

Tunnel Visions

Written by

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FADE IN:

EXT. RAINFOREST - DAY

We see a group of teenage girls—ALY, ISABEL, CHERYL and RACHEL—walk through a rainforest.

Isabel is at the front, Rachel and Cheryl are walking as a pair in the middle, while Aly is at the back.

Everyone, except for Aly, seems excited. Aly, carrying an oversized backpack, is far more worried.

INT. SCHOOL BENCH - EARLY MORNING

Someone places a laptop on a bench. We see that ISABEL is sharing a website on this laptop with Aly.

ISABEL
The British built a few tunnels
during World War II.

The website looks like it was created in the late 90s, with outdated design: an ugly font, messy formatting and a black background. There is a photo of a tunnel entrance that looks like the Marsiling Tunnels.

As Isabel scrolls down, we see an image of a room with a large, rusted DOOR.

EXT. RAINFOREST - DAY

The group walks through the forest, still excited. With a closer shot of Aly, she looks pensive.

Ants walk back and forth on a branch.

ISABEL
We *have* to go there.

Isabel is walking with a radio in her hand.

ISABEL (V.O.)
If we bring a radio there, and tune
it to the right frequency...

EXT. WWII TUNNEL ENTRANCE

The group reaches the entrance of the tunnel, covered in vines and completely dark.

ISABEL (V.O.)
...we can hear voices.

From inside the tunnel, we see them gather at the entrance, peering into it. Isabel looks confident, but the others look more doubtful.

Rachel switches on the flashlight mode on her smartphone. She waves her phone around, barely illuminating the walls of the tunnel.

RACHEL
I think we really need flashlights.

She switches off the flashlight mode and turns back to the group.

ISABEL
We have enough of them right?

Isabel looks at Aly, accusingly.

ISABEL (cont'd)
Aly?

Aly swings out her giant backpack to the ground and digs into it. We see only one large flashlight inside.

ALY
(stuttering)
I'm sorry...

She panics as she searches through it again.

ALY (cont'd)
There's only one.

Isabel clicks her tongue, annoyed.

ISABEL
Never mind.

Aly searches through Isabel's face in fear, then Isabel grabs the flashlight from her hand.

With Isabel leading them, the group gingerly steps down the staircase to enter the tunnel. Aly, Cheryl and Rachel switch their phones' flashlight modes on, and Aly is the last to walk in.

After taking a few steps down, Aly stops, confused. We zoom in on the group in the tunnel for a few seconds, hearing a eerie static drone—

ISABEL (cont'd)

Aly!

Aly snaps out of her daze, then she rushes forward to catch up with the others.

INT. WWII TUNNEL / MAIN TUNNELS - DAY

The group trudges through the start of the tunnels. Everyone is driven to continue, but Aly is still unsure.

They walk past a white wall with words scribbled on it in mud, including the word "BEWARE". Everyone except for Aly ignores this, but Aly pauses for a second to read the wall. Then she runs up towards the group.

In the next wall, Isabel points her flashlight near the ceiling to reveal clusters of small white EGGS.

Aly is somewhat horrified, while the others look fascinated. When Isabel looks at Aly, Aly tries to hide her expression.

Isabel continues to lead them onward.

The group walks deeper into the tunnels, even squeezing between rusty pipes. Their shoes dig into the mud, making disgusting squelching sounds.

As the group trudges through knee-deep watery mud, Isabel's flashlight flickers for a few seconds alongside the sound of static—but no one except for Aly seems to notice.

Aly gasps. She stops walking.

ALY

(stuttering)

Uh... didn't the flashlight flicker?

The others turn to look at her, confused.

RACHEL

No?

Aly is surprised, but the others are still puzzled.

RACHEL (cont'd)

It didn't.

Aly tries to steel herself.

ALY

(stuttering)

I... think we should turn back.

Isabel shoots Aly a more quizzical look.

ALY (cont'd)
(mumbling)
I mean... there's not enough
flashlights, and only four of us...
and—

ISABEL
We're almost there!

She swings her arms up in frustration.

ISABEL (cont'd)
If you're so scared, you should have
just asked more people to join us.

ALY
(mumbling)
Yes... I did...

Isabel trudges closer to Aly and death stares her.

ISABEL
You promised to help me out.

ALY
(angrily)
That's what I always do!

Everyone is shocked by this, even Aly. Isabel continues her death stare, and Aly returns to her panicky self.

ALY (cont'd)
(panicking and
stuttering)
I'm sorry, I should have asked them
again or brought more flashlights or
more everything and—

ISABEL
Never mind.

Isabel looks up, shifting her gaze, thinking of what to say.

ISABEL (cont'd)
You'll still stay with us, right?

Cheryl and Rachel look at Aly with awkward pity, and Aly is still in complete fear.

Aly exhales.

ALY
Yes.

ISABEL
Promise?

Aly exhales again.

ALY
Promise.

Isabel seems satisfied, and walks back to the front. The group walks on.

INT. WWII TUNNEL / DEEPEST ROOM - DAY

Our group trudges through a hallway to enter a larger room. It has the large rusted DOOR, the same as the one on the website earlier.

ISABEL
Finally.

She switches the radio on, and begins to turn the channel knob. The others gather around her.

As she tunes through the different channels, we hear moments of static and distorted music.

ISABEL (cont'd)
(frustrated)
I can't find the damn channel.

Aly leans forward.

ALY
Can I try—

ISABEL
(annoyed)
No.

Aly shrinks back, and Isabel continues turning the knob both clockwise and anti-clockwise to no avail.

But suddenly, as Isabel slowly turns the knob anti-clockwise, we hear a growing eerie drone, just like what we heard before. She turns it faster, and it grows louder and louder.

ISABEL (cont'd)
Almost...

With a final twist, she adjusts it to the right frequency—and the drone turns to a high-pitch screech.

All the group's lights shut off, so it becomes completely dark.

Silence for a few seconds. We hear British male screams, which turn to STATIC.

Then we hear our group scream. After a few seconds, their screams sound like static too. We see the lights strobe, hearing the dull drone of screams and static:

The lights first turn on for a moment, and we see Rachel screaming and crawling on the ground. But it turns black again, and Rachel's screams become more like distorted static. In the next moment of light, Rachel is gone.

Lights on again—Aly is seated on the ground, breathing heavily, staring forward in shock.

She sees Cheryl try to lunge towards her, breathing hard, eyes widening in fear. But after the next moment of darkness, we see that she is on the ground, weak. She looks up at Aly, groaning with more static, a drop of dark blood inching down her face.

The lights turn off and on again, and we see that she has disappeared, with only muddy footprints left.

Aly looks over to Isabel, who is tiredly grabbing on the walls, attempting to feel her way out. Then Isabel glances at the radio.

ISABEL (cont'd)

The radio!

It turns dark once more. When we see Isabel again, she is completely sprawled on the muddy floor. The lights keep strobing. Isabel lifts her head—she is tired, sweating, with dark blood dripping from her forehead.

Aly is still frozen in place, looking at her in panic and confusion.

ISABEL (cont'd)

(desperately)

Get it, Aly!

Still seated, Aly reaches over to the radio. It turns dark, and we hear Isabel's screams of pain begin to become static-like. When the lights are on again, Aly is attempting to turn the radio's knob.

With a close-up of the knob, we see that Aly's fingers are trying to turn it, but the knob is stuck. Aly breathes heavily.

ISABEL (cont'd)
(with static
distortion)
Just turn it!

Aly blankly glances at Isabel.

ISABEL (cont'd)
(with more static
distortion)
Aly!

Then Aly freezes, and Isabel's eyes widen in horror and realisation.

It turns completely black for a few more seconds, then all the flashlights turn back on. Isabel, and the whole group, are gone.

Aly is still sitting on the muddy ground, heaving hoarsely, stunned for several seconds.

Suddenly, the RADIO in her hands switches on to play more static. Aly looks down at the radio in shock.

ALY
(shaking head)
No, no, no...

Then within the static, we hear a distorted recording of Isabel's voice from the earlier scene.

RADIO
(in Isabel's voice,
distorted)
You should have... asked more people
to join us.

Aly breathes more hoarsely and does not answer the radio.

She presses the off button, but the radio continues playing distorted static. Hands shaking, she rushes to open the battery cover to pull out the batteries, but the radio is still buzzing.

RADIO (cont'd)
(in Isabel's voice,
distorted)
Ask... more people to join us.

Jolted, she drops the radio onto the mud. The moment the radio touches the floor, we smash to black.

We cut to the radio in Aly's hands again in the last shot, with the radio totally unscathed. Now Aly has a streak of dark blood creeping down on her face.

ALY
Yes. I'll do it.

RADIO
(in Isabel's voice,
distorted)
You promised to help me out.

ALY
Yes.

RADIO
(in Isabel's voice,
distorted)
Promise?

Beat.

ALY
Promise.

SMASH TO BLACK.