

The Haunted GC\_Draft 2\_BLUE

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INT CINEMA BAR - NIGHT

Two staff members clean the surfaces of a cinema bar.

They both wear a black conventional uniform making them look like prisoners. The only notable difference is one of them wears a 'Trainee' name badge.

TRACEY moves to scrub inside a sink. Her face tired from the hundreds of time's she has done this job.

SANDY the trainee. Finishes scrubbing and starts to fold napkins. She fixes up her badge before starting.

TRACEY

This is fucked.

SANDY

I can't believe how busy it was,  
does it happen often?

TRACEY

All the time! It's never ending.

SANDY

I don't think I've sweated so  
much in my life. (Beat) So how  
long have you worked here?

TRACEY

12 years.

Sandy is thrown by the response. She plays it cool.

SANDY

Oh cool. Did you go to uni?

TRACEY

Yeah I studied engineering. It  
just wasn't for me once I  
graduated.

SANDY

That's fair.

TRACEY

Do you study?

SANDY

I'm a dancer. First year at the  
institute, which is exciting.

TRACEY

Good for you! So you plan on staying here long?

SANDY

As long as I need too. I see this as a **temporary** job while I study. You know just to cover rent and bills.

Sandy laughs.

Tracey abruptly turns to face Sandy. Her eyes pierce through Sandy.

TRACEY

Can I give you some advice?

SANDY

(awkwardly)

Sure.

TRACEY

This place, will eat you up and spit you right back out. Before you know it you've been here for 10 years trying to figure out what the fuck happened. If I were you, I'd look for another job now.

The lights at the bar flash and the walls creek.

Sandy awkwardly looks at Tracey.

Tracey's actions become robotic, as if she is being controlled. She turns back around and continues to scrub the sink.

A herd of people begin to walk out and exit the cinema.

TRACEY

Can you go clean?

SANDY

Yep!

Sandy quickly walks towards the cinema. Tracey turns her head robotically to look at Sandy as she exits to clean.

2 INT GOLD CLASS CINEMA - NIGHT

A large door opens. Sandy enters the dirty cinema with a trolley.

The cinema gives off an ominous vibe.

Plates of empty food and glassware cover almost every table. Popcorn spilt in almost every row.

Sandy takes a deep breathe and prepares herself to clean.

She cracks open a bin bag. Sets up her tub. Pulls out a sweep and picks up a spray.

3 INT GOLD CLASS CINEMA - MOMENTS LATER

Sandy has cleared most of the cinema with a couple tables still to go.

She wipes sweat from her forehead.

A group of four chairs have been left with the reclining legs up. Sandy begins to bring them back down one by one.

She does the ones at the top first and works her way down.

As she moves along the house lights go out. The only lights on are the ones on the chairs.

SANDY

Oh!

Sandy unclips her radio and puts it up to her face. The little red light is the only thing lighting her face as she contacts projection.

SANDY (CONT'D)

Come in Projection.

In the darkness Sandy awaits a response.

SANDY (CONT'D)

Come in Projection?

PROJECTIONIST (O.S)

Go ahead.

SANDY

Can you please turn on the house  
lights for Cinema 2?

PROJECTIONIST (O.S)

Are they off?

SANDY

Yes.

PROJECTIONIST (O.S)

Okay.

A figure shifts behind Sandy causing some of the lights  
on the chairs to turn off momentarily.

Sandy is unaware of this.

The house lights are turned back on.

SANDY

Thank you.

Sandy turns around to continue to work. As she turns she  
notices the chair she reclined down is now back up.

Sandy takes a moment to process this. She convinces  
herself that it's nothing and resumes her work.

As she walks up the steps to put down the other reclining  
chair, the one behind her begins to move up on its own.

Sandy finishes and turns around to see the old chair now  
back up.

Sandy takes a moment.

The black curtains surrounding the cinema begins to move.

SANDY

Nope.

Sandy rushes to exit the cinema from the emergency exit.

The door stretches back creating a long corridor to the  
door.

Sandy panics and runs down to the front exit.

She attempts to push the door open. The door is like a  
wall. Immovable.

SANDY  
Tracey! Tracey!!

Sandy continues to push with all her might.

SANDY (CONT'D)  
TRACEY!

Sandy runs back up to the cinema.

All the reclining chairs are now up fully up.

The house lights turn off. Sandy screams. She pulls out her radio and disparately calls projection.

SANDY  
Come in Projection! Can you  
please turn on the lights!

The large cinema screen turns on. **White Noise** plays.

Sandy turns around shaking.

The corridor door creaks open and shuts itself over and over again.

Sandy walks over to investigate.

Sandy is in shock.

The radio button clicks on and off constantly like morse code. Very faintly we can hear an old creepy voice over the radio. His words break up.

CREEY OLD VOICE (O.S)  
No one leaves.

The Voice sadistically laughs over the radio.

Sandy turns it off. She walks slowly and cautiously to the door.

The door continues to bang open and shut.

Sandy is in tears as she approaches the door.

The house lights turn on and the **White Noise** projection on screen stops. The door stops banging and is now shut.

Sandy stops. She braces herself.

Tracey rises behind her, she has a sadistic smile.

TRACEY

Where are you going?

Sandy turns around as Tracey transforms into a monster and bites Sandy.

Sandy screams.

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INT CINEMA BAR - NIGHT

Sandy scrubs the sink. Her face tired and run down.

Behind her a new employee wears the trainee badge Sandy once helmed. Youthful and energetic the new employee attempts to start conversation.

NEW EMPLOYEE

So you been here long?

Sandy looks up and smiles to herself.

CUT TO BLACK