

Another Game?

Written by

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INT. A DILAPIDATED APARTMENT

Dice rolls across a CLUE GAME BOARD lit by a LANTERN and STRING CHRISTMAS LIGHTS powered by a battery pack which encircles it. The dice lands. NAOMI'S hands move Ms. Peacock (a clue game piece) from the lounge to the study. NAOMI'S turn has ended. CORA has blood under a few of her nails and traces of odd debris on her hands. Finally, an unseen RADIO emits static.

CORA holds Ms. Scarlett (another clue game piece) and gesticulates with it as if it is her puppet.

CORA (O.S.)
Ms. Scarlett in the bedroom with
the lead pipe.

CORA'S puppet show ends. The camera starts to lose interest in CORA and NAOMI'S hands. A BROKEN CLOCK haphazardly rests against the wall behind them, clearly having fallen from the wall at 11AM today.

NAOMI (O.S.)
Nope. And way to accuse yourself.

An unearthly sound shakes the room and the broken clock. A moment of stillness. The camera follows the string Christmas lights that are still wiggling up to NAOMI who is anxiously playing with them in her hands, making some sort of unskilled cat's cradle.

CORA (O.S.)
It's your turn.

NAOMI'S face is now visible. She was clearly disturbed by the sound. However, despite the fact that she's sitting on a pile of blankets next to a fallen clock and some string lights nothing about her appearance seems amiss.

NAOMI
What?

CORA leans into the frame. It's jarring, she has a black eye and is dusted with some sort of ash or debris. She also has a cut on her head which is obscured by a bandaid.

CORA
It's your turn.

Now we see both girls playing a game of clue. CORA has some kind of ash on her clothes and her BLOUSE is torn. An open first aid kit sits next to them and it has clearly been used by CORA. A faint outline suggests that the windows have been covered by cardboard.

NAOMI

Okay.

Naomi rolls the dice getting the number seven and numbly moves Ms. Peacock around the mansion to the kitchen.

CORA

You already checked in there.

NAOMI

Oh. Can I redo it?

CORA

Sure.

Naomi picks up her piece and moves it back to where it just was. She starts to move it, instead she holds it haphazardly. Then indicates to the radio.

NAOMI

Are you sure you're on the right station? Or frequency or whatever?

CORA

(weary. This has been asked before.)

Yes.

NAOMI

I just want to check because--

CORA

Play your turn.

NAOMI

Because that's the third time we heard that... noise... and I think it's getting closer.

CORA

It's not.

NAOMI

How do you know?

CORA

Play your turn!

NAOMI

Fine. I'll go to the kitchen. Did you turn off the gas, because the radio said to turn off the gas.

CORA

Yes.

Naomi, still holds her piece tentatively, Cora snatches Naomi's piece from her hand and moves it to the billiard hall.

NAOMI

(muttered)

I didn't want to go in that room.

CORA

My turn.

Cora rolls the dice getting the number seven. And moves her piece accordingly so it's stranded in the hallway.

NAOMI

Where did all the people go?

CORA

What?

NAOMI

I heard screaming earlier, I haven't heard anything for hours.

CORA

(overly chipper)

At least all the car alarms finally died.

NAOMI

(jokingly with an undercurrent of reality)

Did the people-- die too then?

CORA

You know when you would visit and the fire alarm would go off but it was just mom burning pizza. That's what this is. Pizza.

NAOMI

Then why can't we leave the apartment? Why did you board the windows? This is not that. Don't tell me this is that.

CORA

It's nothing. It's--

NAOMI
(snapping. Practically
yelling)
Stop saying that!!!

Cora slams her hand over Naomi's mouth.

CORA
(forcefully. Whisper
screamed)
BE QUIET! I'm not kidding!

The two stare at each other in that position, like two cats in the middle of battle, each in total disbelief and each puffing up to feel braver.

NAOMI
I'm not stupid and we're not kids anymore. Please tell me what you saw out there.

CORA
I don't know, just chaos. I don't know. It's your turn.

Naomi stared at Cora in horror. Cora's gaze has gone haunted. Naomi plays her turn, watching Cora all the while.

NAOMI
Ms. Scarlet with the wrench in the Billiard room. There was an explosion wasn't there?

CORA
You're getting closer.

NAOMI
You're not supposed to give it away the point of Clue is to guess. You never told me how you hit your head.

CORA
I was looking at something and tripped and fell--

NAOMI
Looking at what.

The sounds rings out again and both girls rush to cover their ears.

NAOMI (CONT'D)

You were looking at whatever keeps
making that noise aren't you? Was
it a weapon?

Cora is silent she simply moves her piece to the conservatory. Naomi waits a moment for Cora to elaborate then moves her piece to the living room.

CORA

(strained)

Peacock. Conservatory. Lead pipe.

NAOMI

It's just a matter of time isn't
it? Before that thing reaches us?

CORA

(lying)

I don't know. I don't even know
what I saw.

NAOMI

Ms. Scarlet in the living room with
the bomb--

CORA

That's it.

NAOMI

I mean the--

Cora reveals her cards haphazardly but there's no 'bomb' card in clue. The weapon on the card is dagger. Naomi looks at Cora who doesn't realize that she just revealed what she saw in the real world.

NAOMI (CONT'D)

There's no bomb in the game.
(morbidly contemplative)
We can't outrun it can we?

The noise happens again, but even closer. This time both girls hold hands.

CORA

No we can't.

They sit in the weight of the realization a moment. Finally, Naomi holds up the cards.

NAOMI

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Under Fair Use this script references Hasbro Gaming Retro Series Clue 1986 Edition Board Game.

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