camera to his side. Rossi looks at the same place.

We get one last posthumous POV shot. While Max is still shocked, Rossi seems disgusted.

ROSSI (CONT'D)
That's one ugly motherfucker.

ROSSI (CONT'D)
Wanna deliver this thing, become a
hero and get some beer?

Max nods.

Rossi helps max walk as he grabs the suitcase. The heroes walk off.

The End.