

SCARY THINGS

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**FADE IN.**

**EXT. COUNTY FLEA MARKET - DAY**

An outdoor flea market, booths and walkways covered, but open-air. This is a pretty low-rent flea market, with mostly poor white and Black customers milling about, perusing cheap products and fresh produce and seafood.

Past the booths is a dirt parking lot accessible only to vendors. An old black pick-up truck backs into the parking spot behind an empty booth.

CARL, WM, 60s, gets out of the truck. He wears dirty jeans, black leather boots, an AC/DC "Highway to hell" t-shirt, and a black mesh trucker hat that says "never too old to rock and roll." He has a massive white/gray ZZ Top beard that reaches to his waist.

He walks to the back of the truck with a limp. He pulls down the gate and starts unloading plastic storage bins and gingerly walking and setting them in the booth. There are a lot of bins, it's going to take him a while. He's used to it, though, so he doesn't complain, he just simply sets his mind to the task and gets it done.

**EXT. COUNTY FLEA MARKET, CARL'S BOOTH - LATER**

Carl's booth is set up. He sits in a rocking chair, dripping with sweat. He's exhausted and the day is just begun.

His booth contains mostly collectibles: action figures, NASCAR models, sports figures, VHS tapes, comic books, paperbacks, computer games, a rack of t-shirts, some furniture, a lone stroller.

A CUSTOMER browses through the VHS tapes.

CUSTOMER

Do you have the original trilogy?  
Before the special editions?

Carl tries to speak, but has a coughing fit.

CARL

I had one, sold it three weekends  
back.

The Customer is disappointed. Carl wipes his mouth on his sleeve.

CARL (CONT'D)  
I see 'em pretty regularly. Could  
keep an eye out for you?

CUSTOMER  
Really. That's cool.

CARL  
Check back in a few weeks.

CUSTOMER  
Where do you get all this stuff?

CARL  
You seen Storage Wars?

The Customer smiles.

CUSTOMER  
Yeah.

CARL  
Like that, except more low class.  
We go around to the various storage  
facilities around town...

Carl gestures to the people running the booths on either side of him: JUANITA, HF, 40s, whose booth is filled with Beanie Babies; and BERNIE, BM, 50s, his booth is filled with tools and weapons. The knives and guns and such are in locked cases. A SECURITY GUARD stands a few steps down the walkway, watching over Bernie's booth and a few others.

CARL (CONT'D)  
Someone doesn't pay, they invite us  
over, open up the unit and auction  
it to the highest bidder. We bring  
it out here.

CUSTOMER  
That's--

Carl breaks into another coughing fit. It gets so bad he has to sit down. Unsure of what to do, the Customer scurries away, like THEY were the one who made Carl sick.

Juanita has a big glass jar of lemonade on her front table. A sign on the front says \$1. Juanita grabs a cup of ice and fills it up.

She walks over to Carl, extending the cup to him.

JUANITA  
Got you some lemonade, Carl.

She gives him a sympathetic look.

JUANITA (CONT'D)  
You okay?

He nods. He takes the cup and drains half of it, lemonade splashing onto his beard.

JUANITA (CONT'D)  
You always do love my lemonade.

Carl wipes his beard on his sleeve.

CARL  
That hit the spot.

He pulls a dollar bill from his pocket and extends it to her.

Juanita shakes her head.

JUANITA  
You know I don't want your money.

Carl extends his hand further, but Juanita keeps shaking her head. She walks back to her booth.

Carl pockets the dollar and finishes the lemonade.

PEPPY (O.S.)  
Working hard or hardly working?

Carl turns to see PEPPY, WM, 50s. Peppy laughs as he approaches and claps Carl on the shoulder while laughing.

CARL  
Peppy, you ugly son-of-a...

PEPPY  
This heat ain't killing you?

CARL  
I ain't dead yet.

Both men laugh.

CARL (CONT'D)  
What the hell brings you out here?  
I know you don't have any money.

Peppy stops laughing and stares at Carl for a second.

PEPPY

What if I told you I was not only coming into some money, there's an opportunity for you, too.

Carl laughs.

CARL

I told you before, I'm not getting involved in anything with you again.

Peppy shakes his head.

PEPPY

No, no, no.

CARL

I'm not going back to prison. Not for you or anyone.

PEPPY

It's not like that.

CARL

I know you didn't come here out of the goodness of your heart.

PEPPY

No, no... this is legit. You know Jefferson Shoat?

Carl thinks for a second. In the next booth over, Bernie looks up when he hears the name Jefferson Shoat.

CARL

I know the name. Owns a bunch of properties.

Peppy nods.

PEPPY

Yeah. You heard of Morning Star?

CARL

High end storage place.

PEPPY

Yep. Shoat's set up some kind of auction.

CARL

Oh yeah?

PEPPY  
There's a... \$250 entry fee.

CARL  
There it is. I knew it!

PEPPY  
C'mon man. You know what kinda  
people use that place? It's a sure  
thing.

CARL  
You always say that. You said that  
when I went to prison.

PEPPY  
I know, I know. But this time is  
for real.

Carl laughs contemptuously.

CARL  
And you don't have the fee?

PEPPY  
No.

CARL  
Of course. I have the money. What  
do I need you for?

PEPPY  
It's invite only. And I got the  
invites.

Carl nods along, thinking to himself.

CARL  
Let me think about it,

Peppy nods. Carl gets up and shakes his hand.

CARL (CONT'D)  
I'll call you.

PEPPY  
Thanks, man. I promise you this is  
for real.

Carl waves him off as he walks in the direction of Juanita's  
booth.

CARL

Okay, okay. Stop selling me and let me ponder it.

PEPPY

Thanks.

Peppy walks away. Carl continues towards Juanita's booth. Bernie leaves his booth and runs to catch up to Peppy. They chat.

Carl looks at Juanita. She's busy with several CUSTOMERS.

Carl pulls the dollar bill and sticks it under Juanita's locked cash box.

**EXT. FLEA MARKET PARKING LOT - LATER**

The sun is going down and the flea market has emptied out. Carl loads the last of his storage bins in the back of his truck and closes the gate. He takes the hat off and mops the sweat from his brow.

He puts the hat back on and hobbles towards the front of his truck. He reaches for the door handle.

JUANITA (O.S.)

Carl?

He pauses for a moment, shocked at the sound of the voice. He doesn't turn towards the voice. He's confused.

CARL

Jenny?

Juanita puts a hand on his shoulder. He jumps.

JUANITA

Carl... you okay?

Carl snaps out of his confusion. He turns to face her.

CARL

Sorry, thought you were someone else for a moment.

JUANITA

I'm just me.

She smiles. Somewhat concerned.

JUANITA (CONT'D)

You need a ride home?

He slaps a hand on the truck.

JUANITA (CONT'D)  
Okay. You sure you're okay?

He nods. She's not convinced.

CARL  
I was just overheated. I'm better now.

JUANITA  
I was gonna stop by Cabo's for dinner on the way home...?

Carl pulls the sweaty shirt from his chest.

CARL  
I'm disgusting. And I'm beat. Another time.

He smiles weakly. She returns the smile. Then she walks towards her car.

Carl gets in the truck. He pulls out his phone and calls his contact, "Doctor." He listens.

CARL (CONT'D)  
Hey... it's Carl Williams. I need to make an appointment.

He listens.

CARL (CONT'D)  
How much do I owe?

Beat.

CARL (CONT'D)  
How much do you need so I can get an appointment?

Carl frowns.

CARL (CONT'D)  
No way I can get that. Any way we can work something out?

He shakes his head.

CARL (CONT'D)  
Health department? That place is--

He frowns even more.

CARL (CONT'D)  
No, I can Google it.

He hangs up.

**EXT. CARL'S TRAILER - LATER**

Carl pulls his truck into the driveway outside an older and very dirty trailer. He gets out and goes inside, leaving the truck loaded. He limps as he goes.

**INT. CARL'S TRAILER - LATER**

Carl sits at the bar that separates the trailer's kitchen from its' living room. He flips through an old issue of Life Magazine.

He comes across a "Say Seagram's 7 and Be Sure" ad and grins. He leans back and looks for his glasses. He can't find them even though they rest on his head.

He scans the counter and doesn't see the glasses. He pats the pocket on his shirt. He leans to the side to look on the floor. The glasses fall from his head and he tries to grab them, misses, and bats them into the air before catching them.

He puts them on and laughs.

CARL  
Tonight on Sportscenter!

He returns his focus to the magazine. He picks up an X-Acto knife and carefully cuts the ad from the magazine. He takes it and slips it into a stiff plastic protector and then in a Fed Ex Box. He grabs a mailing label that has already been filled out and puts it on the box.

He carries the box towards the front door and stacks it among a dozen other Fed Ex boxes of various sizes.

Someone knocks on the door and startles him.

CARL (CONT'D)  
Dammit!

Carl opens the door to reveal his LANDLORD, a man in his 50s.

LANDLORD  
Hey Carl, I hate to drop by unannounced like this, but it's the city...

Carl frowns.

LANDLORD (CONT'D)  
Now I've warned you about this  
before... but you've got too much  
junk...

Carl shakes his head.

CARL  
I told you it's all in boxes.

The Landlord frowns.

LANDLORD  
City inspector came by. Said you  
gotta lot of cardboard boxes. They  
all gotta go.

CARL  
ALL of them?

LANDLORD  
Neighbors are reporting a rat  
problem. Inspector traced them to  
your lot.

Carl drops his head.

CARL  
All of them?

LANDLORD  
That's what they said.

CARL  
You know how much it's going to  
cost to haul all that stuff off?

The Landlord shakes his head.

LANDLORD  
Don't matter. Gotta be done by next  
weekend,

Carl frowns.

CARL  
Or?

LANDLORD  
Or I gotta start eviction  
proceedings.

CARL

Damn.

LANDLORD

I've been trying to warn--

CARL

I know, I know...

Carl opens the door, hinting the Landlord should leave.

LANDLORD

Next weekend.

Carl nods.

CARL

I'll figure something out.

LANDLORD

Make sure you do.

Carl shuts the door. He walks to the back door, opens it and steps outside.

The rest of the lot is FILLED with boxes, most of which are cardboard, all of which have been damaged by weather.

A dirty kitten comes running from between the boxes and meows at him in hunger. Carl scoops it up.

CARL

You hungry, little one?

The kitten meows again as Carl stares at the boxes.

CARL (CONT'D)

I know, I know. It's a lot.

He carries the kitten inside and pours it a saucer of milk. He sets them both on the counter and picks up his phone. He calls Peppy. The kitten goes to town on the milk.

CARL (CONT'D)

Hey... I'm in.

He smiles.

CARL (CONT'D)

I'll cover your entrance fee, I have the cash, but you have to hit me back by Friday.

Carl listens.

CARL (CONT'D)  
One more thing... You think any of  
these storage units might have  
Beanie Babies?

Carl grins.

**EXT. MORNING STAR STORAGE FACILITY - DUSK**

Carl pulls into the parking lot, past a sign that says "Morning Star." He pulls into a spot next to Juanita's car, a older Kia, big enough to carry kids, but not much bigger.

Carl steps out of his truck and stares at the Morning Star building. It's a sprawling single-story brick building with only one door and no windows. It covers two full blocks.

Standing before the front door is JEFFERSON SHOAT, WM, 60s. He wears a white suit and mirrored sunglasses. He's overweight and bald, but not by choice. He chews on an unlit cigar.

Standing next to Shoat is HATFIELD, WM, 30s. He's tall and muscular, wearing a white T-shirt and jeans.

Juanita gets out of her car and joins Carl. She smiles.

JUANITA  
Thanks for getting me the invite.

Carl nods.

CARL  
Of course. Figured they might have  
some stuff you like.

Juanita holds up her fingers and crosses them.

JUANITA  
Crossing my fingers!

Carl smiles. Peppy and Bernie join them. A small crowd has assembled in front of Shoat and Hatfield.

PEPPY  
We should probably join them.

Carl sees Bernie and nods a greeting.

CARL  
How'd you get in on this?

BERNIE  
Overheard you and Peppy talking  
about it and...

Carl laughs.

CARL  
And you couldn't pass up an  
opportunity?

Bernie laughs.

BERNIE  
You couldn't either?

CARL  
Need the money.

BERNIE  
I hear that, my kid's about to go  
to college and--

PEPPY  
They're starting. We need to hear  
what Shoat has to say. There are  
"rules" apparently.

They move forward and join the crowd.

SHOAT  
Thank you all for joining us today  
for this very special opportunity.

Carl scans the crowd and he sees FERD, WM, 50s. He's over 6', wears a Florida State football T-shirt an a matching trucker cap. He wears dirty jeans and work boots. He as a big bushy, sandy brown mustache that matches his feathery hair.

Carl frowns and punches Peppy in the shoulder.

CARL  
(whispered)  
You didn't tell me fucking FERD was  
gonna be here.

Ferd thinks he hears his name and looks to the side. He doesn't see Carl and turns his attention back to Shoat.

PEPPY  
(whispered)  
I didn't know till I got here.

Carl glares at Peppy. Peppy shrugs.

SHOAT

I promise you that you've never had an opportunity quite like this one.

Murmurs.

SHOAT (CONT'D)

Before we go any further, please submit your payments to Mr. Hatfield.

Hatfield waves and smiles. The people closest to Hatfield start handing him checks and stacks of cash.

Carl hands a stack of bills to Peppy.

PEPPY

Thanks again, man.

He claps a hand on Carl's shoulder.

CARL

I want it back.

Peppy grins.

PEPPY

Of course.

CARL

Friday.

PEPPY

Of course!

He walks away, counting the money. The rest of the crowd make their way to Hatfield and pay their fees.

SHOAT

Thank you, everyone. A reminder that your entrance fee is non-refundable, even if you end up empty-handed.

KEN, WM, 50s, hands a check to Hatfield. He's overweight with a massive stomach. He wears a white polo shirt, stretched and strained. He wears cargo shorts and crocs.

Ken steps closer towards Shoat.

KEN

Why not? I don't like the sound of that.

SHOAT

Those are the rules. Are you backing out? Now's your last chance.

Shoat smiles. Ken stares at him for a moment.

KEN

Nah, I'm not falling for that. You just don't want me scoring inside.

Ken walks away, shaking his head and laughing.

Carl scans the crowd, sizing up the competition. He makes eye contact with SALLY, WF, 60s. She nods a greeting, they know each other. He waves.

Next Carl sees DAMON, BM, 20s. Carl doesn't know him.

Further beyond Damon, a group of white men in their 40s stands close together: RANDALL, JERRY, SIMON and FRANKLIN. They wear matching camo pants, Army green t-shirts, combat boots and green trucker caps with the "don't tread on me" snake on them. They talk amongst themselves, making sure no one else can hear them.

Peppy returns.

CARL

Who are the 'Michigan Militia' guys?

Peppy shrugs.

PEPPY

They're clearly working together. We should do the same.

Carl stares at Peppy for a moment.

CARL

'We' doesn't include Ferd, does it?

Peppy laughs.

PEPPY

I know better than that. I'm talking about me and you and your flea market buddies.

CARL

Juanita and Bernie?

Peppy nods.

SHOAT

Okay, everybody has paid up. Gather in close so I don't have to yell.

The crowd complies. Carl doesn't get any closer to Ferd, staying out of his rival's eyesight.

SHOAT (CONT'D)

The rules are simple. Very shortly, you'll be locked inside the Morning Star storage center. No one else can enter and no one can leave until sun-up.

Various mumbles and grumbles.

SHOAT (CONT'D)

Hatfield...

Hatfield pulls out a large map of the facility and opens it up.

SHOAT (CONT'D)

Each of you, upon entering, will secure a bay in one of three designated areas.

Shoat points to three areas of the map: one near the front, and the others at opposite ends of the building's back wall.

SHOAT (CONT'D)

One bay per person, but the bays are bunched in groups of four. Choose your neighbors wisely...

Carl looks from Peppy to Juanita to Bernie. They nod in return.

SHOAT (CONT'D)

There are to be no weapons or fighting... Hatfield will be inside and there are cameras throughout the facility... if you break the rules, you'll be eliminated and ineligible for any prizes or rewards. You may not steal anything from other people's bays and you will not break into any units that are unopened.

KEN

Then how--

SHOAT

Save your questions for Mr.  
Hatfield once you are inside.

Ken nods.

SHOAT (CONT'D)

At sun-up, you must have returned  
to your bay. If you have done so,  
whatever items you have put in your  
bays will be your property, to do  
with as you wish.

KEN

But the units? Are they locked or  
what?

SHOAT

No questions. If you ignore the  
rules, Mr. DeLoach, you will be  
disqualified. Do you understand?

Ken nods again, then he crosses his arms over his chest and  
frowns.

SHOAT (CONT'D)

At three random times throughout  
the night, one third of all the  
units will open. You are free to  
enter them and take what you like,  
but each unit door will remain open  
for only 90 minutes and then close  
permanently.

Shoat scans the crowd, who are uneasy and unsure of what's  
happening. Hatfield puts the map away.

SHOAT (CONT'D)

Is everybody ready?

Murmurs and nods.

Shoat walks to the front door and opens it with a swipe card.

SHOAT (CONT'D)

I will call your name and you may  
enter...

Everyone starts to drift towards the door.

SHOAT (CONT'D)

Carl...

Surprised he's first, Carl limps towards the door.

**INT. MORNING STAR STORAGE FACILITY, BAY 1 - MOMENTS LATER**

The hallway Carl enters through continues straight for a while, lined with storage units. A second passage goes to the right, but this one has four open bays. Bays 1 and 2 on the right and 3 and 4 on the left. Cameras look down both hallways.

The hallway continues and is lined with storage units after the bays. Cameras look into each bay.

Carl takes the first bay and sits on a stool, facing the entrance.

Ferd enters. He looks towards the first four bays and makes eye contact with Carl. Carl stares at him humorlessly. Ferd smirks at him then continues down the passage.

CARL  
(not quietly)  
Asshole.

Damon enters. He looks towards Carl and continues in the same direction as Ferd. Carl shrugs.

Juanita arrives. She moves into bay 3, across from Carl.

JUANITA  
Neighbors again.

CARL  
Much better than the alternatives.

Juanita giggles.

Jerry enters and stops at the intersection.

JERRY  
(to Carl)  
Which way did the others go?

Carl points the direction Ferd and Damon went. Jerry nods and leans against the wall.

CARL  
You aren't following them?

Jerry laughs. Simon joins him and they start talking quietly amongst themselves.

Juanita walks over to Carl.

JUANITA  
What was that all about?

Carl shrugs.

CARL  
I don't know, but I don't like it.

Peppy walks in. He stops in front of Jerry and Simon. Jerry waves him away.

JERRY  
Private conversation. Move along.

Peppy doesn't move.

CARL  
Peppy?

Peppy doesn't break eye contact with Jerry. Simon steps a little closer to Peppy. Peppy considers punching him.

CARL (CONT'D)  
Don't forget the rules, Peppy?

Peppy backs down and walks towards Carl and Juanita. Franklin joins Simon and Jerry.

SIMON  
(sarcastic)  
Yeah, Peppy. The rules.

Peppy turns and glares at Simon.

FRANKLIN  
Do we have some kind of problem here?

Peppy takes a step towards them.

PEPPY  
Seems like we do.

Randall enters.

RANDALL  
No, it's too soon for all this.

CARL  
'Too soon'?

Randall chuckles.

RANDALL  
There will be a time for everything.

He smiles. Bernie arrives.

BERNIE

We aren't gonna have any problems,  
are we?

Bernie flashes a Glock. Randall laughs.

RANDALL

Later.

He leads Jerry, Simon and Franklin past Peppy, Carl and Juanita. Down the hall and around a left turn, out of sight.

Sally walks in, closely followed by Ken. He's like a lovesick puppy, but she barely pays him any attention.

FX: A blaring ALARM goes off 5 times.

Hatfield comes in.

HATFIELD

Locked in and ready to go!

Carl and Peppy exchange a look of uncertainty, maybe fear. Hatfield types in the name of each person and their bay number into his phone: "Carl - 1; Peppy - 2; Juanita - 3; Bernie - 4."

Hatfield heads down the hallway Ferd took.

#### **INT. BAY 5 - MOMENTS LATER**

Ferd steps out of bay 5 and makes eye contact with the others, in turn.

FERD

Stay away from my bay or I'll fuck  
you up. I need to score enough to  
stay out of prison. I'll do  
ANYTHING to make sure that happens.

KEN

Nobody's gonna mess with your  
stuff, Ferd.

FERD

You know me, Ken. Am I lying?

Ken shakes his head.

KEN

You're many things Ferd, but not a liar.

Ferd nods, satisfied. He makes eye contact with Damon, daring him to say something. Damon turns and walks into bay 8.

Ferd turns and stares at the camera that looks into his bay. He points directly at the camera, chuckles then returns to the bay.

Ken crosses to Sally's bay, bay 7, with a huge grin on his face.

SALLY

What do YOU want?

KEN

You wanna come over to my bay and listen to some John Denver?

Sally recoils with disgust.

SALLY

Eww, no.

KEN

What? You don't like John Denver?

Hatfield arrives. Ken sees him and scurries back to his bay.

Hatfield types in the name of each person and their bay number into his phone: "Ferd - 5; Ken - 6; Sally - 7; Damon - 8."

Hatfield takes the hallway leading away from the bays.

**INT. BAY 9 - MOMENTS LATER**

Randall stands before Jerry, Simon and Franklin, who brought their stools over from the other bays.

RANDALL

Our intel is pretty light. We know some of what's in the units, but not which ones. We'll have to be quick and organized.

The others nod.

RANDALL (CONT'D)

Jerry, you'll be with me. Simon, you're with Franklin.

(MORE)

RANDALL (CONT'D)  
 We'll go down the back passage,  
 y'all take the other way.

FRANKLIN  
 Are we looking for specific scores?  
 Or just the best we can find?

RANDALL  
 Both. There is a priority list--

Hatfield walks in.

RANDALL (CONT'D)  
 Can we help you?

HATFIELD  
 Need to tell the boss who is in  
 which bay.

Randall points to himself.

RANDALL  
 Nine...

Randall points to Franklin.

RANDALL (CONT'D)  
 Ten...

Randall points to Jerry.

RANDALL (CONT'D)  
 Eleven...

Randall points to Simon.

RANDALL (CONT'D)  
 Twelve.

Hatfield types the info into his phone.

RANDALL (CONT'D)  
 Anything else. Or can we have some  
 privacy?

HATFIELD  
 Can I talk to you? In private?

Randall grins.

RANDALL  
 Okay boys, entertain yourselves  
 while I have a chat with the  
 sheriff here.

Randall follows Hatfield down the hall and around the corner.  
A camera follows them as they go.

**INT. BAY 2 - LATER**

Carl walks into bay 2, where Peppy sits, waiting.

CARL  
What do you know about Shoat?

Peppy chuckles.

PEPPY  
You don't know him?

CARL  
I think I've heard the name. Real estate?

PEPPY  
Among other things.

Bernie and Juanita join them.

BERNIE  
LOTS of other things.

PEPPY  
This isn't his thing, he's just facilitating.

JUANITA  
I've never heard of him.

CARL  
Then who's gig is this?

PEPPY  
Some big corporate guy... name of Cratch.

JUANITA  
Y'all ever heard about this place before.

BERNIE  
It's new to me.

CARL  
Only know it by reputation.

PEPPY  
I didn't know about it before Shoat  
called me.

CARL  
How do you know it's legit?

PEPPY  
Looks pretty legit, doesn't it?

They all laugh. Carl's skeptical.

**INT. SOUTH HALLWAY - LATER**

Hatfield and Randall stand in the hallway, far away from  
anyone else.

HATFIELD  
I'm not sure about this.

RANDALL  
Too late now. You took the down  
payment.

HATFIELD  
What if I change my mind?

Randall frowns.

RANDALL  
If you were to take payment and not  
render the agreed-upon services...

Hatfield is scared, but not of Randall.

HATFIELD  
They're gonna find out.

RANDALL  
Who?

HATFIELD  
Shoat. Cratch.

RANDALL  
Cratch?

Hatfield nods.

RANDALL (CONT'D)  
You meet him?

Hatfield freezes in terror.

RANDALL (CONT'D)  
That bad?

HATFIELD  
I wasn't that scared in  
Afghanistan.

RANDALL  
You see combat?

HATFIELD  
Yeah. You?

RANDALL  
Iraq.

They stare into the distance in silence for a moment.  
Remembering the past.

RANDALL (CONT'D)  
Now that we're done reminiscing...

HATFIELD  
Dude, I don't know...

Randall flashes a SIG Sauer P320.

HATFIELD (CONT'D)  
You aren't supposed to have weapons  
in here.

Randall laughs.

RANDALL  
How's anyone gonna know? You gonna  
rat us out?

HATFIELD  
There are cameras everywhere in  
here.

He points to three cameras within eyesight.

RANDALL  
I'll be careful. And when the time  
comes, you'll do your part.

HATFIELD  
Yeah... okay.

RANDALL  
Or else.

Randall turns and walks back towards his men.

**INT. BAY 7 - LATER**

Ferd appears in the entrance to Sally's bay, carrying a soda from a nearby vending machine. He stares at her until she looks up from her phone.

FERD

You get a signal? I got nothing.

She's a bit startled. Then she shakes her head.

SALLY

Angry Birds.

Ferd chuckles. Ken sticks his head around the corner.

KEN

Hey--

Ferd glares at him and Ken makes himself scarce. Ferd turns back to Sally.

FERD

You know... since we're waiting...

Ferd puts a hand on Sally's shoulder. She shrugs it off.

FERD (CONT'D)

We could find a way to waste the time?

Sally makes a disgusted face.

SALLY

Not if you were the last man on...  
I'd sleep with Ken--

Ken pops around the corner again, this time with a big grin.

KEN

I heard--

Ferd hurls the soda can, hitting the wall next to Ken, who cowers, but doesn't hide.

Damon walks over.

DAMON

We got some kind of a problem over here?

Ferd nearly snarls at him.

FERD  
None of your concern.

SALLY  
Yes--

FERD  
Nothing we need your help with.

SALLY  
Actually...

DAMON  
I need to get Hatfield?

Ferd stares at him, then slowly walks away.

FERD  
Nah, we'll deal with it later.

Sally silently mouths the words "thank you" to Damon.

**INT. BAY 9 - LATER**

Randall walks back to find Jerry, Simon and Franklin still gathered and sitting on their stools.

FRANKLIN  
What was that about?

RANDALL  
The plan. We've got back up if and when we need it.

JERRY  
Are we gonna need it?

RANDALL  
No. The competition here is slight.

SIMON  
What's our objective?

RANDALL  
This place has 100 units. We know some of what's here, but we don't know where it is. We have to find our list before others do or take it from the others if they find it first.

JERRY  
Isn't that against the rules?

Randall laughs. Simon and Franklin join him.

RANDALL  
You armed?

JERRY  
Yeah.

RANDALL  
Then the rules don't apply to you.

Jerry isn't sure.

FRANKLIN  
So what are we looking for?

An alarm goes off, echoing throughout the facility. The men hop to their feet. Randall hands each of them a small list.

RANDALL  
You have the same lists. We'll split up and check the units in a leapfrog pattern. Jerry, with me. Franklin and Simon go north.

The men split up.

RANDALL (CONT'D)  
Don't exclude other valuable items if you find them, but do focus on searching for the list.

FRANKLIN  
Yes, sir.

Suddenly every third door to the units unlocks and slides open.

RANDALL  
(to Jerry)  
Let's go.

Randall doesn't wait.

**INT. BAY 1 - MOMENTS LATER**

The alarm startles Carl and Juanita. Peppy looks down the hallway and sees the unit doors open.

PEPPY  
Game on!

CARL

Any idea how long the doors stay open?

PEPPY

No idea. Wait, I think he said an hour and a half?

JUANITA

We should split up. Let me know if you find any Beanie Babies.

She grins and heads south, down the east passage. After a few seconds, Carl follows.

Peppy and Bernie head to the north passage.

**INT. NORTH PASSAGE - CONTINUOUS**

Bernie and Peppy walk along in silence. They come upon the first open unit, number 99.

BERNIE

Dibs.

Peppy never slows down. He passes several open units.

BERNIE (CONT'D)

Where you going?

PEPPY

I have a good feeling about the far end of the hall.

Bernie frowns, then shrugs. He enters unit 99. Peppy walks away quickly.

**INT. EAST PASSAGE - LATER**

Carl and Juanita go south along the east passage. The first unit they comes to has nothing but furniture. They both look inside.

JUANITA

You see anything that looks good?

Carl shakes his head.

CARL

No boxes. And the furniture is too bulky for us to move. Let's keep on moving.

Juanita grins and nods her head. They continue down the passage.

**INT. UNIT 99 - LATER**

Bernie explores unit 99, which is filled with boxes and plastic containers. He opens one of the cardboard boxes. He pulls out a copy of "Dianetics," by L. Ron Hubbard.

Bernie digs further into the box and all the books are "Dianetics."

He opens a few more cardboard boxes. They're all "Dianetics."

BERNIE

What is this shit?

He throws the copy of "Dianetics" towards the back of the unit and it hits the wall with a clang.

BERNIE (CONT'D)

Gotta be something valuable in here.

He grabs one of the plastic bins and opens it. He smiles. It's filled with Beanie Babies.

BERNIE (CONT'D)

Now we're talking.

He closes the bin and carries it out of the unit. He sets it in the hallway and goes back inside.

**INT. UNIT 7 - LATER**

Carl and Juanita stand in front of unit 7. It's loaded with cardboard boxes.

Carl opens one of the boxes, finding various dishes and kitchen items. He moves the box aside and opens another. It's filled with popular DVDs.

CARL

A keeper.

He sets the box outside the unit.

JUANITA

Good stuff?

CARL

Not really. Shit I can sell at the flea market.

JUANITA

And that's not good?

CARL

They'll sell for \$3-\$5. The whole box won't even cover the fee for getting into this. Whatever this is.

Juanita nods along. They both keep looking in boxes. Juanita finds another box of DVDs and sets it outside the unit. Carl finds several boxes filled with mass market paperbacks. He sets them aside with a frown.

JUANITA

How long have we known each other?

Carl shrugs.

CARL

Maybe three years.

JUANITA

Sounds about right.

Carl opens a box filled with clothes. He sets it aside.

JUANITA (CONT'D)

I've been thinking... for a while... I haven't seen you with anyone...

Carl blushes and looks down.

CARL

I... uh...

She puts her hand on his forearm. He looks up.

JUANITA

I've been alone for years, too...

Carl looks at her with concern.

JUANITA (CONT'D)

It's okay. We don't have to be alone.

CARL

I don't know if I'm ready--

She shakes her head.

JUANITA  
I'm just asking you to go out...  
maybe to dinner?

CARL  
I... yes.

Juanita kisses him on the cheek. He smiles.

She opens another box.

JUANITA  
Oooh! More DVDs.

She hands Carl the box.

**INT. BAY 5 - LATER**

The alarm goes off. Ferd immediately walks along the north passage. The other three stare after him, then go down the west passage.

**INT. UNIT 93 - LATER**

Ferd stares into unit 93, which is filled with cardboard boxes. He searches through them. They all contain old copies of newspapers. Some as old as the early 1900s.

FERD  
Useless.

He searches through more boxes to find more of the same.

**INT. UNIT 77 - LATER**

Sally stands in front of unit 77. It is filled with cardboard boxes marked with various holidays: X-mas, easter, Halloween, etc. Also, other loose and large items like a fake Christmas tree and several inflatable lawn decorations that are deflated and haphazardly stored.

SALLY  
This stuff is fun. But no real val--

She sees an ornate, hand-painted statue of Santa Claus.

SALLY (CONT'D)  
Hello...

She picks the statue up and examines it from every angle.

SALLY (CONT'D)  
We have a keeper.

She grins as she carries the statue back towards her bay.

**INT. UNIT 85 - LATER**

Ken looks inside unit 85. His eyes go wide and he grins.

The unit is filled with the leftover merchandise from a sex shop, most of it sits on movable racks or in piles on the floor, quickly and haphazardly thrown into the unit.

Ken rifles through boxes of porn DVDs. He sets a few aside and moves through the unit, inspecting packaged items: dildos, vibrators, rubber fists, flashlights.

He grabs one of the flashlights and the stack of DVDs and walks back towards his bay with a big grin on his face.

**INT. UNIT 73 - LATER**

Damon looks inside unit 73. He's super happy.

DAMON  
Jackpot!

The unit is filled with several racks of pro sports jerseys. They're all in mint condition. They aren't concentrated on one team or sport, but cover big star players from the NBA, MLB, NFL and NHL.

Lining the wall of the unit are boxes of superstar athletic shoes. Lots of different pairs of shoes, from Jordans and Air Force Ones to Emmitt Smith Reeboks and Nike Barry Sanders turf shoes.

Damon starts transporting everything from the unit to his bay.

**INT. UNIT 99 - LATER**

Bernie carries another plastic bin out of the unit and stacks it with four others.

He walks down the passage towards the next open unit.

**INT. UNIT 93 - CONTINUOUS**

Ferd continues searching through boxes. Nothing but old newspapers.

Peppy passes by, smoking a cigarette as he goes. He looks into the unit and sees Ferd.

Ferd sniffs. He turns slowly to his side, pulls a Taurus G3C handgun. He spins and points the gun at Peppy.

PEPPY

What the shit, man?

Ferd recognizes his friend and puts the gun away.

FERD

I thought you were that punk,  
Damon.

PEPPY

Naw man, it's just me.

FERD

What's Carl doing here?

Peppy shrugs.

PEPPY

Same thing you're doing, I guess.

FERD

You guess? You had nothing to do  
with it?

PEPPY

What are we looking for?

FERD

Whatever we want.

PEPPY

I know you didn't come here on a  
treasure hunt. You're looking for  
something. You know something.

FERD

50.

PEPPY

50 what?

FERD

Kilos.

Peppy is shocked.

PEPPY

For real?

Ferd nods.

Two rats run out of the unit, one chasing the other. Peppy freaks out, he's phobic. He tosses his cigarette and runs back towards the entrance, screaming.

FERD

Idiot.

Ferd turns around and sees that the cigarette has ignited the newspapers and the fire is quickly spreading. Several more rats flee the flames.

FERD (CONT'D)

Fuck!

He steps out of the unit, staring at the growing flames.

**INT. NORTH PASSAGE - CONTINUOUS**

Bernie stands in the hallway, looking in the direction of Peppy's scream. Peppy comes running down the passage.

BERNIE

What the hell?

PEPPY

Fire!

Peppy keeps running towards his bay.

BERNIE

Aren't you gonna put it out?

Bernie points toward a fire extinguisher on the wall a few units down.

BERNIE (CONT'D)

There's an extinguisher right there.

Peppy's gone. Bernie grabs the extinguisher and jogs down the passage.

He arrives at unit 93. Ferd is watching the flames burn.

BERNIE (CONT'D)

What's wrong with you?

Ferd glares at him.

FERD  
There were rats.

Bernie starts putting the fire out.

BERNIE  
Gross.

Bernie keeps spraying until the flames are gone.

He turns to Ferd, but he's already walking away, his back to Bernie.

BERNIE (CONT'D)  
Hey!

Ferd doesn't even slow down.

A scrap of charred newspaper lands in front of Bernie. He picks it up and it says "JFK Slain."

BERNIE (CONT'D)  
These papers were a BFD. And now they're gone?

He stares after Ferd, who is long gone by now.

BERNIE (CONT'D)  
Gonna have to keep an eye out for that psycho.

Bernie puts the spent extinguisher into unit 93 and pulls the door down. He walks back towards unit 99, casting one last glance in Ferd's direction.

#### **INT. UNIT 5 - LATER**

Carl steps into the unit by himself. It's filled with tall metal cabinets. They have locks, but the key to each cabinet is in the lock.

CARL  
This is promising.

He opens the first cabinet and it's filled with camouflage outfits.

CARL (CONT'D)  
Dammit!

He moves on to the next one. He opens it and gets really excited.

CARL (CONT'D)

Jackpot!

The locker is filled with AR-15s and boxes of ammunition.

He opens the next and it is filled with katanas and swords.

The next one has a bunch of handguns and ammunition. It also has a large black zipped bag. Carl opens the bag to find 50 kilos of some powdered drug.

Carl pulls a 2 kilo package from the black bag. He pulls out a pocket knife and makes a slit in the package. With the knife he pulls out some light brown powder.

He sniffs it and recoils and sneezes.

CARL (CONT'D)

Cat piss!

He puts the package back and zips up the bag. He pulls out a Glock and makes sure it's loaded. He puts it in his pocket.

He closes the cabinet, locks it and pockets the key.

Carl rolls the locked cabinet out of the unit towards his bay.

CARL (CONT'D)

50 kilos... \$50 thousand per key...

He whistles.

CARL (CONT'D)

\$2.5 Million.

He pushes the cabinet to the back corner of his bay.

A series of shots of Carl wheeling five more cabinets to his bay. He positions them so that the one with the heroin is hidden in the corner, surrounded on both sides by the other cabinets.

He's out of breath, so he takes a seat on his stool. He puts they keys to the various cabinets on the same ring.

**INT. UNIT 47 - LATER**

Jerry stands before unit 47. It is filled with cardboard boxes that look quite old. They seem to have water damage, too.

Jerry reaches to grab the top row of boxes. He grabs the corner of the box and it disintegrates in his hand. A stream of cockroaches falls from the hole, landing on Jerry's head and flowing down his body.

He lashes out and screams. He knocks the entire stack of boxes over. The boxes crumble and the stream of cockroaches turns into a torrent.

Jerry falls to the floor, screaming as more and more roaches fall on him. One falls into his mouth. He spits it out and starts screaming again.

Randall appears and sees the roaches falling onto the screaming Jerry. He recoils at first.

Then he springs into action. He grabs Jerry by the leg and pulls him from the unit.

He grabs the door and slams it down. The remaining roaches scatter as Jerry beats them off while continuing to scream.

Randall slaps him and he snaps out of it.

The alarm echoes throughout the facility again. All open doors slam shut and lock.

Randall walks away from Jerry without looking back.

**INT. UNIT 73 - MOMENTS AGO**

Damon now sports a Raiders hat with the price tag still hanging off the side. He approaches unit 73. The only thing inside is a large wooden cabinet.

Damon walks toward the cabinet and slowly opens it.

The alarm sounds and Damon is startled. He yanks the cabinet open and dozens of large rats rush at him.

He turns to run and trips over the rats, who swarm over his legs.

He kicks them away and scrambles towards the closing door. He makes it through the doorway, losing the Raiders hat as he goes. Several rats cling to his clothes.

He swats the last few rats from his legs and reaches under the closing door to grab the hat. As he grabs it, a rat bites his hand.

He pulls his hand out just as the door closes and locks. Blood spills on the floor.

He scrambles to his feet as the last two rats rush at him.

Damon kicks the first rat and it smashes into the wall with a crunch.

Then he brings his foot down, stomping on the last rat.

The alarm ends and Damon heads back towards his bay.

**INT. BAY 3 - LATER**

Bernie carries the last of the Beanie Baby bins into Juanita's bay and stacks it on top of the others.

JUANITA

Thank you for setting them aside  
for me.

Bernie wipes the sweat from his brow.

BERNIE

Anything good in them?

Juanita nods enthusiastically.

JUANITA

Yes. I haven't checked them all  
out, but there were several rare  
ones that should fetch a nice  
price.

She holds up a turkey.

JUANITA (CONT'D)

This is Gobbles the Turkey...

Bernie smiles.

BERNIE

Hi, Gobbles!

JUANITA

One of these recently sold for  
nearly \$6,700.

Bernie's jaw drops. Juanita nods and puts the turkey back in the bin.

The two of them exit the unit and join Carl and Peppy, who have organized the stools in the center of the hallway.

Hatfield walks up from the south, peering in the units to see what everyone has gathered.

HATFIELD  
You find any good stuff?

JUANITA  
Didn't do too bad.

Carl grins.

CARL  
Off to a very good start.

BERNIE  
How are we supposed to move this stuff?

HATFIELD  
There are hand trucks and dollies near the bathrooms.

He points his thumb south.

JUANITA  
Thanks!

BERNIE  
Yeah.

Hatfield heads into the north passage.

CARL  
I know Juanita's here for the Beanie Babies...

She giggles.

CARL (CONT'D)  
What are you doing here, Bernie?

BERNIE  
My father's farm. It's in foreclosure. I need to make enough to pay it off.

PEPPY  
How much?

BERNIE  
I'd rather not say.

He glares at Peppy.

PEPPY  
Aw man, c'mon?

BERNIE  
I don't know you.

Peppy continues to stare at him.

JUANITA  
How about you, Carl?

CARL  
What about what?

JUANITA  
Why did you come?

He has to think for a second, he's confused.

CARL  
I... uh... I'm getting too old to  
keep doing this shit. Need a  
retirement plan. Don't have a  
401(k) or anything.

He waves his arms at the storage units.

CARL (CONT'D)  
Also, gotta help this fucker.

Carl and Peppy laugh. Juanita joins in. Bernie doesn't.

PEPPY  
Carl ain't what he used to be, but  
he has a better eye for finding  
good shit than anyone I've ever  
met. I'm strong...

He flexes his bicep, but he's a skinny guy, so no one is  
impressed.

PEPPY (CONT'D)  
But I need Carl's help--

CARL  
And my money...

PEPPY

And his money... but I need Carl's eye and brain to find out what to use my strength for.

Everyone laughs except Bernie.

BERNIE

No really. Why ARE you here?

Carl laughs sharply.

PEPPY

I owe money to the wrong people... and the clock is ticking. Juanita?

JUANITA

To be honest, I just wanted to spend some time with Carl. I'm not really looking for anything... other than Beanie Babies, as always.

Carl blushes. Peppy stares at Bernie, paying particular attention to his Glock.

PEPPY

Anybody know more about this Shoat guy? Or his employer, Cratch?

Carl and Juanita shake their heads.

BERNIE

I know Shoat. Done business with him before. Don't really trust him much.

PEPPY

That why you packing that heat?

Bernie glares at him.

BERNIE

Yep.

PEPPY

You know that's against the rules, right?

BERNIE

I'll take my chances.

Peppy chuckles.

**INT. BAY 1 - LATER**

Peppy pulls Carl into the bay. Carl struggles as Peppy pulls him too hard.

CARL  
What the hell, Peppy.

PEPPY  
We gotta talk in private. I don't trust those two.

CARL  
I trust Juanita more than I trust you.

Peppy frowns.

PEPPY  
That hurts. I'm trying to get your money back.

CARL  
How, by roughing me up?

PEPPY  
Sorry. I need to ask you a favor.

CARL  
Pretty crappy way to ask.

PEPPY  
An IMPORTANT favor.

CARL  
You've been asking a lot of favors recently.

PEPPY  
This is the last one.

Carl laughs.

PEPPY (CONT'D)  
C'mon, I've got an inside track on something. Something huge.

CARL  
What is it?

PEPPY  
I just need you to keep an eye out.

CARL

For what?

Peppy swallows deeply. He's starting to sweat.

CARL (CONT'D)

You don't look so hot. You...

Carl frowns.

CARL (CONT'D)

Are you... off the wagon?

Peppy is embarrassed.

PEPPY

It's not for me.

Carl laughs.

CARL

Once a junkie...

PEPPY

Dude, I promise it's not for me.  
It's way too much for me any way.

Carl raises an eyebrow.

PEPPY (CONT'D)

It's a huge pay day.

Beat.

PEPPY (CONT'D)

You'll get your share.

Beat.

PEPPY (CONT'D)

I need it... the money. You know  
I'm in the hole.

Beat.

PEPPY (CONT'D)

And you know Katie's starting  
college in the fall. And I can't--

CARL

Okay. If I see it, I'll let you  
know.

Peppy breaks down with gratitude, hugging Carl, much to his dismay.

PEPPY

Thank you! I appreciate it more than you'll ever know.

Carl raises an eyebrow.

CARL

Ever?

Grinning, Peppy walks away.

**INT. BAY 9 - LATER**

Sally and Damon sit on their stools. Ken leans against the bay wall.

DAMON

My mom's sick. In the hospital. She doesn't have insurance. Cancer isn't cheap. If she doesn't get it, she could die.

SALLY

How old is she?

DAMON

65.

SALLY

Damn.

Ken steps forward.

KEN

I don't have any debts or anything. I just want to meet a girl. Figure money will help with that.

The others laugh at Ken, not with him. Ken grins at Sally.

SALLY

No thanks. I'll have my own money.

Ken frowns.

SALLY (CONT'D)

I'm single till I die. My husband passed a few years back.

(MORE)

SALLY (CONT'D)

I'm done and I'm ready to retire on the beach and sip on drinks with the little umbrellas in them.

Laughter.

SALLY (CONT'D)

I have a line on a modest place in Florida. Just need the cash to pay for it.

Ken looks towards Ferd, who sits in the corner, drinking from a flask.

FERD

What?

KEN

What's your story?

Ferd stares at him angrily.

FERD

My kid needs an operation. Let's go with that.

Sally and Damon glare at him. Ken grins.

**INT. BAY 5 - LATER**

Franklin sits with a first aid kit on his lap, applying a bandage to Jerry's hand. Jerry flinches.

JERRY

Watch it!

Randall stands up and starts pacing.

SIMON

What's eating you?

RANDALL

I don't like how this is playing out. We haven't found shit yet.

JERRY

So what? We've got lots of time.

RANDALL

We have no idea how much time we have left.

JERRY

What's the big deal? You don't really need the money.

RANDALL

This is my first crew. If I want to keep moving up the ranks... I gotta stick this landing.

SIMON

A good boss knows his crew.

Randall frowns.

RANDALL

Meaning?

SIMON

How you supposed to run a crew if you don't even know what motivates them?

RANDALL

I assume it's money. Like everyone else.

FRANKLIN

How much money have you given us so far?

RANDALL

You knew this was a payment upon completion gig.

SIMON

Then you might want to find better motivations to keep us going until then.

Randall frowns. He thinks for a moment.

RANDALL

Okay, Simon. What do you want?

SIMON

Money.

Jerry and Franklin laugh. Randall isn't amused.

SIMON (CONT'D)

Just tweaking you. I heard a rumor there was a big Hummel figurine collection in here.

Randall frowns.

RANDALL

Hummel?

SIMON

My mother collected them. My dead mother. My father broke them all before he killed her. Trying to break her down.

JERRY

Jesus.

SIMON

And right before I killed him.

FRANKLIN

Jesus.

SIMON

I want to replace them. If they aren't here, I'll use the money to buy them back.

Randall nods as he studies Simon.

RANDALL

What about you, Franklin?

FRANKLIN

I'm... well, I'm trying to marry my girl, Jean.

JERRY

She know what you do for a living?

Franklin shakes his head.

FRANKLIN

No. And I want to keep it that way. I need enough to get out. And to pay our bills going forward. I need to be out. It's been too damn long.

They all stare at Franklin in silence, contemplating their own futures.

Randall turns towards Jerry and nods.

RANDALL

You?

JERRY

My daughter... Tina. She's good at tennis. Maybe real good. The training and tournaments are ex--

The alarm starts blaring and new unit doors open.

RANDALL

Back to work. And lets spread out more this time. We have very good reasons to find the good stuff before these other fucks do. Let's go.

Randall and Jerry go north. Franklin and Simon go west.

**INT. WEST PASSAGE - LATER**

The alarm stops ringing as Carl and Juanita arrive at the bathrooms. A half dozen dollies and hand trucks sit across from the bathroom doors.

CARL

Gotta hit the restroom.

JUANITA

Don't fall in!

They both laugh. Carl goes into the bathroom.

**INT. MEN'S ROOM STALL - MOMENTS LATER**

Carl sits on a toilet in a stall. He looks confused.

He starts to nod off. He slumps over and bonks his head on the stall wall. He snaps awake.

CARL

Jenny?

He looks around, starting to regain coherence.

CARL (CONT'D)

Is anybody there?

Nothing. Carl looks around again, embarrassed.

He flushes the toilet.

**INT. WEST PASSAGE - MOMENTS LATER**

Carl and Juanita pull flatbed trucks down the hall.

JUANITA

You okay? You were in there for a while.

CARL

Just a little worn out from the weekend.

She smiles sympathetically.

CARL (CONT'D)

You okay going back to the start? I think that second unit had some good prospects.

JUANITA

Let's do it!

She grins as they walk on.

**INT. GUARD ROOM - LATER**

Hatfield sits on a rolling office chair, scanning a bank of video screens that connect to the many surveillance cameras throughout the facility.

The cameras show all of the bays, and Hatfield checks them out in turn. Hatfield's phone rings. The screen says "Shoat." Hatfield answers.

HATFIELD

Hello.

SHOAT (O.S.)

Any surprises?

HATFIELD

No sir. Everything lining up just like you said it would.

SHOAT (O.S.)

Do we need to bring in any of the contingencies?

HATFIELD

No, too early for that. Don't want to play our hand too soon.

SHOAT (O.S.)  
Right. Keep me informed.

HATFIELD  
Will do.

Hatfield hangs up and continues to monitor the video screens.

**INT. UNIT 2 - LATER**

Carl finishes loading a bunch of boxes onto the truck and he and Juanita bring it back to bay 1. Peppy joins them.

PEPPY  
You find anything good?

CARL  
Man, we hit the jackpot. Come check  
this stuff out.

Carl pulls the truck next to one of the metal cabinets. He pulls out the keys. Peppy takes note as Carl unlocks the cabinet. He opens it.

CARL (CONT'D)  
This stuff is too good to leave out  
in the open. Gotta lock it up.

PEPPY  
It's that good?

Carl nods.

CARL  
If you know what you're looking  
for.

PEPPY  
And Carl always knows what he's  
looking for.

CARL  
You're damned right. Check it out!

Carl holds up a Black Lotus Magic the Gathering Card in a clear plastic case.

CARL (CONT'D)  
Magic the Gathering.

PEPPY  
That nerd shit?

CARL  
Yeah. Seen this exact card go for  
\$150,000.

Peppy whistles. Carl holds up a Captain America 128 Page  
Issue from 1942.

CARL (CONT'D)  
Captain Fucking America special  
Canadian issue. \$15k.

PEPPY  
God bless America.

Carl holds up a T206 Joe Doyle Error baseball card, in a  
plastic case.

CARL  
Joe Doyle.

PEPPY  
Who?

CARL  
Nobody. But it has him on the wrong  
team. \$400k.

PEPPY  
You've gotta be kidding me?

Carl holds up a Number One Trainer Pokémon Card.

CARL  
Rare Pokémon card. \$90 thousand.

Peppy laughs.

PEPPY  
This is why I brought you.

Carl holds up a group of Garbage Pail kid cards.

CARL  
Garbage Pail Kids. Thousands of  
dollars.

PEPPY  
How do you remember all this shit?

CARL  
It's my job. And my hobby.

PEPPY

Didn't you used to be a biker?  
When'd you become a nerd?

They both laugh.

CARL

When I found out how much you could  
sell Funko Pops for.

Carl points to several Marvel Funko Pops in the cabinet. He  
gestures to several other treasures in the cabinet.

CARL (CONT'D)

Vintage D&D, rare vinyl, classic  
movie posters, lots of good stuff.

Carl puts everything back in the cabinet and locks it. He  
puts the keys in his pocket.

JUANITA

I found this...

She opens up a plastic tub filled with Beanie Babies.  
Valuable rare ones like Large Wallace, Cashew, Huggy, Weenie,  
Peace Bear, Bubbles, Piccadilly Attic, Scoop the Pelican,  
Liberty, Jake the Mallard Duck.

JUANITA (CONT'D)

This is my favorite... Peace  
Bear... from the Grateful Dead.

Peppy grins.

PEPPY

They valuable, too?

She nods enthusiastically.

JUANITA

This bin's worth thousands.

Peppy is impressed.

PEPPY

Who would've known?

Beat.

PEPPY (CONT'D)

I'm inspired.

He heads into the north passage.

**INT. WEST PASSAGE - LATER**

Bernie walks towards his bay, carrying a silver jewel-encrusted box with a wax Wu-Tang Clan seal. He changes his mind and goes to bay 1, where Carl is going through a long box of comics.

BERNIE

Carl, can I ask you a small favor.

CARL

Depends on what it is, but probably.

Bernie shows him the silver box.

BERNIE

You know Wu-Tang?

Carl stares at him.

CARL

Music artist?

Bernie nods.

CARL (CONT'D)

Heard of them, but not my kinda music.

BERNIE

Fair enough. Have you heard of "Once Upon a Time in Shaolin"?

Carl shakes his head.

BERNIE (CONT'D)

They only made and sold one copy. Never released it any other way. Some racist, criminal pharma bro bought it, but the government seized it and re-sold it.

Carl is impressed.

BERNIE (CONT'D)

For \$4 million.

Carl is shocked.

BERNIE (CONT'D)

No one's heard about it since then. Here it is. Can you lock it up for me?

CARL

Sure.

Carl takes the box and locks it in the cabinet. Bernie grins.

**INT. UNIT 92 - LATER**

Ferd looks inside unit 92. It's filled with antique furniture.

FERD

This stuff is too heavy to turn around.

He starts checking things with drawers and cabinets. Most are empty. Others contain China. He finds a toolbox filled with tools. Regular tools and more exotic things. He sets the toolbox aside, saving it for later.

Finally he comes across a chest.

FERD (CONT'D)

Hello.

He tries to open it, but a padlock stops him.

FERD (CONT'D)

Hmmm...

Ferd opens the toolbox and roots around. He pulls out a heavy mallet. He hits the lock with the mallet several times, knocking it off.

He puts the mallet away and opens the chest. He pulls out a small wooden box and opens it. It's tightly packed with gold coins.

He opens another box: more gold coins. Another box: silver coins. The chest contains a dozen total boxes.

Ferd takes out one of the gold coins. He bites it and gets the expected result. He nods.

FERD (CONT'D)

Gotta double check.

He goes to the toolbox again and searches. Ferd pulls out a heavy work glove and puts it on. He pulls out a small butane torch.

Ferd picks up one of the gold coins and holds it in his gloved hand. He lights up the torch and applies it to the coin.

It glows brighter, but doesn't melt. Satisfied, he puts the torch away. He sets the warm coin aside.

Ferd pulls out one of the silver coins. He smells it, then nods. He goes into the toolbox and grabs a magnet.

FERD (CONT'D)  
This'll work.

He moves the magnet closer and closer to the silver coin, but it has no effect.

He tries the magnet on the gold coin, but it doesn't work, either.

FERD (CONT'D)  
We have a winner!

Ferd packs everything back into the chest. He closes it and tries to lift it. It's too heavy.

He drags the chest and the toolbox from the unit, leaving them just outside.

Ferd walks quickly down the north passage, toward the entrance.

#### **INT. UNIT 78 - LATER**

Ken looks into unit 78. He gets excited. The unit is filled with luxury men's items.

KEN  
Oh, yeah. This is the stuff.

He makes a beeline for a liquor cart. It holds things like Whistle Pig Old World Rye, D'usse Cognac XO, Ferdinand's Saar Goldcap Dry Gin and Don Julio 1942 Tequila.

KEN (CONT'D)  
Nice.

He looks around.

KEN (CONT'D)  
No ice.

He shrugs. He grabs a tumbler and makes a generous pour of the Cognac. He takes a sip and lets out a sigh of pleasure.

Ken opens a tall wardrobe, filled with suits. He checks the label of the first, a Brooks Brothers.

He does a double take.

KEN (CONT'D)  
That should fit.

He looks through the other suits, seeing names like Reiss, Ralph Lauren and Hugo Boss. He settles on a Giorgio Armani.

KEN (CONT'D)  
There we go!

Ken starts taking his clothes off.

**CUT TO:**

Ken has the Armani suit on. It looks good.

He opens a chest. Inside are fancy watches that sit in cases with names like Salvatore Ferragamo, Omega, Zenith and Logines. Ken takes out a Cartier Santos Automatic 39.8mm gold and leather watch and puts it on. He admires the watch on his wrist.

He opens a small wooden cabinet and it's filled with bottles of fancy cologne. He picks them up one-by-one and sprays a mist of each into the air and takes a deep breath: Santal 33 by Le Labo, Baccarat Rouge 540 by Maison Francis Kurkdjian, Aventus by Creed, Jazz Club by Maison Martin Margiela and Soleil Blanc by Tom Ford.

He stops after the Tom Ford, that's the one. He sprays himself generously. He puts the cologne away, satisfied.

Ken grabs several liquor bottles and heads back to his bay.

**INT. UNIT 84 - LATER**

Sally enters unit 84. The only thing inside is a single modern crate.

Sally opens the crate. Inside are 10 metal boxes, each labeled Fabergé on the top. She pulls one of the boxes out. On the front, it says "The Hen with Sapphire Pendant."

She cocks an eyebrow.

SALLY  
Can't be?

She opens the metal box and carefully pulls out the contents: The Hen with Sapphire Pendant Fabergé egg. Her eyes go wide.

She carefully puts the egg back.

She pulls out the other boxes and scans the front of each: the Cherub with Chariot, the Nécessaire, the Mauve, the Empire Nephrite, the Royal Danish and the Alexander III.

SALLY (CONT'D)  
Florida, here I come!.

She grins as she closes the crate and starts dragging it towards her bay.

**INT. EAST PASSAGE - MOMENTS LATER**

Ferd rounds the corner and sees Carl and Juanita unloading boxes into bay 3. Ferd makes eye contact with Carl and everyone goes quiet. Carl glares at Ferd.

Ferd gestures at the flatbed truck they are unloading.

FERD  
Where'd you get that?

Carl ignores him. Juanita points south.

JUANITA  
End of the hall, near the  
bathrooms.

Ferd nods.

FERD  
Obliged.

Carl has a coughing fit. Ferd grins.

FERD (CONT'D)  
Doing all right there, old man?

CARL  
Fuck you!

Ferd laughs and walks south. Juanita puts a hand on Carl's shoulder to comfort him.

**INT. UNIT 88 - LATER**

Damon looks into unit 88. He sees a bookcase filled with trophies.

Damon focuses on a specific trophy that looks familiar.

DAMON  
Is it?

He picks it up. The metal plates on the trophy list World Cup champions. The last entry on the list reads "Brazil, Campeon, 1970." Damon grins.

DAMON (CONT'D)

It is!

He takes the trophy back to his bay. Sally is the only other person around. She smiles at him.

SALLY

Find something good?

Damon holds up the trophy.

DAMON

How about a stolen World Cup?

SALLY

Soccer?

Damon nods.

SALLY (CONT'D)

Not my thing. You a fan?

He nods even more enthusiastically.

DAMON

Enough to know how to spot the Jules Rimet trophy, which was stolen in 1970. Interestingly, it was the sec--

She holds up a hand to quiet him.

SALLY

A "yes" would've been enough.

He nods and then goes back to his bay, reading all the champions listed on the trophy.

#### **INT. UNIT 30 - LATER**

Randall looks into unit 30. It's filled with someone's personal effects: a rack of tailored suits, a rack of fine shoes, boxes of papers, some furniture.

There is also a rack of Thompson submachine guns and a large airtight combination safe.

Randall searches through a box of papers. All have the names Dutch Schultz or Arthur Flegenheimer on them.

RANDALL  
Dutch Schultz? The lost safe? No  
fucking shit?

He tries to move the safe, but it's too heavy to move more than a few inches at a time. He struggles to move it out of the unit. He pulls the rack of guns out, too.

RANDALL (CONT'D)  
There has to be a dolly around here  
somewhere?

He heads south.

**INT. UNIT 42 - LATER**

Jerry exits unit 42. He's carrying a stack of Jennifer Capriati-branded tennis rackets.

He arrives at his bay. Simon returns as well. He's carrying several Hummel figurines and grinning.

JERRY  
Hummel?

SIMON  
Yeah, there's a bunch more, too.  
Going back to get all of them. It's  
a mother thing.

Simon notices Jerry's tennis haul.

SIMON (CONT'D)  
Didn't take you for a tennis guy.

JERRY  
It's a daughter thing. Capriati is  
my daughter's favorite. Spends all  
day playing and all night watching  
Capriati videos.

Simon smiles.

SIMON  
Seems like you it the jackpot then?

JERRY  
You, too. You seen anything from  
Randall's list?

Simon shakes his head.

JERRY (CONT'D)  
Hope somebody does. Or Randall will  
be pissed.

They exchange a grim look.

**INT. UNIT 56 - LATER**

Simon goes back into unit 56. The unit is filled with bookshelves containing a nearly endless variety of Hummel figurines.

He starts gathering up more figurines to take to his bay.

**INT. UNIT 62 - LATER**

Franklin is puzzled as he looks into unit 62. The unit contains several framed paintings and smaller framed artworks.

He picks up a 4x6 watercolor and looks at it. He looks more closely and sees the name "Degas." His eyes go wide.

Franklin flips through the paintings and finds more works from Degas, and others that aren't signed, but are by Rembrandt van Rijn, Johannes Vermeer, Govaert Flinck and Édouard Manet.

**INT. GUARD ROOM - LATER**

Hatfield scans the surveillance screens. He picks up his phone and calls Shoat.

HATFIELD  
Everything goes as expected.  
Everyone found what they were  
looking for. Well almost everyone.

He laughs.

SHOAT (O.S.)  
Time to up the ante.

HATFIELD  
As you wish.

He hangs up. He reaches to a switchboard that has levers for all 100 units in the building.

Hatfield flips the switch for unit 25.

**INT. WEST PASSAGE - CONTINUOUS**

The door to unit 25 opens. After a few seconds, a monster of some sort emerges. It most closely resembles a panther or other large cat. Very short grey fur. It has no eyes and its mouth is stuffed with impossibly oversized teeth that drip with a greenish ooze.

It walks north at a brisk pace.

The alarm goes off and all the unit doors close.

**INT. SOUTH PASSAGE - LATER**

Ferd pulls a dolly behind him. He approaches unit 30.

The alarm stops.

Ferd stops when he sees Dutch Shultz's safe and the Tommy guns.

FERD

Nice of someone to find these for me.

Ferd starts wrestling with the safe, moving it to the dolly.

**CUT TO:**

Ferd has the safe on the dolly and he pushes it to the north.

**INT. BAY 1 - CONTINUOUS**

Juanita leaves her bay, headed to see Carl. She looks southward and stops. She doesn't understand what she's seeing.

JUANITA

What's that?

She points at the monster which isn't quite running, but is moving fast.

Bernie looks at it.

BERNIE

A dog?

Carl takes a step further down the hall.

The monster roars and breaks into a sprint. Carl flinches and falls backward, landing on his ass.

Bernie raises his gun and aims.

Peppy and Juanita help Carl get up. He hands the cabinet keys to Peppy.

CARL  
Get guns. For everybody!

Peppy runs into bay 1.

Bernie fires his Glock several times.

**INT. BAY 1 - CONTINUOUS**

Peppy runs into the bay and opens the cabinet on the left. He pulls out three Glocks and locks the cabinet. He sets them down and moves the first cabinet aside and opens the one behind it.

He's found the heroin.

PEPPY  
Fuck yeah!

He closes the cabinet, but doesn't lock it. He moves the first cabinet back in place.

Peppy grabs the guns.

**INT. WEST PASSAGE - CONTINUOUS**

Peppy comes running back. He hands Glocks to Carl and Juanita. He hands the keys back to Carl, who pockets them.

PEPPY  
I'm gonna run and warn the others.

CARL  
Seriously?

Carl raises the Glock and aims it at the monster.

PEPPY  
What if there are more of these things?

Bernie laughs. He pulls the trigger, firing at the monster. Carl and Juanita join him.

PEPPY (CONT'D)  
I'll be right--

He can't be heard over the echo of gunshots. He waves a hand at Carl's back and runs down the north passage.

**INT. SOUTH PASSAGE - LATER**

Randall approaches unit 30, pulling a hand cart behind him.

RANDALL  
What the fuck?

He sees the Tommy guns, but not the safe.

RANDALL (CONT'D)  
Somebody's about to get shot.

He loads the Tommy guns onto his hand cart and continues east.

**CUT TO:**

Randall sneaks past the bays and leaves the cart pretty far down the east passage.

He sneaks back toward the bays, staying out of sight. He ventures far enough to peek into Ferd's bay.

He sees the safe. And Ferd unloading it.

Ferd looks in Randall's direction, but the soldier is long gone.

**INT. BAY 5 - MOMENTS LATER**

Peppy arrives at Ferd's bay. He pulls Ferd aside, where no one else can hear him. They talk in hushed tones.

PEPPY  
I found it. The stash.

FERD  
Oh yeah?

PEPPY  
Carl has it. And he has lots of guns.

Peppy shows Ferd his Glock.

FERD  
I'm armed, too.

Ferd shows Peppy his Taurus G3C.

PEPPY  
I told you, no violence.

Ferd laughs.

PEPPY (CONT'D)  
Also...

Ferd is surprised by Peppy's hesitance.

PEPPY (CONT'D)  
There's something in here with us.

FERD  
Some THING?

Peppy nods.

PEPPY  
You'll see.

They head towards bay 1.

#### **INT. BAY 9 - CONTINUOUS**

Randall arrives at bay 9, pulling the dolly behind him. He has the Tommy guns. Franklin, Simon and Jerry wait for him on their stools.

RANDALL  
If you have time to lean...

Randall chuckles. The others don't.

FRANKLIN  
What does that mean?

RANDALL  
Something my old Rally's manager  
used to say. You find anything from  
the list?

Franklin gestures towards the paintings in his bay.

FRANKLIN  
We got the paintings.

Randall grins.

RANDALL  
All of them?

FRANKLIN  
As far as I can tell.

RANDALL  
Good job. It's a good start.

He starts handing out Tommy guns.

RANDALL (CONT'D)  
These dipshits to the north stole a safe from me. If it's what I think it is...

He frowns.

RANDALL (CONT'D)  
Let's go get these fucks and get our money.

JERRY  
I thought weapons and fighting were against the rules?

Randall laughs. He smacks Jerry in the back of his head.

RANDALL  
Get going. We have riches to claim and assholes to kill.

He grins as he gestures the others northward.

#### **INT. NORTH PASSAGE - LATER**

Ferd stops right before the entrance to the west passage. Peppy stops behind him.

Ferd holds his Taurus G3C at the ready and peeks around the corner. He sees Carl and the others engaging the monster and he retreats behind the wall.

FERD  
What the hell is that thing?

PEPPY  
No idea.

FERD  
Looks dangerous. Gonna let them handle it, then swoop in and take what's ours.

Peppy nods.

**INT. BAY 7 - LATER**

Sally, Damon and Ken sit on stools, gathered between the bays.

The alarm starts ringing. All but the emergency lights go out.

SALLY  
What the hell?

DAMON  
With this place, who knows?

Randall, Simon, Jessie and Franklin move quietly toward the bays, aided by the shadows.

**INT. WEST PASSAGE - LATER**

The door to unit 40 opens. Three of the panther-like monsters emerge. They sniff the air and head north.

**INT. BAY 7 - LATER**

Randall leads the other soldiers towards Sally, Damon and Ken.

RANDALL  
(quietly)  
When I tell you, unload on these guys. Don't know if they're armed or not. The element of surprise is key.

They get to within 20 feet. Sally sees them.

SALLY  
Fuck!

The soldiers open fire. Sally and Ken dive into the bays and out of the soldiers line of sight. Damon tries, but he takes bullets to his right leg and the right side of his ribcage. He crawls out of sight.

The gunfire stops.

**INT. BAY 1 - LATER**

Carl shoots the monster two more times and the beast falls to the ground dead.

CARL  
What the hell was that?

JUANITA  
Never seen anything like it.

BERNIE  
I have.

The others turn to look at him.

BERNIE (CONT'D)  
In horror movies.

The others are exasperated.

HATFIELD (O.S.)  
It's a genetically-modified guard  
dog.

Everyone turns to look at him. Ferd peeks around the corner.

CARL  
Bullshit.

JUANITA  
No way.

Hatfield laughs.

HATFIELD  
A special design from the owner,  
Mr. Cratch.

Ferd steps around the corner, holding his gun on Hatfield.  
Peppy follows.

FERD  
Open the front door. Now.

Hatfield stands his ground, confident and cocky.

HATFIELD  
I can't. It's locked until 8 a.m.  
No possible way to open it before  
then.

PEPPY  
And we have to stay till then to  
get our loot?

Hatfield grins.

HATFIELD

That's cor--

Ferd shoots him in the chest. Hatfield falls to the ground dead.

BERNIE

What the hell'd you do that for?

Bernie looks for his Glock, but it's sitting on top of a box in his bay. No way he could get to it before Ferd could shoot him.

JUANITA

Because he's a psycho.

Ferd glares at her. He grips the gun tighter.

Carl takes a step in Ferd's direction, gripping HIS Glock tighter. Ferd sees him and points the gun at him with a chuckle.

FERD

You stepping up, Carl?

Ferd laughs at him. He holds the gun on Carl.

FERD (CONT'D)

Afraid I'm gonna steal this one,  
too?

Ferd circles around Carl and places the gun against Carl's head. Carl shakes with fear and rage.

PEPPY

C'mon, Ferd? This isn't what we  
talked about.

BERNIE

You killed his man, there's no way  
Shoat is letting you out of here  
alive.

JUANITA

There might be more of those...  
things.

Carl glares at Peppy.

CARL

Rat.

Peppy frowns, he knows he failed Carl.

PEPPY

Man, you know how much I need the money.

CARL

Rat.

PEPPY

You can keep all the other junk, we just need... want the heroin.

BERNIE

They're not gonna let you leave with all this stuff.

CARL

You're not leaving with anything.

He stares at Peppy.

CARL (CONT'D)

I knew you couldn't handle it. You're an addict.

Carl turns towards Ferd.

CARL (CONT'D)

He's a junkie, he'll turn his back on you and--

Carl lunges at Ferd, managing to grab Ferd's gun hand and push it away. Ferd fires, but it harmlessly hits the unit wall.

Juanita and Bernie lunge into bays to hide from Ferd.

Carl tries to bring his gun hand up, but Peppy clocks him to the back of the head and Carl falls to the ground, bleeding. As he falls, he loses his gun. It skids past Ferd.

Ferd points his gun at Carl.

FERD

Peppy, get the stuff.

He does.

**INT. BAY 7 - LATER**

Bullets riddle Ken's body and he falls to the ground dead.

Damon sits against the wall of his bay, bleeding profusely. He passes out.

The soldiers advance on them.

Randall gets a line of sight on Sally and guns her down. He stops and listens. He holds up a hand.

RANDALL  
Stop firing. I don't hear anything.

They all stand still and listen.

FRANKLIN  
There's only three of them. Where's  
the tough guy?

Randall points toward the safe.

RANDALL  
Don't care, get the--

JERRY  
Shhhh!

SIMON  
What is it?

JERRY  
Quiet! I hear--

As he turns south, one of the monsters lunges at him and bites his neck, ripping Jerry's head off. It falls to the floor.

A second monster tears into Franklin's stomach.

RANDALL  
Fire! Fire! Fire!

He unloads his Tommy gun, taking out the monster.

Simon dives out of the way of an attacking monster. It bites down on Franklin's gun hand and rips his arm off. Franklin dies screaming and spewing blood.

Simon unloads his gun into the monster.

Randall guns down the last monster.

Simon stands up. There's blood everywhere and they are the only two living people or animals still standing.

**INT. NORTH PASSAGE - LATER**

The door to unit 95 opens. Three more of the panther-like monsters emerge. They sniff the air, then head west.

**INT. BAY 1 - LATER**

Ferd holds his gun on Carl, ready to kill him.

FERD  
Any last words?

CARL  
Yeah, go fuck--

The monsters attack from behind. One swallows Ferd's head and rips it from his body.

A second monster attacks Peppy. He fires on it repeatedly.

A third monster rushes at Carl. He unloads, shattering its teeth with bullets.

Juanita and Bernie flank the last beast, firing every round they have.

Carl sees that Peppy is struggling with the surviving monster. He makes eye contact with Peppy, who pleads with him soundlessly.

Carl shoots the monster, but it's too late. Peppy is dead.

**INT. NORTH PASSAGE - LATER**

Randall and Simon arrive to the sounds of gunfire. They stop and hide behind the corner. Randall peeks and sees the last monster fall dead.

RANDALL  
(whispering)  
We'll have one shot before they  
return fire. Make it count or we're  
dead.

Simon nods.

RANDALL (CONT'D)  
(quietly)  
Now!

Randall and Simon step into the opening and fire away.

Randall hits Bernie in the leg and he falls to the ground in agony.

Simon shoots at Juanita, but he misses.

Juanita returns fire and hits Simon in the shoulder. He's still standing, but the bullet hit his shooting arm and he drops his gun.

Randall shoots Juanita in the back, and she falls to the ground.

Both Carl and Bernie fire on Randall, shooting until they are out of ammunition.

Carl checks on Juanita.

CARL  
You still alive?

JUANITA  
I'll survive. But let's go to the hospital as soon as possible.

CARL  
You said it!

He leans in and kisses her on the cheek. She turns and kisses him for real.

BERNIE  
I'm okay, too. If you were wondering.

Everyone laughs.

#### **INT. BAY 1 - LATER**

Bernie and Juanita sit on stools, back-to-back. Each rests a Glock on their lap, ready to shoot if anything comes from the north or south.

Carl limps in from the north, pushing a flatbed hand truck. Damon lays on the truck, bleeding but alive.

CARL  
He's the last one, everyone else is dead.

The hallway as been cleaned up a bit. The dead people and monsters have been moved into Peppy's bay.

BERNIE  
You sure he's still alive?

Carl looks down. Damon is clearly breathing, but unconscious.

CARL  
Barely. He was awake when I found  
him. He's been coming and going.

JUANITA  
Any more of those... things?

Carl frowns.

CARL  
A few. All dead. Good thing bullets  
hurt them.

Juanita stares at him.

JUANITA  
You okay?

Carl plops down on his stool.

CARL  
I'm exhausted. Gonna sleep for like  
a week.

JUANITA  
Can I join you?

Carl smiles.

CARL  
Hell yeah!

Juanita blows him a kiss. He reaches up and catches it. She  
smiles.

BERNIE  
What's in the chest?

He points to Ferd's chest, which shares the truck with Damon.  
Carl laughs.

CARL  
Silver and gold, my man. Silver and  
gold.

Bernie smiles.

BERNIE  
You sharing?

Carl laughs.

CARL  
I couldn't possibly spend it all  
myself.

JUANITA  
Save some for...

She gestures towards Damon.

CARL  
Damon? Of course.

The alarm starts to ring out again. Carl looks at his watch.  
It's 8 o'clock.

CARL (CONT'D)  
We made it.

The front door lock buzzes and the door opens. Carl, Juanita  
and Bernie stand and head towards the front door wearily.

**EXT. MORNING STAR STORAGE FACILITY - MOMENTS LATER**

Carl, Juanita and Bernie walk outside. Bernie pushes the  
truck that Damon rests upon.

Once they get outside, they see Shoat, who is flanked on  
either side by armed henchmen.

SHOAT  
Hello, my friends! It's great to  
meet the winners.

Carl scowls.

CARL  
Winners? This whole thing was  
rigged from the beginning.

Shoat laughs.

SHOAT  
No! What makes you think that?

CARL  
You didn't tell us there were  
monsters inside. Or that the other  
people involved were armed  
soldiers.

SHOAT

There were no rules against such things.

CAEL

Yeah, but there were rules against weapons and violence and you allowed that. You broke your own rules.

SHOAT

Nonsense. If anyone broke the rules, it was you guys. You killed Hatfield.

JUANITA

We had nothing to do with that.

SHOAT

We had cameras inside and we saw you.

Carl stares at Shoat.

CARL

You know that's bullshit. You're trying to change the rules because you lost.

SHOAT

WE'RE the sore losers? You're the ones--

Carl lifts his Glock and shoots Shoat in the head, killing him. Shoat's men scramble, surprised the moment got violent.

Juanita shoots one of the guards and Bernie shoots the other.

Carl stands quietly for several moments, listening for anything else. But it stays quiet.

CARL

Let's get our stuff out of here before the cops show up.

BERNIE

Or more monsters.

Carl heads back towards the entrance. Bernie and Juanita follow.

**EXT. COUNTY FLEA MARKET, CARL'S BOOTH - DAY**

The flea market is relatively empty today. Carl sits at his table, scanning for customers who aren't coming.

Juanita sits in her booth, but her chair sits as close to Carl as possible.

Bernie walks over to them.

BERNIE

You're still here? I figured the two of you had enough to get away.

CARL

We can't just up and leave, that'll raise suspicions.

BERNIE

They're looking for you? I figured nobody would care about Shoat or the others.

CARL

You're right about Shoat. This seems like it's coming for someone else. We're not on the hook with the police.

JUANITA

What about Mr. Cratch.

BERNIE

He's gotta be too rich to care?

Carl shakes his head.

CARL

It's not about the money, but he's coming for us. On principle.

JUANITA

We've gotta get out of here.

BERNIE

Then why'd we even come here today? Seems dangerous.

CARL

I didn't want to do it alone.

Juanita smiles.

BERNIE  
Nobody else knows what we got.

CARL  
Right. It's Mr. Cratch or nobody.

JUANITA  
We HAVE to have enough to get away?

Carl nods.

BERNIE  
We have to have more than we need.  
What are we waiting for?

CARL  
Nothing.

JUANITA  
What about Damon?

CARL  
He's safe. He went home. And not  
empty-handed.

BERNIE  
He rich?

Carl nods.

JUANITA  
Then there's no reason for us to  
stay?

BERNIE  
I guess not.

CARL  
I can't think of any reasons.

BERNIE  
Then let's go. Before they find us.

JUANITA  
Who is "they"?

CARL  
Whoever.

Bernie and Juanita nod in agreement.

CARL (CONT'D)  
Want me to drive?

Juanita nods. Bernie shrugs.

BERNIE  
Might as well.

Carl grabs his cash box and heads for his truck. Bernie and Juanita watch him go.

CARL  
You coming?

Juanita and Bernie get up and follow him. Carl gets in his truck, quickly joined by the others.

**FADE OUT.**