

EXT. SHIP - DAY

BEAT 1.

Adil is searching for something in a small cabin cluttered with junk. His hand sweeps aside bottles, rags – and finds a MAP in a stack of papers.

ADIL

(muttering while searching)

You think you're gonna outsmart me? Nice try!

On the map he finds a red 'X' on a tiny island. A dotted line runs from his ship's position straight to the island. Suddenly the door BURSTS OPEN – a CREWMATE from the ship rushes in.

CREWMATE

(shouting)

Cap'n – island sighted, dead ahead!

BEAT 2.

Adil runs up to the helm. Through a SPYGLASS he sees the distant island. SNAP ZOOM IN: on the island's shore, on the sand, lies a DEVICE WITH A BUTTON.

BEAT 3.

AN ENEMY PIRATE SHIP. Black sails. Its CAPTAIN looks through a spyglass straight at Adil and smirks.

PIRATE

(smirking)

Didn't see this coming, did ya?

The pirate walks up to a cannon and lights the fuse. BAM! A shot. The cannonball flies at Adil's ship – MISSES. This time.

BEAT 4.

Adil and his FIRST MATE on deck try to turn the ship toward the island.

ADIL

(shouting)

HARD A PORT!

ANOTHER SHOT rings out from the enemy ship – and hits DEAD ON. The ship is blown to splinters. Adil leaps toward the bow.

BEAT 5.

Adil runs toward the bow, dodging incoming cannonballs and the collapsing deck – everything crumbles behind him. He races to the very tip of the bow to jump off, but the ship is TORN APART by an explosion – Adil vanishes in a cloud of smoke and dust.

EXT. DESERT - DAY

BEAT 1.

From behind the crest of a dune, a HAND appears. Adil climbs out onto the top of the dune, spitting, coughing, gasping for air. Covered in sand. Gets on his knees. Looks around: endless desert in every direction. Adil screams at the top of his lungs –

ADIL

CINDYYYYYYYYY!!!!

On the scream – TOP SHOT ZOOM OUT: a tiny human figure amid endless yellow sand. His voice fades into the desert.

BEAT 2.

Somewhere beyond the dunes, DESERT RIDERS IN BLACK hear his scream, turn toward it and take off in pursuit.

BEAT 3.

Adil pulls out binoculars and looks ahead: beyond the dunes – an OASIS. Palm trees, water. Under the palms, on the sand, lies the DEVICE WITH A BUTTON.

Adil turns around – a WALL OF SANDSTORM is rolling in from the horizon. He puts away the binoculars and runs toward the oasis.

BEAT 4.

Adil runs. Behind him, the riders and the sandstorm close in. The oasis is getting closer – but so are the storm and

the riders. He gets closer and closer to the device and
LEAPS for it, almost reaching –

ADIL
(mid-leap)
NOOOOOOOOO!!!

The sandstorm swallows everything. SCREEN GOES DARK.

TRANSITION THROUGH THE 'NOOO' SCREAM

EXT. JUNGLE - DAY

BEAT 1.

Adil SNAPS his eyes open. His POV: the jungle upside down.
And right in front of his face, an inch from his nose – a
SPIDER.

ADIL
AAAAAAHHH!!!

Reveal shot: Adil hangs upside down, tied by one leg to a
vine. He screams and swats at the spider. Then calms down a
little, pulls out a MACHETE, pulls himself up to the vine
and cuts it – frees himself and drops to the ground.

BEAT 2.

Adil lies on the ground. Somewhere in the distance – a
RUMBLE and the SHRIEKS of monkey howls. In the distance he
sees an approaching TROOP OF MONKEYS – and starts running.

BEAT 3.

ADIL
(on the run, almost crying)
Cindy, please, ANYTHING but MONKEYS!!!

He runs, then trips and falls to the ground, covering his
head with his hands.

ADIL
(begging)
Okay. Okay. Fine. I'm done! I'll do it! You
win! Just make it stop.

The monkeys run right past him, paying him no attention at
all. He gets up, looks around, exhales.

BEAT 4.

He wipes his forehead – and spots the DEVICE WITH A BUTTON on a TREE nearby. Runs to the tree, toward the device.

A RUSTLE starts in the bushes – and a JAGUAR LEAPS OUT, ripping his pants. Adil, terrified, speeds up and races for the device. The jaguar chases him.

Reaching the tree, Adil GRABS the device – but the jaguar SHOVES him, and Adil plunges down.

BEAT 5.

Adil falls into the ABYSS, screaming. Mid-fall he SLAMS the BUTTON – and disappears from the frame.

MATCH CUT ON THE FALL:

INT. APARTMENT - DAY

BEAT 1.

Adil drops FROM ABOVE right onto a couch. An ordinary apartment, an ordinary city outside the window.

Then, over his disorientation, from behind – a child's sly GIGGLE. Adil slowly turns around, trying to catch his breath.

BEAT 2.

At a desk by a computer sits CINDY (10), his little sister, smirking. In front of her on the desk – THAT VERY DEVICE WITH THE BUTTON. Adil freezes, afraid to move (afraid to provoke her).

ADIL

Cindy! Stop it. I said I'll do it.

Cindy demonstratively raises her INDEX FINGER over the device.

ADIL (CONT'D)

2 weeks! I'll do your chores for 2 weeks..
Deal?

Cindy looks at him with a sly smile.

CINDY

Make it two months.

ADIL

Two months?! HELL NAHHH!

CINDY

(shrugging indifferently)

Okay.

Her smile gets even slyer.

CINDY (CONT'D)

You said you hate monkeys?

BAM – the finger comes down right on the BUTTON. Adil's eyes open wide as he GASPS in fear –

FADE TO BLACK

BEAT 3.

From the darkness – the shrieks of a huge troop of monkeys. And a voice, already far away, echoing:

ADIL

CINDYYYYYYYYY!!!!

The end.