

Hunters Hunted

Overview:

Feargirl is to be hunted within an enclosed maze-like area by a team of female hunters. It is her goal to reach the centre of the maze. The hunter's goal is to find her and kill her. At the centre of the maze is the control room where the leader of the team issues instructions. The maze area is flooded with poison gas to provide an extra level of difficulty for the participants.

Locations:

The Playing Field: This is the area where the hunt is to be played out. It could be any area where a person can be hunted by a team and find places to hide, from a warehouse to a wood or an office building or even a house. There needs to be a door to the control room, but the actual control room itself could be incongruous to the location, for example a door that is apparently as shed from the outside could be the entrance to the control room.

The Control Room: This area does not need to feature very much, but is described here in case it does. It is a brightly lit and very clean room containing the leader of the hunter team and the control station she is seated at to command her team. It feels a world away from the struggle outside.

Characters:

Feargirl: Feargirl starts the movie either already in the maze or just entering it. She is dressed in the black dress with the red stripe, high heeled boots, short red latex gloves and a simple gasmask. Not entirely practical but she is there to entertain, not to win. She is wary and thoughtful, but capable and when push comes to shove she is more than a match for a lone hunter, though she will not realise this at first. As the game progresses her confidence grows, as does her enjoyment of it.

The Controller: We may not see much of the Controller (depending on how the story ends). The actress playing The Controller also plays the hunters, though the audience doesn't really need to know that as she remains largely unseen, they could all be clones, or they could be her avatars in the hunt, it doesn't matter precisely which. The Controller is a nod to the DJ from the movie *The Warriors*, all we see of her are her lips as she speaks into a microphone, taunting Feargirl

and directing the hunters. In contrast to the DJ from that film, who in a dark room full of radio equipment, the Controller is sat in a very brightly lit but very sparse room, we see nothing but her. Her lips should be pale and glossy, combining with the bright lighting in these scenes to create the sort of look one might expect to find if Apple opened a store in heaven, slick, corporate, angelic, otherworldly. The Controller is part narrator, part chorus and part antagonist, she is the only speaking character and it is through her that we know what is going on. She is confident that she and her team are for all intents and purposes performing an execution, though she has little respect for them and sees them as expendable underlings. If we do see more of the Controller she should be wearing something tight, white, clean and functional, befitting a figure of some authority, but also a woman of action.

The Hunters: The Hunters are a group of clones tasked with protecting the middle room of the maze and with hunting down and killing Feargirl. They are without sympathy or mercy for their prey. They are not fighters, but they are killers and bullies. They are unarmed, but equally not afraid, at least at first. Though they don't speak over the radio they will seem to be in some form of communication with the Controller. The Hunters are dressed in a suit of hazmat gear. This might be the red medical suit (see the Will pictures for what that suit looks like), or a set of white disposable coveralls with black heavy duty rubber gloves, heavy boots and a gas mask with a filter (Israeli civilian or military masks are cheap and would suffice).

Glade: Glade is summoned to help when Feargirl starts to cause real problems for the Hunters. She wears a simple transparent breathing mask, implying that she has her own independent air supply, as opposed to wearing a gas mask. The mask should be close enough to her face and affixed tightly enough that it cannot be easily removed.

Notes: The environment is laced with poison gas. Everybody in the area is wearing a gas mask anybody without one will rapidly suffocate.

Scene One:

Feargirl awakens suddenly. She is startled by the fact that she is wearing a gas mask. She touches it, thoughtful, wondering what this new game will be.

The focus switches to the Controller. She speaks calmly and softly, taking her time.

Controller: Okay ladies. You know the drill...

The camera cuts away to shots of the different Hunters while she talks. Three are walking on their own individual patrol routes and the fourth is guarding the door to the control room. The camera establishes that there are four in total while the Controller explains what is going on.

Controller: Your prey is in here somewhere. You will find her. You will kill her. She must not be allowed to reach the centre room.

The camera cuts away to a shot of Feargirl. It tracks slowly up her body from bottom to top as she hides against a wall. She is after all there to put on a show.

Controller: *(Now addressing Feargirl, her voice remains soft, persuasive.)* I know you can hear me, girl. You know what you should do? You ought to pull those masks of yours off and take a few nice deep breaths. In and out. In and out. That's what you should do. Surrender to it. Because the harder you make this for us, the harder we'll make it on you.

Scene Two:

Feargirl is stalking one of the patrolling Hunters. We see the Hunter walking along her patrol route, then we see Feargirl following. Cut to the Controller.

Controller: Just a matter of time until we find you. Why make it hard on yourself?

The Hunter stops, as though she is suspicious about something. We see her eyes behind the mask in close up, thoughtful and vigilant. Suddenly her eyes widen in pain and alarm. The camera pans back and we see that Feargirl has sneaked up behind her and attacked, putting the Hunter into a tight sleeper hold.

Cut to the Controller.

Controller: *(Smiling)* Have you found her already number four? Good girl.

Cut back to the fight.

Feargirl is now squatting behind the struggling Hunter, still holding her in a tight sleeper hold, one arm is around the Hunter's neck and her other hand is on top of her head, pushing forwards against her arm. The Hunter has her hands locked on the arm around her throat and is trying to budge it. She is not struggling in a kind of arms flapping, hands pawing way, rather she has got a grip on Feargirl and is simply trying to pull her free, and it is a locked test of strength between the two. It is clear who is going to win but the Hunter clings on. We see Feargirl's eyes as she subdues the girl, determined. The Hunter's struggling finally subsides and Feargirl drags her away out of sight.

Controller: Looks like number four has run into a little problem, two and three why don't you go and give her a hand?

Scene Three:

We see Feargirl is moving away from the scene of her first victory.

Cut to the Controller.

Controller: She's got to run into one of you sooner or later. Say hi to her won't you?

Feargirl she sneaks around a corner and right into the path of another Hunter. This one is carrying a small torch. Both women are surprised, but the Hunter who has been warned in advance reacts first and lunges forward to grab Feargirl. Feargirl doesn't try to escape instead she strikes the Hunter hard between the legs with her knee. The Hunter yelps in pain and gets hit again in the same way, causing her to crumple to the ground, moaning in agony.

With her opponent now stunned Feargirl squats down on top of her and starts to unscrew the filter on her mask. The Hunter tries to resist but she's effectively pinned and soon the Feargirl has disabled her mask. The Hunter immediately holds her breath. Feargirl stands up and places her boot on the chest of the Hunter, still holding the filter in her hand, silently taunting her with it.

Cut to the Controller.

Controller: Number three, did you find her? What's going on number three?

Cut back to the scene of the fight, the Hunter is reaching up desperately for the filter cylinder in Feargirl's hand, but Feargirl keeps her pinned. Soon the Hunter has to breathe and starts to cough, weakly at first, then really choking, struggling to the end. When she finally succumbs Feargirl checks her for a pulse. She checks her throat and her wrist, silently and methodically. Satisfied that the air is indeed lethal she reattaches the filter to the dead Hunter's mask, picks up her torch, and heads back the way she came, retracing her steps. Suspecting that this Hunter was part of a pincer movement she is, rather than trying to escape, now looking for the Hunter that would have been coming from the other direction.

Scene Four:

We see the Controller, she purses her lips nervously.

Controller: Two, I think she made it past three. You need to get back here in a hurry. One, you stay on the door. She's going to be on her way to you.

Cut to show the Hunter 'Two' picking up her pace and the Hunter 'One' still resolutely guarding the door.

Cut back to Hunter Two, she slows down and stops. We see her look down at the floor, where the other Hunter's torch is now lying. As she bends down to retrieve it we see that Feargirl is standing behind her in silence.

Cut to the Controller.

Controller: Two, why have you stopped?

Cut back to the Hunter. She is now stood with Feargirl grabbing her from behind. Feargirl has one hand over the front of the Hunter's mask, covering the air intake of the mask with her palm and trying to get a grip with her fingers on it to remove the cylinder. Her other hand steadies her grip and keeps the Hunter from getting away. The Hunter is struggling and using both hands is able to stop the cylinder from being unscrewed. However there is not much air inside the mask for her to breathe and though she can protect the integrity of the mask it is a losing battle against asphyxiation. Again we see Feargirl implacable as she suffocates her victim. The scene takes a while to play out as the victim's struggles get more and more desperate.

As Feargirl lowers the Hunter's unconscious body to the ground we cut once again to the Controller.

Controller: Well that wasn't very nice. I liked Two. Get me reinforcements.

Scene Five:

We see Feargirl sneaking up on the door where the final Hunter is on guard.

Cut to the guard, she hears a noise, something not too far away. She figures it must be Feargirl, maybe she tripped on something. She readies herself and moves over to investigate it in the direction where she heard the sound.

Cut to the Controller.

Controller: This looks like it could be a trap. Be careful One. Be real careful.

Cut back to the Hunter, she is searching, but she hasn't found anything.

Cut to the Controller.

Controller: She must be there, unless she-

The angle and style of the shot doesn't change, but we see Feargirl's hand reach into the picture and cup itself over the mouth of the Controller. The Controller doesn't seem to struggle violently, rather she raises her hands up to her mouth to try to pull the offending hand away, and that's all she does. We see that the Controller is wearing spotless white surgical gloves, but we see no more of her than this.

Though her mouth is covered the Controller begs for her life, repeating the simple phrase, "Please let me go!" over and over before just using the word "Please" as the end gets nearer. It should not seem

like a natural response to that situation, the implication being that the Controller is not an entirely natural entity.

Feargirl just holds her, firmly, no mercy here.

After a few moments the Controller has been dispatched. Feargirl presses her thumb against her lips, smearing it across and ruining her perfect makeup, for the first time the Controller appears imperfect, compromised.

Scene Six:

We see the Hunter outside the door, having returned to her post. Her head is now tilted forward, still standing, but she seems passive, dormant. Losing the Controller seems to have robbed her of her capacity to fight. Feargirl emerges from behind her and seems taken aback by the transformation. She circles the passive hunter, examining her. Finally she stops in front of her and gently tilts the Hunter's face up to look at her. For the first time in the film, Feargirl speaks.

Feargirl: Look at me.

The Hunter's eyes open and she meets Feargirl's gaze. She appears utterly subservient now.

Feargirl: What is this place?

The Hunter doesn't answer. She's not withholding information deliberately, you just doesn't know.

Feargirl: Who are you? Who was she?

The Hunter still looks at her, submissive but utterly unable to help. Her head slowly tilts forward again, the natural position she adopts when not being controlled.

Feargirl: Keep looking at me.

Feargirl lifts the Hunter's face up by the front of her mask, looking her right in the eyes.

Feargirl: Look into my eyes.

Feargirl adjusts her grip so that her palm is over the intake on the Hunter's mask, blocking off her air supply. Even though the Hunter is no threat Feargirl feels no compunction about eliminating an asset of her captors on general principle, especially as she has not made herself useful by providing answers. Feargirl clings tightly to the mask of the Hunter, covering the intake with one hand, with the other hand she cradles the back of the Hunter's head, holding her steady as the lack of oxygen starts to take a toll. She gradually lowers her victim to the ground as her legs stop being able to support her weight. When the Hunter has been dispatched we see Feargirl walking away, looking at ease, thinking that she has won.

Scene Seven:

The Hunters are down, the Controller is defeated. Feargirl retraces her steps, finding the torch she used to distract one of the Hunters lying on the ground. It doesn't occur to Feargirl right away that this is the same torch but not the same place, but as she starts to pick the torch up she realises that she was falling for her own trick. She turns and sees Glade behind her ready to attack.

Glade reacts first and grabs Feargirl, with the two of them soon wrestling on the ground.

Feargirl seems to gain the upper hand and sits on top of Glade; she is trying to pin her down so she can remove her mask. Glade however has a backup plan.

Glade reaches up and grabs Feargirl's mask, blocking the intake. Feargirl struggles to pull her hands away, but she is unable to break the Hunter's grip, despite being on top. Feargirl tries to remove Glade's mask, but it won't budge. Feargirl starts to panic, she tries to pull herself away but she can't escape either with her mask held fast. In desperation Feargirl reaches behind her head to try to loosen her mask so she can slip out of it and away, but Glade reaches behind her head and holds the mask in place.

Feargirl struggles more, now completely frantic. Glade clings on tightly, not speaking, and eventually we see Feargirl's eyes roll back in her head. The struggling stops and Feargirl's body relaxes.

Glade rolls Feargirl off her and stands up, waiting beside the body.

End.