

"Guardian" Sample script

By

Amelia Cameron

"Marvel" style sample experimenting with action and  
humor.

Amelia Cameron

amelia.k.cameron@gmail.com  
(+1) 5404499484

. . .

3 EXT. CAMPING GROUNDS - NIGHT

Ariel and Sam sit outside their tent with lanterns lit up and wrapped up in big blankets. Their laughter can be heard echoing around them as they are both finally relaxed.

ARIEL

Okay...truth.

SAM

Alright let me think... If you could change one thing about your life what would it be?

ARIEL

I dunno...I guess, if I'm being really honest, I'd want to fit in a little better.

SAM

Is this about that party...

ARIEL

It's not just that. Everyone at school has these groups of their close friends, and their friends friends and they form one little family. Like you and your friends on the debate team with your inside jokes and support. But I don't. I'm just this kind of...outsider. Yeah I know a few people from different groups but I don't have a family.

SAM

Do you really worry about that?

ARIEL

Yeah, a lot. [pause to think] But I believe it's your turn so-truth or dare?

SAM

I'm too comfy to want to move...so truth.

ARIEL

Same question.

SAM

Really?

ARIEL

It was a good question!

SAM

Alright, lets see...I'd want to be able to eat as much pizza as I wanted without gaining weight.

ARIEL

(Laughing)

Come on, I was honest with you.

SAM

Alright. I'd want the confidence you have.

ARIEL

Oh come on, I'm not...

SAM

Yes you are! You say you're worried about this stuff but who could tell? I've never seen you let a thing bother you, and I wish I had that strength sometimes.

Ariel examines her best friend, realizing just how honest she's being. She feels bad for Sam, not in a patronizing way but simply because she's her best friend, and she hates seeing her sad about anything.

ARIEL

Darn it now you get a hug. Get over here.

Ariel scoots over next to Sam and gives her a consoling hug,

it shows the true depth of their friendship with just a single movement. They both laugh quietly together.

SAM

No tears. This is a fun weekend!

ARIEL

Right, fun. Then I choose dare.

SAM

Then I dare you to go down to the water and get the clothes we left there...

ARIEL

Oh come on, I wanted a hard one.

SAM

Oh, that's not all.

Ariel's smile weakens a little as she questions what's coming next.

4 EXT. FOREST - NIGHT

Ariel trudges through the forest in Iron Man pj's with Sam's Iron Man mask on from when they were kids. She carries a flashlight that she shines on the ground in front of her to see where she's going.

ARIEL

(To herself)

Well played Sam, well played.

Ariel steps on a branch and it snaps with a sharp crack, making her jump slightly.

ARIEL

It's not even that dark yet, just  
[Ariel grunts as she stumbles on a  
tree root] hard to see the ground.

An owl hoots and startles Ariel.

Flash to a terrifying image of someone sprinting through the woods in all black, chased by flashlights.

Back to Ariel who lifts up the Iron Man mask to look around, a little uneasy.

ARIEL

(To herself)

Stupid woods. It's just trees, nothing scary.

Flash again to the figure hurtling through the trees. The figure makes awful sounds, like shrieks, whimpering, and panting all at once.

Back to Ariel. A twig snaps and she spins around to shine her light on a branch where a squirrel just was.

ARIEL  
(To herself)  
Ha, just a squirrel.

A shorter, more intense flash to the figure being pursued.

ARIEL  
Just get the clothes and head back and win truth or dare.

Flash again. More terrifying than before.

Back to Ariel when a twig snaps near her.

ARIEL  
Just...get the clothes....and

Flash.

Back to Ariel with more branches breaking.

ARIEL  
Head back...

Flash.

Back to Ariel, she is terrified.

ARIEL  
And...

Flash.

Back to Ariel. This time she doesn't speak. She just turns round and round with her light trying to see what's around her. It's a moment straight out of a horror movie. Her heart beats through her chest, as everything around her goes quiet. She turns round and round, but nothing is there.

All of a sudden the figure from before comes whizzing past

knocking her straight to the ground, making her flash light flicker off.

A little ways away from Ariel, two men chase after the figure with flashlights in their hands. They pass by her without noticing.

Ariel props herself up, dusting herself off when she looks over to see a small, unusual looking blue gem. The gem seemed to fathom and stretch ever so slightly before her eyes, with a core of white light trying to blast through the sides.

ARIEL

What the...

Ariel looks around to see all the figures have gone. She sits up and slowly reaches out a hand to grab the gem. She begins to pick it up but as soon as she touches it she is caused immense pain. Needles stab at every inch of her body while her core is a ball of fire melting her from the inside out. She strains every muscle in her body trying to fight it off.

MEDIUM CLOSE UP->CLOSE UP: MEDIUM OF FULL BODY BUT AS ARIEL FALLS TO THE GROUND PAN TO CLOSE UP OF HER HAND SQUEEZING THE GEM WITH LIGHT TRYING TO BURST THROUGH.

Fade black.

5 EXT. EDGE OF FOREST - NIGHT

Pan in from dissolve of black into the scene.

The figure lays strapped to the ground, two men in suites stand by him, one holding him down, the other looking round.

AGENT 1

Got em!

AGENT 1 heads back over to the figure and AGENT 2 to show him the camouflaged bag inside which contained other gems similar to the ones Ariel found.

AGENT 2

Any idea what they do?

AGENT 1

As if they'd tell us anything. All he said was not to touch em.

Agent 1 sighs, looking at the bag with curiosity

AGENT 2

You can take care of them on your own?

AGENT 1

Course. Just depends if you can handle him on your own.

AGENT 2

Don't worry about me, just take care of those.

AGENT 1

Right then, I'll be back.

Agent 1 heads away from Agent 2 and the figure to a smaller clearing. He carefully takes the bag he was carrying off him to set on the ground. From inside he takes a small, cylindrical clear tube. He places the bag of gems inside the tube making sure it's secure before stepping away from it.

He presses a button on the electronic gadget that controls the cylinder. The cylinder fills with smoke. The agent waits a moment before returning to open the cylinder. Inside, there is nothing left.

Agent 1 returns to Agent 2 with the bag back on his shoulder, only to find Agent 2 dead on the ground, the figure gone.

Agent 1 rushes over to him and quickly uses his earpiece to talk to their headquarters.

AGENT1

Code red. Agent down. Hostile 901 has escaped. Threat level 8. I repeat. Hostile 901 has escaped.

Black.

. . .