

SAM

Smart? I thought they all had brains  
the size of an egg?

ALICE

Not this one. Highly aware, exquisite  
hunters, more powerful than a T-Rex.  
Territorial as well. Wouldn't allow  
any other predators to co-exist with  
them. And smart enough to...

That's when they all see it. At the far end of the room is  
a SEWER GATE, water flowing out down a long, dark tunnel.  
Most alarming, the bars have been bent apart, a large, eight  
foot wide opening providing escape from this prison.

SAM

Escape. That thing can come and go.

Alice looks at them both, terror in her eyes.

**Start**

EXT. WOODS - NIGHT

Billy, frantic, is trying to help Pennie limp away from the  
danger.

Up ahead they spot something in the moonlight. It's a tall  
radio antenna at the top of the hill.

BILLY

See? We're gonna get out of here.

PENNIE

Sure kid. So you get to that comm  
tower, use it to get help for you  
and the others.

BILLY

We'll get there together.

Somewhere behind them a low ROAR from the darkness. The  
creature is coming after them.

BILLY (CONT'D)

Come on. Down this path.

With urgency he leads her along. They get a few paces, come  
to a fork.

BILLY (CONT'D)

Which way?

PENNIE

This one. More of a grade. Must  
lead to higher...

She freezes, mid sentence.

BILLY  
What?

PENNIE  
I hear it. Up ahead. It knows.

BILLY  
You mean...

PENNIE  
It's hunting us.

On that grim realization.

PENNIE (CONT'D)  
The other path...go.

EXT. CLEARING - NIGHT

Billy helps Pennie amble in to this open area. At one end is another SLUICE GATE, bars also split apart, water flowing out and down the mountainside.

BILLY  
Look. Must lead to some kind of facility beneath the mountain. Could be a way to get back to the others.

Pennie, weak, growing more pale, looks around, dubious.

PENNIE  
Or that thing wants us to go inside. Straight into its lair.

There's another dull ROAR from the trees nearby. Amidst the thick brush, in the half light, there's the distinct shadow of the CREATURE.

PENNIE (CONT'D)  
The scent of my blood. It's been tracking it, tracking me, driving us here, like sheep to slaughter.

BILLY  
We can't stay out here. There's no other option.

Pennie breaks from his grasp.

PENNIE  
I've lost too much blood anyway. I can lead it away from you.

She begins to tear off her splint and bandages exposing the nasty compound fracture and caked blood.

PENNIE (CONT'D)  
Climb until you reach that  
communications array.

BILLY  
I'm not leaving you.

PENNIE  
Hack into it, get a signal out, save  
you and your friends.

BILLY  
Listen to me...

PENNIE  
No you listen. Run... or I'll shoot  
you myself. RUN!

Billy doesn't want to but he can see how deadly serious she is. He dashes off.

Pennie stares out at the darkness, gun in hand.

PENNIE (CONT'D)  
Come and get me asshole.

**End**

She turns and staggers towards the broken sluice gate. Drops of her blood dot the ground behind her.

INT. DRAINAGE TUNNELS - NIGHT

An eight foot wide tunnel, ankle deep water. Pennie pulls a GLOW STICK from her combat vest, sparks it.

The tunnel is now bathed in an eerie greenish light.

She steps tentatively inward until she reaches a crossroads. Lying in the water is a partially submerged COURIER BAG. The eagle eyed will have seen that it's the same one DANE was wearing in his GoPro video.

Pennie is about to pick it up but that's when she hears it... a faint RUSTLING NOISE... But what direction is it coming from?

Pennie freezes, gun aimed, and cocks her head to listen.

The sound is getting louder and then... a blur of motion from one direction as... a massive number of RATS storm towards her. They are upon her, all around her so fast she's knocked down into the fetid water.